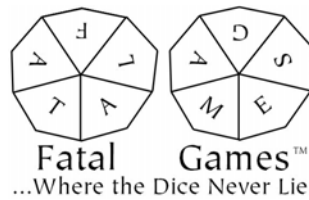


by



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F.A.T.A.L. was originally conceived on Oct. 25, 2000.

Welcome to a fantasy medieval role-playing game that focuses on realism and detail whenever possible without sacrificing fun. Despite the focus on realism, several tenets of fantasy are assumed. In the world of this game, magic exists as well as spellcasters such as mages, witches, and druids. Second, fantastic creatures roam the world, including kobolds and dragons, among others. Finally, hundreds of deities exist, and moreover these gods are concerned with their worshippers, the state of the world, and their own deific interests. Aside from these basic assumptions of fantasy, realism is sought in every other respect and applied to these fantastic tenets as well as the gaming world and role-playing system.

What is a Role-Playing Game?

A role-playing game is a game in which the participants make decisions as though they were a certain character. The decisions a player may make are incredibly diverse compared to other games. For instance, assume you are an adventuring knight who has just fought his way to the top of a dark tower where you find a comely young maiden chained to the wall. What would you do? Some may choose to simply free the whimpering wench. Others may free her while hoping to win her heart. Instead of seeking affection, some may talk to her to see if they can collect a reward for her safe return. Then again, others may be more interested in negotiating freedom for fellatio. Some may think she has no room to bargain and take their fleshly pleasures by force. Others would rather kill her, dismember her young cadaver, and feast on her warm innards.

As you can see, the number of decisions one could make with one simple situation can quickly become overwhelming. Typically, this is the attraction of role-playing games. No other game allows so much individual choice, and consequently, so much fun.

Events in the game do not occur merely by the will of the player, however. Instead, decisions and outcomes are mediated by odds and rolls of the dice. Hence, this book is full of rules and guidelines based on odds. Do not let the sheer volume of information be intimidating; as a player you will not need to memorize it, though familiarity helps.

The best definition is that a role-playing game is a game that allows players to utilize their full potential for imagination and enjoyment within a controlled setting.

Necessary Gaming Materials

To play this game, some materials are necessary. First, it is most convenient to have a separate copy of this book for each player, as it will be used often. Next, a set of gaming dice is necessary, which may be purchased at most hobby stores and some bookstores. Sets of gaming dice usually include one 4-sided, one 6-sided, one 8-sided, two 10-sided (or percentile dice), one 12-sided, and one 20-sided die. Another book entitled Grimoirium Genitoris (Grimoire of the Gods) will be very useful, and necessary if anyone plays a priest as a character. Further, numerous pencils, erasers, scratch paper, and graph paper come in handy. Miniatures are available from several companies for purchase and are useful for combat situations, though they are not required for play; any coin could be used instead to represent a character. A gaming mat that is drawn in a 1-inch grid may be purchased or easily made, and is used on which to place the miniatures. Calculators, while not required, are recommended. Finally, a small group of gaming participants, typically 4-8 players, is best. Here is a review:

- Numerous copies of this book
- Gaming dice (d4, d6, d8, d10, d12, d20)
- F.A.T.A.L. Character Generator Program
- Talitaria Fantasy World
- Grimoirium Genitoris (Grimoire of the Gods)
- Grimoirium Monstrum (Grimoire of Monsters)
- Grimoirium Vita Futura (Grimoire of the Next World)
- Pencils, erasers, scratch paper, and graph paper
- 25mm Miniatures or small markers such as coins
- Gaming mat (1" grid)
- Calculator
- Players

Terminology

Some terms used throughout the game need to be understood. When a die is to be rolled, the type of the die (how many sides it has) usually appears after a 'd', designating the die. For instance, 'd12' indicates that one twelve-sided die is to be rolled. If a number appears before it, such as '3d12', then three twelve-sided dice are to be rolled, and the numbers added together, which this example produces a range from 3-36. Finally, a number may follow as a modifier, such as '3d12 + 2', which means that three twelve-sided dice are rolled and added together as before, but now two is added to the sum. This particular example produces a range from 5-38. Additionally, 'd%' or 'd100' indicates that two ten-sided dice are to be rolled, but the results are not added together. Instead, one die (which is announced beforehand) is interpreted as the 'tens' position and the other as the 'ones' position. So, if two ten-sided dice were rolled, resulting in a 6 and a 9, and the die that resulted with a 6 was announced as the 'tens' position, then the results would be interpreted as 69. If the results are a 10 and a 10 (probably a 0 and a 0 on the dice), then this is interpreted as 100. Finally, a 'd1000' is possible, which simply requires three ten-sided dice, with the third die being interpreted as the 'hundreds' position.

Math

No math is introduced in this game that is more complicated than basic algebra, and even that is relatively rare. One rule that applies to all calculations is that whenever a decimal remainder exists, such as if a character has 53.96 points of Intelligence, the number is truncated or the decimal is discarded. So, this particular individual would have 53 points of Intelligence. While this game attempts to simplify any math that may be involved, percentages are used frequently. Here are a few helpful reminders, which will consistently use 77% as the modifier:

- 77% of any value (say, a character's Strength score of 130) is equivalent to multiplying the value (130) by 0.77. In this example, 77% of 130 is 100.

- If a value (say, an Intelligence score of 115) is reduced by 77%, then only 23% remains. In this example, 23% of 115 is 26.
- If 77% is added to any value (say, 22 points of damage due to Strength), then the value is multiplied by 1.77. In this example, an additional 77% of 22 results in a total of 38 points of damage ($1.77 \times 22 = 38.94$).

Roles

Two fundamentally different roles must be fulfilled for a game to occur, and hence this game requires at least two people. One person must assume the role of the Maim Master (hereafter referred to as the MM). While the MM does much more than maim, this is the nickname that has been acquired due to the frequency of injury to characters. MM's do not create and role-play one character as do the players of the game. Instead, the MM directs the game, often acting as a referee or a storyteller.

Essentially, before the game the MM devises a plot or a purpose to the game. For example, one plot may be for the characters to happen upon a dungeon in the wilderness, and to encourage them to enter and combat its inhabitants. If this were the case, prior to the game the MM would draw a map of the dungeon on graph paper. Next, the MM would stock the dungeon with monsters, traps, and treasure for the characters to encounter. During the game, the role of the MM is to explain to the players what their characters see and hear as they enter and traverse the dungeon. Further, as the characters encounter monsters, the MM role-plays the monsters, representing them against the characters.

The players, on the other hand, create one character apiece, and role-play that character for the game. For example, a player named Ryan may create a character who is by occupation a thug, and names the thug Torturon. Throughout the game, Ryan role-plays Torturon, making gaming decisions as though he actually were Torturon. Typically, several players work together, creating a small group of unique characters, each with their own talents and shortcomings. Together, the small group of adventurers attempts to tackle a dilemma or plot devised by the MM.

The role of the MM is more complicated than that of a player, since a good and entertaining MM must be familiar with everything that players are familiar with, but also be familiar with their own role. For this reason, this book has been arranged so that information for players is presented before information for MM's. If you are new to the game, the best suggestion is to read this book.

Creating a Character

Aside from having the necessary gaming materials listed above, the game cannot be played without a character. Each player must progress through this book, chapter by chapter, to create a character. Before you begin, you will need a character sheet. If you do not have one handy, you may photocopy the template presented in an appendix of this book. These sheets are a handy means of recording character information. As you progress through the chapters of the book, making rolls of the dice and decisions, the results must be recorded on your character sheet. A friendly tip is to record the information with a pencil and to not write heavy-handedly; a lot of the information is subject to change. During the game, you will continually refer to your character sheet.

Not every chapter, nor every part of each chapter, will be used while creating a character. Nonetheless, the safest method is to progress through the book page by page to avoid missing anything. When in doubt, information relevant to character creation is listed in the beginning of each chapter, though some chapters, such as *Chapter 1: Abilities* are vital, while others such as *Chapter 16: Advancement* are irrelevant to creating characters. In general, the more relevant the information to creation, the sooner it appears in the book.

The fastest way to create a character is to use a computer program called the Fatal Character Generator, which is available free.

Character creation is often as fun as the game itself, due to the seemingly infinite variety of possible characters. For instance, when initially rolling a character's sub-abilities, there are (199^{20}) combinations possible!

Warning

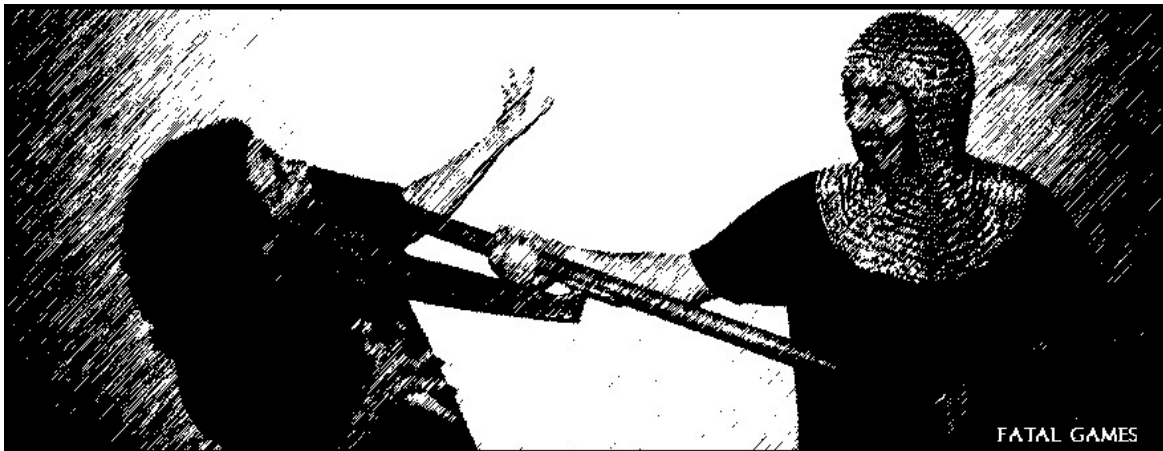
This role-playing game is not intended for children due to violent and sexual content. It is entirely possible to play this game without a character entering a single combat or sexual situation, though information and tables for sex and violence are provided so that it may be used or dismissed as deemed appropriate by each gaming group. The information in this game does not represent the world-views of Fatal Games, nor is extreme violence or extreme sex condoned by Fatal Games. Instead, the information is included for comprehensiveness.

For instance, the detail of violence may exceed that of other role-playing games, as crucial damage may explicitly explore the destruction of many body parts and internal organs. Similarly, characteristics of genitalia are often determined and utilized, such as penis size or maximum vaginal circumference. Further, role-playing situations that accurately represent mythology are likely at some point to include rape, molestation, encounters in brothels, or possibly situations that deviate more from social norms. While the objective of the game is not intended to be any of these in their own right, sex and violence may reasonably occur depending on the circumstances, and have been detailed in gaming terms herein. Therefore, Fatal Games advises minors not to participate in this game, and suggests that the players and MM discuss the appropriateness and degree of sex and violence for their gaming group.

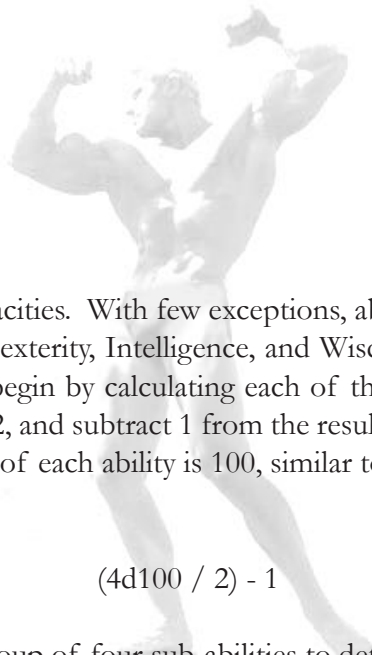


Table of Contents

- [Chapter 1: Abilities](#)
- [Chapter 2: Gender and Race](#)
- [Chapter 3: Body](#)
- [Chapter 4: Disposition](#)
- [Chapter 5: Mind](#)
- [Chapter 6: Sociality](#)
- [Chapter 7: Occupations](#)
- [Chapter 8: Skills](#)
- [Chapter 9: Equipment](#)
- [Chapter 10: Combat](#)
- [Chapter 11: Magic](#)
- [Chapter 12: Spells](#)
- [Chapter 13: Magical Items](#)
- [Chapter 14: Treasure](#)
- [Chapter 15: Conducting the Game](#)
- [Chapter 16: Advancement](#)
- [Chapter 17: Natural Substances](#)
- [Chapter 18: Warfare](#)
- [Appendix 1: Character Sheets](#)
- [Appendix 2: Spell Lists](#)
- [Appendix 3: Random Magical Effects](#)
- [Appendix 4: Phobias](#)
- [Appendix 5: Ingredients](#)
- [Appendix 6: Maim Master Characters](#)
- [Index](#)
- [References](#)
- [About Fatal Games](#)



Chapter 1: Abilities



Abilities are a character's capacities. With few exceptions, abilities are unchanging. There are five core abilities (Physique, Charisma, Dexterity, Intelligence, and Wisdom), each with four sub-abilities. To determine your character's abilities, begin by calculating each of the twenty sub-abilities. For each sub-ability, roll 4d100, divide the sum by 2, and subtract 1 from the result. Numerically, this creates a range of 1-199 for all abilities and the average of each ability is 100, similar to a modern I.Q. test. It may be easier to look at the formula:

$$(4d100 / 2) - 1$$

Then, simply average each group of four sub-abilities to determine the core ability. For example, average the sub-ability scores for Physical Fitness, Strength, Bodily Attractiveness, and Health to determine the ability score for Physique.

As you progress through other chapters during character creation, other modifiers may adjust your ability scores, such as gender, age, and race. On the following tables, a score of 100 is the average for all humans. For instance, if a male rolls a Strength sub-ability score of 100 and is horrified that the average Bench Press is 120 pounds, as noted above this is also an average for gender. Later, to resolve this example, males will receive a bonus for Strength. For now, simply determine your sub-ability scores and record them on your character sheet, which is available in the back of this book in *Appendix 1: Character Sheets*. Finally, observe that when these sub-abilities and abilities are determined initially for a character, the abilities are determined for young adults. After the sub-abilities are described and the tables presented, aging effects are illustrated, which must be referenced throughout the character's life. The last part of this chapter details how two abilities, Physical Fitness and Strength, may be increased through persistent exercise, and also, an alternate rolling method is presented.

Lastly, these abilities are arranged not in an order of importance (they are all important), but in an order that progresses from concrete (Physique) to abstract (Wisdom).

Physique

The most obvious of all abilities, Physique is comprised of Physical Fitness, Strength, Bodily Attractiveness, and Health. High Physique ability scores indicate a body that is trim, strong, well-proportioned, and resilient.

Physical Fitness – Often considered endurance or stamina, a character's Physical Fitness is not concerned with the size or strength of the muscle, but its ability for durative exertion. Characters with high Physical Fitness have low body fat and are able to perform exerting activities for long durations, such as sprinting. Physical Fitness may be affected by another sub-ability of Physique: Bodily Attractiveness. Physical Fitness determines a character's Sprint speed per round according to their Height (see *Chap. 3: Body*). The Sprint skill in *Chapter 8: Skills* has more information on sprinting, running, jogging, walking, and forced marches. To determine the distance in terms of miles walked per hour, divide the Sprint speed by 58. This sub-ability may be increased with Persistent Exercise, as detailed at the end of this chapter. Physical Fitness affects skills such as Climb, Contortion, Jump, Mountaineering, Sprint, and Swim.

Strength – This refers to the size of the character's muscles and the amount of force that may be generated. Strength may be affected by another sub-ability of Physique: Bodily Attractiveness. Characters with high Strength are able to exert considerable force and move impressive amounts of weight. Specifically, Strength entails measurements of the Clean and Jerk (amount in pounds that may be lifted and pressed above one's head), Bench Press (pressed away from one's chest), and Dead Lift (lifted from the ground, but unable to move about with it). If the Clean and Jerk is attempted with only one hand, 40% of the weight on the table may be pressed. In *Chapter 9: Equipment*, the amount listed for Dead Lift will determine a character's Encumbrance; two other measures are included: Pull and Push. Finally, Strength has a Skill Modifier for use with the skills in *Chapter 8: Skills*, such as Blacksmithing, Brasssmithing, Brawling, Climb, Coppersmithing, Dismemberment, Hewing, Hurl, Impaling, Mangling, Mountaineering, Silversmithing, Stonemasonry, Swim, General and Specific Types of Weapons,

Weapon Mastery, and Wrestling. Strength also affects the amount of damage a character inflicts with melee weapons. For instance, a Strength score of 115 indicates that an additional 29% of normal damage occurs. Strength also affects Life Points (see *Chap. 10: Combat*). Finally, is affected by exercise. For information, see Persistent Exercise, which is detailed at the end of this chapter.

Bodily Attractiveness – Usually, this portion of a character's Physique is comprised of the attractiveness of their frame and how appropriately muscles and fat are distributed over their skeletal frame. For example, characters with low Bodily Attractiveness may have disproportionately long or short arms, legs, or upper body. Males with high Bodily Attractiveness tend to have high Physical Fitness, Strength, and Height (see *Chap. 3: Body*), while females with high Bodily Attractiveness tend to have large Cup Size (see *Chap. 3: Body*), low Weight (see *Chap. 3: Body*) and low Strength. Bodily Attractiveness affects skills (see *Chap. 8: Skills*) such as Seduction and Sexual Adeptness.

Health – Healthy characters are not sickly or prone to illness, have fewer allergies, are unaffected by poison ivy, vomit only rarely, have better hearing (see Sound in *Chap. 8: Skills*), have more Life Points (see *Chap. 10: Combat*), and maybe most importantly, respond well to shock and injury. The modifiers for Allergies and Intoxication are explained in *Chapter 3: Body*. Regarding skills, Health is useful with Sound and Urinating. Perhaps Health is most useful when considering Crucial Damage (see *Chap. 10: Combat*).

VIS CONSILI EXPERS MOLE RUIT SUA.

Brute force bereft of wisdom
falls to ruin by its own weight.

Charisma

The ability of Charisma is the appeal of a character to others based on four sub-abilities: Facial, Vocal, Kinetic, and Rhetorical Charisma. High Charisma is indicative of a beautiful countenance, voice, movement, and style of speech.

Facial – Distinct from all other forms of attractiveness, this only considers the beauty of the character’s hair, eyes, complexion, facial structure, and expressions. Characters with low Facial Charisma may seem to have one eyebrow instead of two, severe acne, an ugly birthmark, a large nose or ears, dark rings under the eyes, or disfiguring scars to list a few examples. Facial Charisma affects the skill of Sexual Adeptness (see *Chap. 8: Skills*).

Vocal – While someone may be speaking or singing in a foreign language that is not understood by the listener, factors such as tone, pitch, accent, and inflection may influence the listener to perceive them as attractive, or conversely, repulsive. On the table presented later in this chapter, a description of Vocal Charisma at each category of ability offers a reference point for comparisons.

Kinetic – Different from the Bodily Attractiveness sub-ability, Kinetic Charisma deals not with the physical shape and appearance of the character in question, but the beauty of their bodily movements, gestures, stride, etc. On the table presented later in this chapter, a description of Kinetic Charisma at each category of ability offers a reference point for comparisons. This sub-ability is particularly important in Dance, Massage, and Sexual Adeptness (see *Chap. 8: Skills*).

Rhetorical – As rhetoric is the art of persuasion, this sub-ability of Charisma is concerned with the potential to make oneself seem credible, to make one’s ideas or suggestions seem appealing by soliciting emotions. Rhetoric has been accused as an art of verbal trickery, a tool of political propaganda, and the opponent of reasoned and logical arguments. Just the same, it is very influential and often more influential than reasoned argument. Further, rhetoric is important for leadership. Talented rhetoricians know that the most persuasive speech rate is one that is slightly faster than the societal norm, and accordingly speak at such a rate. Average Speech Rate is indicated on the table for Rhetorical Charisma later in this chapter. It is represented in words-per-minute (w.p.m.), and is not to be confused with a character’s Maximum Speech Rate, as indicated on the table for the sub-ability of Enunciation. Obviously, a character’s Average Speech Rate, as listed for Rhetorical Charisma, may never exceed their Maximum Speech Rate, as listed for Enunciation. This sub-ability is useful in skills (see *Chap. 8: Skills*) such as Hagglng.

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Dexterity

This ability is physical precision, which is more abstract or less concrete than Physique. Dexterity is comprised of four sub-abilities: Hand-Eye Coordination, Agility, Reaction Speed, and Enunciation. A high ability score in Dexterity indicates that a character is probably nimble, moves easily and as desired, has lightning reactions, and can speak quickly and clearly if necessary.

Hand-Eye Coordination – This type of Dexterity affects skills (see *Chap. 8: Skills*) such as Aim, Ambidexterity, Basketweaving, Delousing, Disarm, Dying, Enameling, Engraving, Forgery, Hunting, Juggling, Lock-picking, Massage, Milking, Mounted Archery, Musical Instrument, Painting, Parry, Pick Pocket, Complex Ritual, Rope Use, Sculpture, Surgery, Tailoring, Urinating, Weapon Trick, and any other activity demanding accurate finger or hand movements. Hand-Eye Coordination determines a character's Finger Movement Precision, the finest intended precision with which fingers may be manipulated.

Agility – Differing from Reaction Speed below, Agility is not the ability to physically react to a stimulus, so much as the ability to physically enact an action as desired, once chosen. Agility affects Current Armor, thereby protecting those who are agile, while those with low Agility are more vulnerable to attacks. Agility affects skills (see *Chap. 8: Skills*) such as Balance, Blindfighting, Brawling, Climb, Physical Comedy, Contortion, Dance, Disarm, Dismemberment, Hide, Hurl, Impaling, Juggling, Mangling, Mountaineering, Mounted Archery, Parry, Riding, Silence, Tumble, General and Specific Types of Weapons, and Wrestling. Regarding the Brawling skill, Agility affects the number of Brawling attacks per round. Agility also affects the number of seconds necessary to stand.

Reaction Speed – Often considered to be mental Dexterity, Reaction Speed entails neural responsiveness such as combat responsiveness or the speed of awakening in an emergency. Those with high reaction speeds can awaken from a deep sleep and be coherently on their feet in a few seconds, or react very quickly to the many minute factors of combat. This is represented on the table as Deep Sleep Recovery, listing the number of rounds required to be alert and able to react without penalty in an emergency. Reaction Speed directly affects Initiative (see *Chap. 10: Combat*), as well as the Blindfighting skill (see *Chap. 8: Skills*).

Enunciation - Verbal coordination is the basis of Enunciation, such as speaking quickly and not getting tongue-tied, avoiding the slurring of words, and speaking clearly. Characters with low scores in Enunciation may, upon being frustrated or fearful, become unable to articulate their speech, and therefore babble incomprehensibly. Direct measures of Enunciation include how quickly a character may cast a spell, and a character's Maximum Speech Rate, which is represented in words-per-minute (w.p.m.). Few characters ever speak at this rate, but this is the fastest that this sub-ability of Dexterity allows a character to speak. Obviously, a character's Average Speech Rate, as listed for Rhetorical Charisma, may never exceed their Maximum Speech Rate, as listed for Enunciation. Enunciation affects the skills of Spitting and Ventriloquism (see *Chap. 8: Skills*).

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Intelligence

Fairly abstract, Intelligence is a character's mental precision, as well as capability and capacity to learn new things. Intelligence is comprised of four sub-abilities: Language, Math, Analytic, and Spatial Intelligence. A high Intelligence ability score indicates that a character is likely to easily learn languages and properly use them, perform abstract mathematical operations such as geometry, solve logical problems and arrange critically reasoned arguments, and perceive and manipulate parts and the whole of objects with accuracy. After controlling for body size, brain size weakly correlates to Intelligence, so those with bigger brains also tend to be more intelligent¹.

Language – Those with excellent Language sub-ability are able: to speak multiple languages fluently; acquire, retain, and utilize a large Vocabulary; and demonstrate impressive reading comprehension. However, this is only the potential to do these things. In a fantasy medieval environment where illiteracy is the norm, most of the potential of this sub-ability may go unrealized. Note that the examples for Vocabulary are not necessarily words that are understood by the character, so much as the level of the character's Vocabulary that is used daily and nonchalantly. Language affects skills (see *Chap. 8: Skills*) such as Forgery, Read/Write Language, Speak

Language, and Transcribing.

Math – The ability to consistently perform mathematical calculations accurately entails algebra, geometry, and believe it or not, musical skills, as well as basic arithmetic. The table lists the Highest Possible Math that may be performed, provided the character has been trained in the Math listed. Math affects skills (see *Chap. 8: Skills*) such as Architecture, Chemistry, Numerology Divination, Gambling, Algebra, Geometry, Math (Fundamental), Music (Counterpoint), and Music Theory.

Analytic – Characters with high analytic or reasoning ability are able to think critically and logically. Analytic characters make better decisions based upon available facts and probabilities. Some argue that morality is derived from Analytic reasoning. Analytic Intelligence affects skills (see *Chap. 8: Skills*) such as Appraise, Chemistry, Logic, and Music (Counterpoint).

Spatial – This sub-ability is concerned with manipulating visual-spatial images. Spatial Intelligence may be observed during the following: the ability to correctly imagine how objects will appear when rotated in two- or three-dimensional space, finding hidden figures within the contours of a larger figure, accurately predicting where a moving object will be at any given moment, the ability to arrange items to make or resemble a specific design, and object assembly. On the table later in the chapter for this sub-ability, Unfamiliar Object Assembly demonstrates the differences in ability. This does not mean that a character is qualified to assemble all unfamiliar objects, but that there is a limit to the number of pieces they can comprehend before being overwhelmed. Generally, Spatial Intelligence may be considered mechanical aptitude, and is most useful with crafts or trades, and also with skills (see *Chap. 8: Skills*) such as Architecture, Armorsmithing, Blacksmithing, Bowyer, Brass-smithing, Carpentry, Cartography, Clockmaking, Constellations, Coppersmithing, Fletching, Gemcutting, Glassblowing, Glovemaking, Goldsmithing, Locksmithing, Musical Instrument, Painting, Papermaking, Sailmaking, Shipwright, Silversmithing, Stonemasonry, Weaponsmithing, and Wheelwrighting.

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1. Brain size and intelligence have been correlated in at least three studies appearing in scholarly journals. See the References section at the end of this book for: a) Lynn, R., b) Rushton, J., c) Willerman, L, Schultz, R., Rutledge, J., & Bigler, E.

Wisdom

The most abstract ability, Wisdom is a character's potential to actualize what they have and know; it is an ability to adapt to situations. Wise characters tend to make decisions that they do not regret. Wisdom is comprised of four sub-abilities: Drive, Intuition, Common Sense, and Reflection. A high Wisdom ability score indicates that a character is likely to be determined and disciplined, receptive to subtle cues, adapt well to situations, and frequently reflect on their life.

Drive – A Drive may be considered a character's determination, willpower, persistence, discipline, and perseverance. A character with high Drive sub-ability does not necessarily always approach everything with a high Drive, but has the ability, should it be necessary, preferred, or desired. Drive also is used to determine whether creatures remain in combat or flee (see *Chap. 10: Combat*), and it also initially affects Life Points (see *Chap. 10: Combat*). The column entitled Hours Relaxing indicates the number of hours per day that, if it were up to the character in question, they would generally relax and refrain from all exertion. Drive affects the skills Animal Conditioning and Combat Spellcasting (see *Chap. 8: Skills*).

Intuition – This sub-ability is a character's familiarity with or awareness of subconscious and subtle cues or clues; Intuition is an acuteness of perception and attention to nearby, local, or observable detail. Characters with high Intuition are still limited by the physical world, unable to glean facts or feelings that do not present themselves or are fully hidden. Often, what is attributed to Intuition is subtle information that we are unable to attribute to its source, so we consider it metaphysical when it is not. For instance, a female may have an uneasy feeling when a stranger looks at her. Though she does not realize it in this example, the pupils of the male's eyes are not dilated but very narrow. This is a biological cue that the male is either in bright sunlight or displeased. Likely, the animal in her human nature recognizes his displeasure as he looks at her, though she is not consciously aware of the cue. Intuition is a form of knowledge that is independent of experience or reason. Some claim that it is only through Intuition that characters come to know

their god. Therefore, some consider morality to depend on Intuition. Some contrast Intuition with Intelligence, declaring Intuition to be the purest form of instinct. Intuition affects skills (see *Chap. 8: Skills*) such as Animal Conditioning, Animal Handling, Blindfighting, Chemistry, Direction Sense, many forms of Divination (Alectromancy, Anthropomancy, Aspidomancy, Austromancy, Axinomancy, Belomancy, Ceraunoscopy, Chiromancy, Cleromancy, Crystalomancy, Dririmancy, Gastromancy, Gyromancy, Hydromancy, Libanomancy, Lithomancy, Lunomancy, Necromancy, Numerology, Omphalomancy, Oneiromancy, Onomancy, Oomancy, Ornithomancy, Pyromancy, Scatomancy, Sortilege, Stichomancy, Urimancy, and Xenomancy), Etiquette, Hagglng, Read Lips, Sculpture, Search, Taste, Teaching, and Touch.

Common Sense – It is easier to describe what this sub-ability is not, than what it is. Examples of individuals lacking in Common Sense are often those who are naive, gullible, and have a tendency toward idealism more than pragmatism. Common Sense, as a sub-ability, is an abstract measure of how much a character is in touch with reality. Nerds are good examples of people who may have some high forms of Intelligence, but may lack Common Sense. On the table presented later in this chapter, examples of each category of ability demonstrate what a character may be "Likely to" do. Common Sense affects skills (see *Chap. 8: Skills*) such as Agriculture, Basketweaving, Bookbinding, Brewing, Brickmaking, Candlemaking, Cleaning, Cobbling, Cooking, Disguise, Divination (Alectromancy), Fishing, Forestry, Gambling, Genealogy, Girdlemaking, Grooming, Hatmaking, Heraldry, Hide, Inkmaking, Milking, Milling, Mining, Minting, Perfumemaking, Pewtersmithing, Pottery, Pursemaking, Ropemaking, Saddlemaking, Search, Sheathemaking, Silence, Skinning, Soapmaking, Tailoring, Tanning, Teaching, Thatching, Tilemaking, Tinkering, Trapping, Wainwrighting, Weather Prediction, and Weaving.

Reflection – While Intelligence, or learning, is more concerned with short-term mnemonic accuracy, the accuracy of long-term memory correlates with a gain in Wisdom over time as the decisions made by the individual reflect the inclusion of

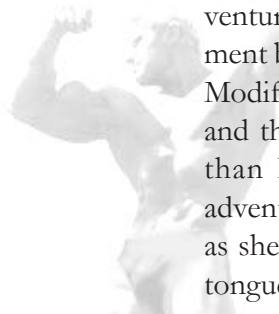
more experiences that are accurately remembered. Those who do not remember and reflect upon the majority of their lives are more likely to make unwise decisions. The Earliest Memory is determined by this sub-ability. Reflection affects skills (see *Chap. 8: Skills*) such as Constellations, Etiquette, Remember Detail, and Weather Prediction.

Skill Modifiers

Each ability and sub-ability has a Skill Modifier. Whenever a skill is used or must be checked, abilities may modify the roll of a skill. Information on skills and how Skill Modifiers function may be found in *Chapter 8: Skills*.

Ability Checks

Instances in the game may occur when abilities need to be checked. For instance, a slovenly trollop offers herself to a strapping young adventurer if and only if he can expediently say a tongue-twister of her choice. Driven by hormones, the young male agrees, and asks what is the tongue-twister. The courtesan challenges “Huge hung hero hunks hastily hump horny heaving hot whores. How‘bout it, huh?” To make an ability check, roll percentile dice and apply the Skill Modifier to the result. This number may be compared with a difficulty threshold (TH) determined by the MM or the roll of another player. In the example provided above regarding tongue-twisting, the MM may have secretly decided the TH to be 80. The strapping young adventurer tests his Enunciation sub-ability at the moment by rolling percentile dice and applying the Skill Modifier from Enunciation to the roll. He rolls 31 and the MM tells him that he tried to say it faster than he was capable at the moment. To the adventurer’s dismay, the soliciting strumpet laughs as she abandons him for a lad with a more nimble tongue.



FATAL GAMES

Physique: Physical Fitness									
Sub-ability score	Skill Modifier	Sprint for Height 24"- 35"	Sprint for Height 36"- 47"	Sprint for Height 48"- 59"	Sprint for Height 60"- 71"	Sprint for Height 72"- 83"	Sprint for Height 84"- 95"	Sprint for Height 96"- 107"	Sprint for Height 108-126"
1-24	-90	1	1	2	2	5	5	10	10
25-39	-75	2	3	5	5	10	7	15	20
40-54	-60	4	5	8	8	15	10	20	30
55-59	-45	5	8	11	11	20	15	25	35
60-64	-40	7	10	14	14	24	20	30	40
65-69	-35	9	13	17	17	28	25	35	45
70-72	-30	10	15	20	20	32	30	40	50
73-75	-27	12	18	23	24	36	35	45	55
76-78	-24	14	20	26	28	38	40	50	60
79-81	-21	16	23	29	32	42	45	55	65
82-84	-18	18	25	32	36	46	50	60	70
85-87	-15	20	28	35	40	50	55	65	75
88-90	-12	22	30	38	44	54	60	70	80
91-93	-9	24	33	41	48	58	65	75	85
94-96	-6	26	35	44	52	62	70	80	90
97-99	-3	28	38	47	56	66	75	85	95
100-102	-	30	40	50	60	70	80	90	100
103-105	+1	35	45	55	65	75	85	95	105
106-108	+2	40	50	60	70	80	90	100	110
109-111	+3	45	55	65	75	85	95	105	115
112-114	+4	50	60	70	80	90	100	110	120
115-117	+5	55	65	75	85	95	105	115	125
118-120	+6	60	70	80	90	100	110	120	130
121-123	+7	65	75	85	95	105	115	125	135
124-126	+8	70	80	90	100	110	120	130	140
127-129	+9	75	85	95	105	115	125	135	145
130-134	+10	80	90	100	110	120	130	140	150
135-139	+11	85	95	105	115	125	135	145	155
140-144	+13	90	100	110	120	130	140	150	160
145-159	+15	95	105	115	125	135	145	155	165
160-174	+20	100	110	120	130	140	150	160	170
175-189	+25	105	115	125	135	145	155	165	175
190-204	+30	110	120	130	140	150	160	170	180
205-219	+35	115	125	135	145	155	165	175	185
220-234	+40	120	130	140	150	160	170	180	190
235-249	+45	125	135	145	155	165	175	185	195
250-264	+50	130	140	150	160	170	180	190	200
265-279	+55	135	145	155	165	175	185	195	205
280-294	+60	140	150	160	170	180	190	200	210
295-309	+65	145	155	165	175	185	195	205	215
310	+70	150	160	170	180	190	200	210	220

Physique: Strength

Sub-ability score	Skill Modifier	Damage	Life Points Mod.	Clean & Jerk	Bench Press	Dead Lift
1-24	-90	-99%	-8	1	2	3
25-39	-75	-75%	-7	3	5	8
40-54	-60	-60%	-6	6	10	16
55-59	-45	-45%	-5	12	20	32
60-64	-40	-40%	-5	13	23	36
65-69	-35	-35%	-4	16	27	43
70-72	-30	-30%	-4	18	30	48
73-75	-27	-27%	-3	22	38	60
76-78	-24	-24%	-3	27	46	73
79-81	-21	-21%	-3	32	54	86
82-84	-18	-18%	-2	37	62	99
85-87	-15	-15%	-2	42	70	112
88-90	-12	-12%	-2	46	78	124
91-93	-9	-9%	-1	51	86	137
94-96	-6	-6%	-1	56	94	150
97-99	-3	-3%	-1	61	102	163
100-102	-	-	-	66	110	176
103-105	+1	+5%	+1	70	118	188
106-108	+2	+10%	+1	75	126	201
109-111	+3	+15%	+2	80	134	214
112-114	+4	+20%	+2	85	142	227
115-117	+5	+25%	+3	90	150	240
118-120	+6	+30%	+3	94	158	252
121-123	+7	+35%	+4	99	166	265
124-126	+8	+40%	+4	104	174	278
127-129	+9	+45%	+5	109	182	291
130-134	+10	+50%	+5	114	190	304
135-139	+11	+60%	+6	121	203	324
140-144	+13	+70%	+7	129	215	344
145-159	+15	+75%	+8	138	230	368
160-174	+20	+100%	+10	162	270	432
175-189	+25	+125%	+12	186	310	496
190-204	+30	+150%	+14	210	350	560
205-219	+35	+175%	+16	234	390	624
220-234	+40	+200%	+18	258	430	688
235-249	+45	+225%	+20	282	470	752
250-264	+50	+250%	+22	306	510	816
265-279	+55	+275%	+24	324	540	864
280-294	+60	+300%	+26	348	580	928
295-309	+65	+325%	+28	372	620	992
310	+70	+350%	+30	396	660	1056

Physique: Bodily Attractiveness

Sub-ability score	Skill Modifier	Male Modifier	Female Modifier
1-24	- 90	- 18 Physical Fitness, Str.ength, and Height	- 18 to Cup Size and + 18% Weight
25-39	- 75	- 16 Physical Fitness, Str.ength, and Height	- 16 to Cup Size and + 16% Weight
40-54	- 60	- 14 Physical Fitness, Str.ength, and Height	- 14 to Cup Size and + 14% Weight
55-59	- 45	- 12 Physical Fitness, Str.ength, and Height	- 12 to Cup Size and + 12% Weight
60-64	- 40	- 10 Physical Fitness, Str.ength, and Height	- 10 to Cup Size and + 10% Weight
65-69	- 35	- 8 Physical Fitness, Str.ength, and Height	- 8 to Cup Size and + 8% Weight
70-72	- 30	- 6 Physical Fitness, Str.ength, and Height	- 6 to Cup Size and + 6% Weight
73-75	- 27	- 5 Physical Fitness, Str.ength, and Height	- 5 to Cup Size and + 5% Weight
76-78	- 24	- 4 Physical Fitness, Str.ength, and Height	- 4 to Cup Size and + 4% Weight
79-81	- 21	- 3 Physical Fitness, Str.ength, and Height	- 3 to Cup Size and + 3% Weight
82-84	- 18	- 2 Physical Fitness, Str.ength, and Height	- 2 to Cup Size and + 2% Weight
85-87	- 15	- 1 Physical Fitness, Str.ength, and Height	- 1 to Cup Size and + 1% Weight
88-90	- 12	-	-
91-93	- 9	-	-
94-96	- 6	-	-
97-99	- 3	-	-
100-102	-	-	-
103-105	+ 1	-	-
106-108	+ 2	-	-
109-111	+ 3	-	-
112-114	+ 4	-	-
115-117	+ 5	+ 1 Physical Fitness, Str.ength, and Height	+ 1 to Cup Size, - 1 Strength, and - 1% Weight
118-120	+ 6	+ 2 Physical Fitness, Str.ength, and Height	+ 2 to Cup Size, - 2 Strength, and - 2% Weight
121-123	+ 7	+ 3 Physical Fitness, Str.ength, and Height	+ 3 to Cup Size, - 3 Strength, and - 3% Weight
124-126	+ 8	+ 4 Physical Fitness, Str.ength, and Height	+ 4 to Cup Size, - 4 Strength, and - 4% Weight
127-129	+ 9	+ 5 Physical Fitness, Str.ength, and Height	+ 5 to Cup Size, - 5 Strength, and - 5% Weight
130-134	+ 10	+ 6 Physical Fitness, Str.ength, and Height	+ 6 to Cup Size, - 6 Strength, and - 6% Weight
135-139	+ 11	+ 8 Physical Fitness, Str.ength, and Height	+ 8 to Cup Size, - 8 Strength, and - 8% Weight
140-144	+ 13	+ 10 Physical Fitness, Str.ength, and Height	+ 10 to Cup Size, - 10 Strength, and - 10% Weight
145-159	+ 15	+ 12 Physical Fitness, Str.ength, and Height	+ 12 to Cup Size, - 12 Strength, and - 12% Weight
160-174	+ 20	+ 14 Physical Fitness, Str.ength, and Height	+ 14 to Cup Size, - 14 Strength, and - 14% Weight
175-189	+ 25	+ 16 Physical Fitness, Str.ength, and Height	+ 16 to Cup Size, - 16 Strength, and - 16% Weight
190-204	+ 30	+ 18 Physical Fitness, Str.ength, and Height	+ 18 to Cup Size, - 18 Strength, and - 18% Weight
205-219	+ 35	+ 20 Physical Fitness, Str.ength, and Height	+ 20 to Cup Size, - 20 Strength, and - 20% Weight
220-234	+ 40	+ 22 Physical Fitness, Str.ength, and Height	+ 22 to Cup Size, - 22 Strength, and - 22% Weight
235-249	+ 45	+ 24 Physical Fitness, Str.ength, and Height	+24 to Cup Size, - 24 Strength, and - 24% Weight
250-264	+ 50	+ 26 Physical Fitness, Str.ength, and Height	+ 26 to Cup Size, - 26Strength, and - 26% Weight
265-279	+ 55	+ 28 Physical Fitness, Str.ength, and Height	+ 28 to Cup Size, - 28 Strength, and - 28% Weight
280-294	+ 60	+ 30 Physical Fitness, Str.ength, and Height	+ 30 to Cup Size, - 30 Strength, and - 30% Weight
295-309	+ 65	+ 32 Physical Fitness, Str.ength, and Height	+ 32 to Cup Size, - 32 Strength, and - 32% Weight
310	+ 70	+ 34 Physical Fitness, Str.ength, and Height	+ 34 to Cup Size, - 34 Strength, and - 34% Weight



Physique: Health

Sub-ability score	Skill Modifier	Life Points Mod.	Intoxication/Vomit	Allergies	Illness Immunity
1-24	-90	-27	+90%	7	0%
25-39	-75	-23	+75%	6	2%
40-54	-60	-19	+60%	5	5%
55-59	-45	-16	+45%	4	10%
60-64	-40	-14	+40%	3	15%
65-69	-35	-12	+35%	3	20%
70-72	-30	-10	+30%	2	25%
73-75	-27	-9	+27%	2	30%
76-78	-24	-8	+24%	2	35%
79-81	-21	-7	+21%	2	40%
82-84	-18	-6	+18%	2	45%
85-87	-15	-5	+15%	1	50%
88-90	-12	-4	+12%	1	55%
91-93	-9	-3	+9%	1	60%
94-96	-6	-2	+6%	1	65%
97-99	-3	-1	+3%	1	70%
100-102	-	-	-	-	75%
103-105	+1	+1	-3%	-	76%
106-108	+2	+1	-6%	-	77%
109-111	+3	+1	-9%	-	78%
112-114	+4	+1	-12%	-	79%
115-117	+5	+1	-15%	-	80%
118-120	+6	+1	-18%	-	81%
121-123	+7	+2	-21%	-	82%
124-126	+8	+2	-25%	-	83%
127-129	+9	+2	-30%	-	84%
130-134	+10	+2	-40%	-	85%
135-139	+11	+3	-50%	-	86%
140-144	+13	+3	-60%	-	87%
145-159	+15	+3	-70%	-	88%
160-174	+20	+4	-80%	-	89%
175-189	+25	+4	-90%	-	90%
190-204	+30	+5	-91%	-	91%
205-219	+35	+5	-92%	-	92%
220-234	+40	+6	-93%	-	93%
235-249	+45	+6	-94%	-	94%
250-264	+50	+7	-95%	-	95%
265-279	+55	+7	-96%	-	96%
280-294	+60	+8	-97%	-	97%
295-309	+65	+8	-98%	-	98%
310	+70	+9	-99%	-	99%

Charisma: Facial		
Sub-ability score	Skill Modifier	Description
1-24	-90	Monstrous
25-39	-75	Hideous
40-54	-60	Deformed
55-59	-45	Disgusting
60-64	-40	Repulsive
65-69	-35	Ugly
70-72	-30	Uncomely
73-75	-27	Repelling
76-78	-24	Unsightly
79-81	-21	Ill-shapen
82-84	-18	Ill-looking
85-87	-15	Homely
88-90	-12	Plain
91-93	-9	Plain
94-96	-6	Plain
97-99	-3	Plain
100-102	-	Plain
103-105	+1	Plain
106-108	+2	Plain
109-111	+3	Plain
112-114	+4	Plain
115-117	+5	Attractive
118-120	+6	Inviting
121-123	+7	Inviting
124-126	+8	Enticing
127-129	+9	Good-looking
130-134	+10	Comely
135-139	+11	Alluring
140-144	+13	Enchanting
145-159	+15	Fascinating
160-174	+20	True Beauty
175-189	+25	Causes wetness
190-204	+30	Inspires jealousy
205-219	+35	Inspires lust
220-234	+40	Strangers must stare
235-249	+45	Strangers must stare
250-264	+50	All others must stare
265-279	+55	All others must stare
280-294	+60	Positively maddening
295-309	+65	Orgasm from viewing
310	+70	Perfection

Charisma: Vocal		
Sub-ability score	Skill Modifier	Description
1-24	-90	Gay
25-39	-75	Weak
40-54	-60	Detached
55-59	-45	Whiney
60-64	-40	Soft
65-69	-35	Raspy
70-72	-30	Shrill
73-75	-27	Scratchy
76-78	-24	Hoarse
79-81	-21	Monotone
82-84	-18	Always says "uh" or "um"
85-87	-15	Always says "uh" or "um"
88-90	-12	Normal
91-93	-9	Normal
94-96	-6	Normal
97-99	-3	Normal
100-102	-	Normal
103-105	+1	Normal
106-108	+2	Normal
109-111	+3	Normal
112-114	+4	Normal
115-117	+5	Avoids "uh" or "um"
118-120	+6	Avoids "uh" or "um"
121-123	+7	Uses vocal pausing effectively
124-126	+8	Rythmic
127-129	+9	Melodic
130-134	+10	Strong
135-139	+11	Strong
140-144	+13	Strong
145-159	+15	Confident
160-174	+20	Confident
175-189	+25	Confident
190-204	+30	Clear
205-219	+35	Clear
220-234	+40	Clear
235-249	+45	Clear
250-264	+50	Projecting
265-279	+55	Projecting
280-294	+60	Projecting
295-309	+65	Projecting
310	+70	Otherworldly

Charisma: Kinetic		
Sub-ability score	Skill Modifier	Description
1-24	-90	Degenerate
25-39	-75	Lumbering
40-54	-60	Loutish
55-59	-45	Rough
60-64	-40	Inept
65-69	-35	Uncouth
70-72	-30	Ungraceful
73-75	-27	Coarse
76-78	-24	Bungling
79-81	-21	Unrefined
82-84	-18	Abrupt
85-87	-15	Awkward
88-90	-12	Ordinary
91-93	-9	Ordinary
94-96	-6	Ordinary
97-99	-3	Ordinary
100-102	-	Ordinary
103-105	+1	Ordinary
106-108	+2	Ordinary
109-111	+3	Ordinary
112-114	+4	Ordinary
115-117	+5	Smooth
118-120	+6	Flowing
121-123	+7	Becoming
124-126	+8	Refined
127-129	+9	Polished
130-134	+10	Graceful
135-139	+11	Natural
140-144	+13	Natural
145-159	+15	Sleek
160-174	+20	Sleek
175-189	+25	Sleek
190-204	+30	Suave
205-219	+35	Suave
220-234	+40	Suave
235-249	+45	Cat-like
250-264	+50	Cat-like
265-279	+55	Cat-like
280-294	+60	Glabrous
295-309	+65	Glabrous
310	+70	Glabrous

Charisma: Rhetorical		
Sub-ability score	Skill Modifier	Average Speech Rate
1-24	-90	1
25-39	-75	5
40-54	-60	20
55-59	-45	40
60-64	-40	60
65-69	-35	80
70-72	-30	90
73-75	-27	100 or 270 (50%)
76-78	-24	110 or 260 (50%)
79-81	-21	115 or 250 (50%)
82-84	-18	120 or 240 (50%)
85-87	-15	125 or 230 (50%)
88-90	-12	130 or 220 (50%)
91-93	-9	135 or 210 (50%)
94-96	-6	140 or 200 (50%)
97-99	-3	145 or 195 (50%)
100-102	-	150 or 190 (50%)
103-105	+1	152 or 187 (50%)
106-108	+2	155 or 185 (50%)
109-111	+3	157 or 182 (50%)
112-114	+4	160 or 180 (50%)
115-117	+5	162 or 177 (50%)
118-120	+6	165 or 175 (50%)
121-123	+7	167 or 172 (50%)
124-126	+8	170
127-129	+9	170
130-134	+10	170
135-139	+11	170
140-144	+13	170
145-159	+15	170
160-174	+20	170
175-189	+25	170
190-204	+30	170
205-219	+35	170
220-234	+40	170
235-249	+45	170
250-264	+50	170
265-279	+55	170
280-294	+60	170
295-309	+65	170
310	+70	170

Dexterity: Hand-Eye Coordination		
Sub-ability score	Skill Modifier	Physical Movement Precision
1-24	-90	1 foot
25-39	-75	6 inches
40-54	-60	2 inches
55-59	-45	1 inch
60-64	-40	1/2 inch
65-69	-35	3/8 inch
70-72	-30	1/4 inch
73-75	-27	1/4 inch
76-78	-24	1/4 inch
79-81	-21	1/8th inch
82-84	-18	1/8th inch
85-87	-15	1/8th inch
88-90	-12	1/16th inch
91-93	-9	1/16th inch
94-96	-6	1/16th inch
97-99	-3	1/16th inch
100-102	-	1/16th inch
103-105	+1	1/32 inch
106-108	+2	1/32 inch
109-111	+3	1/32 inch
112-114	+4	1/32 inch
115-117	+5	1/64 inch
118-120	+6	1/64 inch
121-123	+7	1/64 inch
124-126	+8	1/64 inch
127-129	+9	1/100 inch
130-134	+10	1/100 inch
135-139	+11	1/100 inch
140-144	+13	1/100 inch
145-159	+15	1/250 inch
160-174	+20	1/250 inch
175-189	+25	1/250 inch
190-204	+30	1/250 inch
205-219	+35	1/500 inch
220-234	+40	1/500 inch
235-249	+45	1/500 inch
250-264	+50	1/500 inch
265-279	+55	1/1,000 inch
280-294	+60	1/1,000 inch
295-309	+65	1/1,000 inch
310	+70	1/1,000 inch

Dexterity: Agility

Sub-ability score	Skill Modifier	Armor	Brawling Attacks/round	Seconds to Stand
1-24	-90	-90	1/4	9
25-39	-75	-75	1/3	8
40-54	-60	-60	1/2	8
55-59	-45	-45	1	7
60-64	-40	-40	1	6
65-69	-35	-35	2	5
70-72	-30	-30	2	4
73-75	-27	-27	2	3
76-78	-24	-24	2	3
79-81	-21	-21	2	3
82-84	-18	-18	2	3
85-87	-15	-15	2	3
88-90	-12	-12	2	3
91-93	-9	-9	2	3
94-96	-6	-6	2	3
97-99	-3	-3	2	3
100-102	-	-	2	3
103-105	+1	-	2	3
106-108	+2	+1	2	3
109-111	+3	+2	2	3
112-114	+4	+3	2	3
115-117	+5	+4	2	3
118-120	+6	+4	2	3
121-123	+7	+5	2	3
124-126	+8	+6	2	3
127-129	+9	+7	2	3
130-134	+10	+8	2	2
135-139	+11	+8	2	2
140-144	+13	+9	3	2
145-159	+15	+12	3	2
160-174	+20	+16	3	2
175-189	+25	+20	3	2
190-204	+30	+24	4	2
205-219	+35	+28	4	2
220-234	+40	+32	4	2
235-249	+45	+36	4	2
250-264	+50	+40	5	2
265-279	+55	+44	5	2
280-294	+60	+48	5	2
295-309	+65	+52	5	2
310	+70	+56	6	1

Dexterity: Reaction Speed		
Sub-ability score	Skill Modifier	Deep Sleep Recovery
1-24	-90	7
25-39	-75	6
40-54	-60	5
55-59	-45	4
60-64	-40	3
65-69	-35	3
70-72	-30	3
73-75	-27	2
76-78	-24	2
79-81	-21	2
82-84	-18	2
85-87	-15	2
88-90	-12	2
91-93	-9	2
94-96	-6	2
97-99	-3	2
100-102	-	2
103-105	+1	2
106-108	+2	2
109-111	+3	2
112-114	+4	2
115-117	+5	2
118-120	+6	2
121-123	+7	2
124-126	+8	2
127-129	+9	2
130-134	+10	1
135-139	+11	1
140-144	+13	1
145-159	+15	1
160-174	+20	0
175-189	+25	0
190-204	+30	0
205-219	+35	0
220-234	+40	0
235-249	+45	0
250-264	+50	0
265-279	+55	0
280-294	+60	0
295-309	+65	0
310	+70	0

Dexterity: Enunciation			
Sub-ability score	Skill Modifier	Maximum Speech Rate	Time to Cast a Spell
1-24	-90	25	Unable to chant properly
25-39	-75	50	Unable to chant properly
40-54	-60	60	Unable to chant properly
55-59	-45	70	+ 130%
60-64	-40	80	+ 120%
65-69	-35	90	+ 110%
70-72	-30	100	+ 100%
73-75	-27	110	+ 90%
76-78	-24	120	+ 80%
79-81	-21	130	+ 70%
82-84	-18	140	+ 60%
85-87	-15	150	+ 50%
88-90	-12	160	+ 40%
91-93	-9	170	+ 30%
94-96	-6	180	+ 20%
97-99	-3	190	+ 10%
100-102	-	200	-
103-105	+1	210	- 2%
106-108	+2	220	- 5%
109-111	+3	230	- 7%
112-114	+4	240	- 10%
115-117	+5	250	- 12%
118-120	+6	260	- 15%
121-123	+7	270	- 17%
124-126	+8	280	- 20%
127-129	+9	290	- 22%
130-134	+10	300	- 25%
135-139	+11	310	- 27%
140-144	+13	320	- 30%
145-159	+15	330	- 32%
160-174	+20	340	- 35%
175-189	+25	350	- 37%
190-204	+30	360	- 40%
205-219	+35	370	- 42%
220-234	+40	380	- 45%
235-249	+45	390	- 47%
250-264	+50	400	- 50%
265-279	+55	425	- 52%
280-294	+60	450	- 55%
295-309	+65	475	- 57%
310	+70	500	- 60%

Intelligence: Language			
Sub-ability score	Skill Modifier	Possible # Learned	Vocabulary Limit
1-24	-90	0	NA
25-39	-75	0	NA
40-54	-60	0	Ga-ga
55-59	-45	1	Mom
60-64	-40	1	Horse
65-69	-35	1	Woman
70-72	-30	1	Violate
73-75	-27	1	Delicious
76-78	-24	1	Insanity
79-81	-21	1	Wavering
82-84	-18	1	Preparation
85-87	-15	2	Combination
88-90	-12	2	Authorize
91-93	-9	2	Substantial
94-96	-6	2	Experimental
97-99	-3	2	Conversion
100-102	-	3	Instantaneous
103-105	+1	3	Undismayed
106-108	+2	3	Beguide
109-111	+3	3	Transcendental
112-114	+4	3	Contumacious
115-117	+5	4	Discursive
118-120	+6	4	Paradigmatic
121-123	+7	4	Perniciousness
124-126	+8	4	Disapprobation
127-129	+9	4	Consubstantiality
130-134	+10	5	Antidisestablishmentarianism
135-139	+11	5	-
140-144	+13	5	-
145-159	+15	6	-
160-174	+20	7	-
175-189	+25	8	-
190-204	+30	9	-
205-219	+35	10	-
220-234	+40	11	-
235-249	+45	12	-
250-264	+50	13	-
265-279	+55	14	-
280-294	+60	15	-
295-309	+65	16	-
310	+70	17	-

Intelligence: Math		
Sub-ability score	Skill Modifier	Highest Possible Math
1-24	-90	Addition
25-39	-75	Addition
40-54	-60	Addition
55-59	-45	Subtraction
60-64	-40	Subtraction
65-69	-35	Subtraction
70-72	-30	Multiplication
73-75	-27	Multiplication
76-78	-24	Multiplication
79-81	-21	Division
82-84	-18	Division
85-87	-15	Division
88-90	-12	Fractions
91-93	-9	Fractions
94-96	-6	Fractions
97-99	-3	Algebra
100-102	-	Algebra
103-105	+1	Algebra
106-108	+2	Geometry
109-111	+3	Geometry
112-114	+4	Geometry
115-117	+5	Geometry
118-120	+6	Geometry
121-123	+7	Geometry
124-126	+8	Geometry
127-129	+9	Geometry
130-134	+10	Geometry
135-139	+11	Geometry
140-144	+13	Geometry
145-159	+15	Geometry
160-174	+20	Geometry
175-189	+25	Geometry
190-204	+30	Geometry
205-219	+35	Geometry
220-234	+40	Geometry
235-249	+45	Geometry
250-264	+50	Geometry
265-279	+55	Geometry
280-294	+60	Geometry
295-309	+65	Geometry
310	+70	Geometry

Intelligence: Analytic	
Sub-ability score	Skill Modifier
1-24	-90
25-39	-75
40-54	-60
55-59	-45
60-64	-40
65-69	-35
70-72	-30
73-75	-27
76-78	-24
79-81	-21
82-84	-18
85-87	-15
88-90	-12
91-93	-9
94-96	-6
97-99	-3
100-102	-
103-105	+1
106-108	+2
109-111	+3
112-114	+4
115-117	+5
118-120	+6
121-123	+7
124-126	+8
127-129	+9
130-134	+10
135-139	+11
140-144	+13
145-159	+15
160-174	+20
175-189	+25
190-204	+30
205-219	+35
220-234	+40
235-249	+45
250-264	+50
265-279	+55
280-294	+60
295-309	+65
310	+70

Intelligence: Spatial		
Sub-ability score	Skill Modifier	Unfamiliar Object Assembly (# of pieces)
1-24	-90	NA
25-39	-75	2
40-54	-60	3
55-59	-45	4
60-64	-40	5
65-69	-35	6
70-72	-30	7
73-75	-27	10
76-78	-24	12
79-81	-21	15
82-84	-18	17
85-87	-15	20
88-90	-12	50
91-93	-9	100
94-96	-6	125
97-99	-3	150
100-102	-	200
103-105	+1	250
106-108	+2	350
109-111	+3	500
112-114	+4	750
115-117	+5	1000
118-120	+6	1250
121-123	+7	1500
124-126	+8	1750
127-129	+9	2000
130-134	+10	2500
135-139	+11	3000
140-144	+13	3500
145-159	+15	4000
160-174	+20	5000
175-189	+25	6000
190-204	+30	7000
205-219	+35	8000
220-234	+40	9000
235-249	+45	10000
250-264	+50	12500
265-279	+55	15000
280-294	+60	17500
295-309	+65	20000
310	+70	25000

Wisdom: Drive			
Sub-ability score	Skill Modifier	Life Points Modifier	Hours Relaxing
1-24	-90	-5	24
25-39	-75	-4	23
40-54	-60	-4	23
55-59	-45	-3	22
60-64	-40	-3	22
65-69	-35	-3	21
70-72	-30	-2	21
73-75	-27	-2	20
76-78	-24	-2	20
79-81	-21	-2	19
82-84	-18	-2	19
85-87	-15	-1	18
88-90	-12	-1	18
91-93	-9	-1	17
94-96	-6	-1	17
97-99	-3	-1	16
100-102	-	-	16
103-105	+1	+1	15
106-108	+2	+1	15
109-111	+3	+1	14
112-114	+4	+2	14
115-117	+5	+2	13
118-120	+6	+2	13
121-123	+7	+3	12
124-126	+8	+3	12
127-129	+9	+3	11
130-134	+10	+4	11
135-139	+11	+5	10
140-144	+13	+6	10
145-159	+15	+7	9
160-174	+20	+9	9
175-189	+25	+10	8
190-204	+30	+11	8
205-219	+35	+12	7
220-234	+40	+13	6
235-249	+45	+14	5
250-264	+50	+15	4
265-279	+55	+16	3
280-294	+60	+17	2
295-309	+65	+18	1
310	+70	+19	0

Wisdom: Intuition	
Sub-ability score	Skill Modifier
1-24	-90
25-39	-75
40-54	-60
55-59	-45
60-64	-40
65-69	-35
70-72	-30
73-75	-27
76-78	-24
79-81	-21
82-84	-18
85-87	-15
88-90	-12
91-93	-9
94-96	-6
97-99	-3
100-102	-
103-105	+1
106-108	+2
109-111	+3
112-114	+4
115-117	+5
118-120	+6
121-123	+7
124-126	+8
127-129	+9
130-134	+10
135-139	+11
140-144	+13
145-159	+15
160-174	+20
175-189	+25
190-204	+30
205-219	+35
220-234	+40
235-249	+45
250-264	+50
265-279	+55
280-294	+60
295-309	+65
310	+70

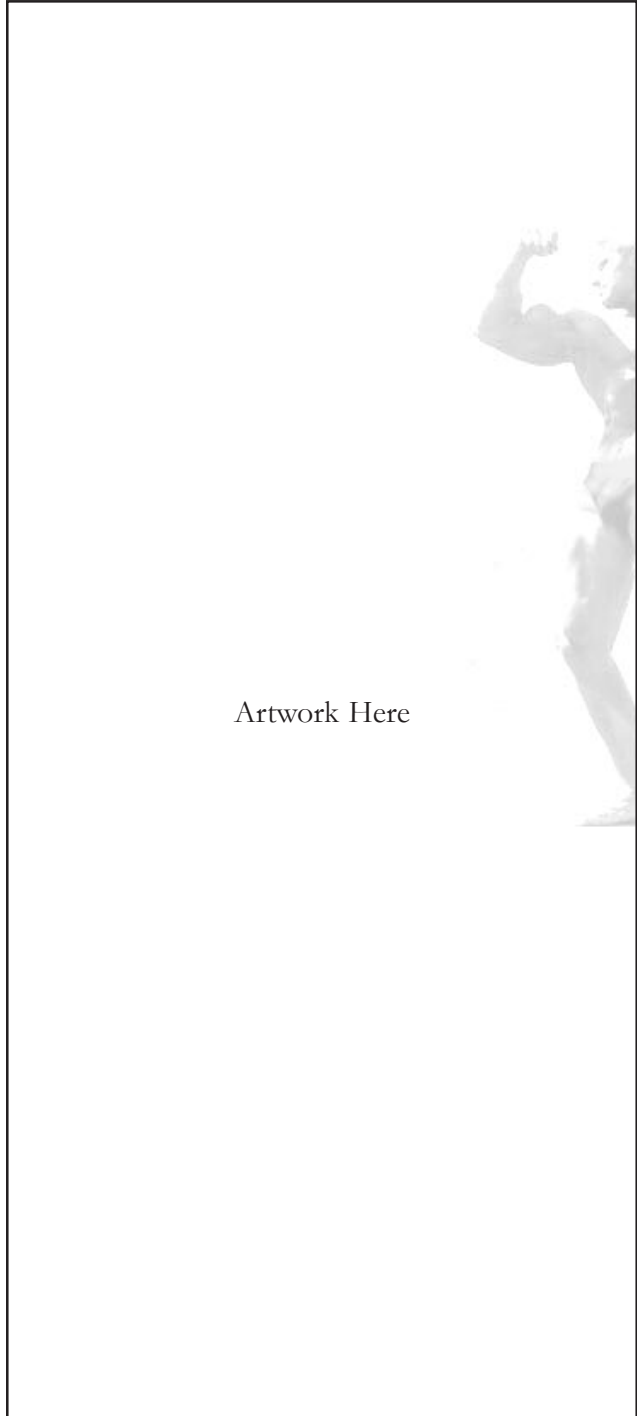
Wisdom: Common Sense		
Sub-ability score	Skill Modifier	Likely to:
1-24	-90	Get caught for greater schemes: Attempt to kill a god
25-39	-75	Get caught for greater schemes: Attempt to lie to a god
40-54	-60	Get caught for greater schemes: Attempt to lie to their god
55-59	-45	Get caught for greater schemes: Disrespect a god
60-64	-40	Get caught for schemes: Make a pact with an immoral god
65-69	-35	Get caught for schemes: While bound, threaten the lives of orkish captors
70-72	-30	Get caught for schemes: While bound, yell curses at their orkish captors
73-75	-27	Get caught for lesser schemes: Call a marching army a bunch of pussies
76-78	-24	Get caught for lesser schemes: Sleep with the spouse of your best friend
79-81	-21	Get caught for lesser schemes: If a slave, to steal from their master
82-84	-18	Get caught for lesser schemes: Steal from the militia
85-87	-15	Get caught for lesser schemes: Flirt, but then get your ass kicked
88-90	-12	-
91-93	-9	-
94-96	-6	-
97-99	-3	-
100-102	-	-
103-105	+1	-
106-108	+2	-
109-111	+3	-
112-114	+4	-
115-117	+5	Probably has the trust of immediate family
118-120	+6	Probably has the trust of close friends
121-123	+7	Probably has the trust of non-immediate family
124-126	+8	Probably has the trust of friends
127-129	+9	Probably has the trust of associates
130-134	+10	Usually has the trust of strangers
135-139	+11	Probably has not been in some sort of trouble for 1 year
140-144	+13	Probably has not been in some sort of trouble for 5 years
145-159	+15	Probably has not been in some sort of trouble for 1 decade
160-174	+20	Probably has only been in some sort of trouble 3 times in life
175-189	+25	Probably has only been in some sort of trouble 2 times in life
190-204	+30	Probably has only been in some sort of trouble once in life
205-219	+35	Probably has never been in some sort of trouble in life
220-234	+40	Others tend to seek out this character from miles around due to wisdom
235-249	+45	Others tend to seek out this character from nearby countries due to wisdom
250-264	+50	Others tend to seek out this character from around the world due to wisdom
265-279	+55	Others tend to seek out this character from other worlds due to wisdom
280-294	+60	Others tend to seek out this character from other planes due to wisdom
295-309	+65	Others tend to seek out this character from other planes due to wisdom
310	+70	Others tend to seek out this character from other planes due to wisdom

Wisdom: Reflection		
Sub-ability score	Skill Modifier	Earliest Memory at:
1-24	-90	1 day ago
25-39	-75	1 month ago
40-54	-60	1 year ago
55-59	-45	age 8
60-64	-40	age 7
65-69	-35	age 6
70-72	-30	age 5
73-75	-27	age 5
76-78	-24	age 5
79-81	-21	age 5
82-84	-18	age 4
85-87	-15	age 4
88-90	-12	age 4
91-93	-9	age 4
94-96	-6	age 4
97-99	-3	age 3
100-102	-	age 3
103-105	+1	age 3
106-108	+2	age 3
109-111	+3	age 3
112-114	+4	age 3
115-117	+5	age 3
118-120	+6	age 2
121-123	+7	age 2
124-126	+8	age 2
127-129	+9	age 2
130-134	+10	age 2
135-139	+11	age 1 year
140-144	+13	11 months
145-159	+15	10 months
160-174	+20	9 months
175-189	+25	8 months
190-204	+30	7 months
205-219	+35	6 months
220-234	+40	5 months
235-249	+45	4 months
250-264	+50	3 months
265-279	+55	2 months
280-294	+60	1 month
295-309	+65	1 day
310	+70	1 minute

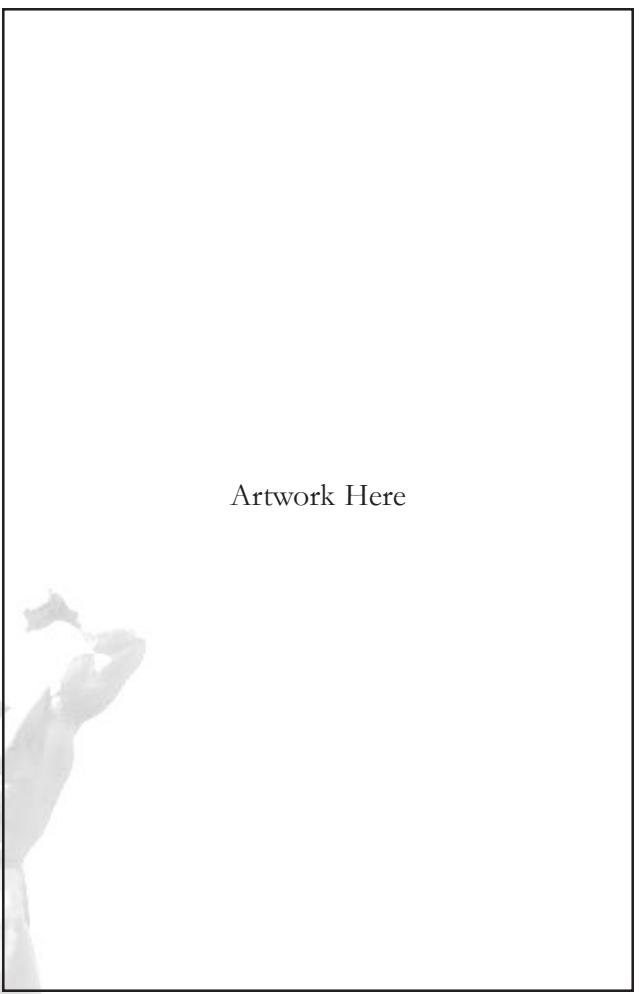
Skill Modifiers per Overall Ability	
Ability score	Skill Modifier
1-24	-90
25-39	-75
40-54	-60
55-59	-45
60-64	-40
65-69	-35
70-72	-30
73-75	-27
76-78	-24
79-81	-21
82-84	-18
85-87	-15
88-90	-12
91-93	-9
94-96	-6
97-99	-3
100-102	-
103-105	+1
106-108	+2
109-111	+3
112-114	+4
115-117	+5
118-120	+6
121-123	+7
124-126	+8
127-129	+9
130-134	+10
135-139	+11
140-144	+13
145-159	+15
160-174	+20
175-189	+25
190-204	+30
205-219	+35
220-234	+40
235-249	+45
250-264	+50
265-279	+55
280-294	+60
295-309	+65
310	+70

Intelligence

If a character's Intelligence (that is their average for the sub-abilities of Language, Math, Analytic, and Spatial) is 130 or above, then they are considered a genius. If the overall Intelligence is between 115-129, they may be considered gifted. Intelligences between 86 and 114 are unremarkable. Conversely, an Intelligence of 71-85 is deemed slow. Finally, Intelligence of 70 or below constitutes retardation.



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Retard Strength

If a character's Intelligence is 70 or lower, then the character is technically retarded. Many MM's will simply tell the player to reroll the score, all abilities, or some may demand that the character is played despite the low score. If your character is retarded, consult your MM. In any case, any character that is a retard must roll percentile dice to make a check to see if they have Retard Strength. Next, consider three times the difference between the character's retarded Intelligence and 70 to be the percentile chance of Retard Strength.

$$(71 - \text{retard Intelligence}) \times 3 = (\% \text{ chance of Retard Strength})$$

If the character has Retard Strength, then increase the character's Strength sub-ability by 3d10 if anakim, 3d8 if bugbear, 2d10 if dwarven or human, 1d10 if elven, 1d12 if kobold, 3d20 if ogre, and 3d12 if troll.

Aging Effects

Abilities are not constants throughout a character's lifespan. Instead, abilities vary as the character ages, though some vary more or less, and in different proportions. Different races vary regarding lifespan and years per age category listed below. Racial information may be found in *Chapter 2: Gender and Race*. Effects are cumulative as they progress away from the norm of young adulthood. For instance, the average ability of Reflection for an infant is 10 ($100 - 10 - 30 - 50 = 10$), while for Old Age it is 125 ($100 + 20 + 5 = 125$).

Sub-Ability	Infant	Child	Puberty	Young Adult	Middle Age	Old Age	Venerable
Physical Fitness	- 50	- 30	- 10	-	- 10	- 20	- 30
Strength	- 30	- 40	- 20	-	- 5	- 20	- 40
Bodily Attract...	- 50	- 30	- 10	-	- 10	- 30	- 50
Health	- 20	- 10	- 5	-	- 10	- 20	- 30
Facial	- 40	- 20	- 10	-	- 5	- 20	- 40
Vocal	- 50	- 30	- 10	-	-	- 20	- 40
Kinetic	- 55	- 30	- 5	-	-	- 20	- 40
Rhetorical	- 45	- 30	- 15	-	+ 15	- 15	- 40
Hand-Eye Coord. ¹	- 60	- 20	- 10	-	- 10	- 10	- 10
Agility	- 60	- 20	- 10	-	- 10	- 30	- 40
Reaction Speed	- 60	- 20	- 10	-	- 10	- 30	- 40
Enunciation	- 50	- 30	- 10	-	-	- 10	- 20
Language	- 50	- 30	- 10	-	+ 10	- 10	- 20
Math	- 30	- 40	- 20	-	- 5	- 20	- 40
Analytic	- 30	- 40	- 20	-	+ 20	-	- 40
Spatial	- 50	- 30	- 10	-	+ 10	- 10	- 20
Drive	- 40	-	-	-	-	-	- 40
Intuition	- 40	- 10	- 5	-	+ 10	- 10	- 40
Common Sense	- 50	- 30	- 10	-	+ 10	- 10	- 40
Reflection	- 50	- 30	- 10	-	+ 20	+ 5	- 50

Persistent Exercise

Only two sub-abilities, Physical Fitness and Strength, may be increased with Persistent Exercise. The other eighteen sub-abilities are unable to be increased by the character's determination and efforts, though particular skills that depend upon those sub-abilities may be substantially increased (see *Chap. 8: Skills*). For example, a character's Facial Charisma is simply that with which they are born. Can they experiment with grooming, hairstyles, etc.? Sure, though this does not directly change their Facial Charisma, but is more applicable under a skill, such as Disguise, since this is not their natural state. With the exception of Physical Fitness and Strength, sub-abilities are relatively fixed, and may only be altered by aging, magic, or something happening to the character that is debilitating.

Gains may occur with Physical Fitness and Strength, provided the character devotes at least an hour every other day to appropriate exercise. Appropriate exercise is somewhat of a qualifier, since

1. Manual Dexterity and age were correlated in the following study: Adult Norms for the Box and Block Test of Manual Dexterity. For more information, see the References section at the end of this book.

proper diets, techniques, and weights are unknown to the races populating this gaming world. For instance, it was common to think that more exercise always yields more benefit, which of course would fail to give the muscles time to repair. Therefore, any character desiring to increase their Physical Fitness or Strength through Persistent Exercise must roll a Common Sense check with a TH of 60 to successfully exercise. Otherwise, the adopted method utterly fails to cause noticeable results.

If successful, and assuming that exercise is not periodically neglected, the character must make checks at certain intervals of time to determine improvement. These checks are made without modifiers by rolling percentile dice. If successful, the following roll represents the number of sub-ability points gained:

Time Interval	Threshold	Gains
3 months	2	1d20
6 months	10	1d20
1 year	20	1d12
2 years	60	1d10
4 years	80	1d8
8 years	90	1d6
16 years	95	1d4

If a character begins exercising, but does not continue to exercise regularly, then gains will be substantially less, if any at all. The MM may assign penalties to sub-ability points gained due to inconsistency or neglect. Further, if the character exercises for some time and then stops exercising altogether, they may lose sub-ability points. If they have consistently exercised for one year or less and then stop exercising altogether, they lose d% of their gains from the last year of exercise. The losses will be proportionally distributed over $(20 + 1d100)$ days. If they have exercised for two or more years, they will lose $(|1d100 - 3d20| \%)$ of their gains. Note that the previous roll utilizes absolute values, which means that even if the resultant number is a negative number, the sign is changed to positive. Finally, the losses will be proportionally distributed over $(20 + 2d100)$ days. In either case, if exercise is abandoned, in addition to losing previous gains, the character is 90% likely to gain $(3d6)\%$ of their weight in body fat. Roll d% to determine where the fat accumulates:

Roll	Result
01-20	Waist
21-40	Buttocks
41-60	Buttocks and thighs
61-80	Buttocks and waist
81-100	Evenly distributed

Once this occurs, future fat gains will occur in the same location.

Alternative Method: Rolling Abilities

The method described in the beginning of the chapter for determining abilities should be the standard method for several reasons. First, the average sub-ability score rolled should be 100, which is the norm of all human populations. Additional modifiers, such as for gender and race, are applied in the following chapter. This method $[(4d100 / 2) - 1]$ more accurately reflects nature, and therefore, adds a sense of realism to the game. Exceptionally high and low ability scores still occur with this method, though there is an appropriate measure of central tendency, such that the mean, median, and mode should usually be 100.

Due to this method, however, the resultant sub-ability scores are less likely to allow the character to meet the prerequisites of magic-using occupations, for instance, than warriors. Indeed, some players become greatly disheartened when they observe that some occupations are more rare than others, not necessarily due to differences in appeal, but ability. While objectivity should always be sought, this is only a game. If a player expresses significant discontent, and should the MM agree, the MM may consider another method. Above all, caution is advised, since this may become a slippery slope to other concessions.

Solely at the MM's discretion, a player may be permitted to roll 5d100, drop the lowest result, divide the sum by 2, and subtract 1 from the total to determine a sub-ability. This alternate method should produce an average sub-ability of 115. No more than four attempts, meaning four sub-abilities or retries, may be made with this method. For each roll with this advantaged method, another roll must be made, one that will balance the character; roll percentile dice and consult *Table 5-4: Random Mental*

Illness in the end of *Chapter 5: Mind*. If the roll indicates a mental illness that the character already has, then reroll. Hence, no more than four mental ill-

nesses may be acquired in this way. This option only exists at the moment of character creation and at the MM's discretion.



Chapter 2: Gender and Race

Gender¹ and race are selected by the player for their character; these choices are important. Gender and race may affect the rest of character creation, opening some doors of opportunity and closing others. The different genders and races, while flexible to a certain extent, are also more naturally suited for different occasions. For instance, male anakim are likely to be more successful as gladiators than female kobolds.

Gender

Now that you have the basic scores for your abilities and sub-abilities, you must decide your character's gender: male or female. Gender is a correlative factor with many things, from abilities, to height and weight. For example, on average it is obvious that males tend to be physically stronger, taller, and weigh more than females.

According to a prominent philosopher,² males tend to be more spirited, savage, simple, and less cunning. Females, on the other hand, tend to be more compassionate than males, more easily moved to tears, at the same time are more jealous, more querulous, and are more apt to scold and to strike. Females are, furthermore, more prone to despondency and less hopeful than males, more void of shame and self-respect, more false of speech, and more deceptive. Females are also more wakeful, shrinking, and difficult to rouse to action. The philosopher goes on to note that males are more courageous, and sympathetic in the way of standing by to help. Even in the case of mollusks, when the cuttle-fish is struck with the trident the male stands by to help the female; but when the male is struck the female runs away.

The philosopher's observations presented above are generalizations and do not hold true for all characters. Certainly, it is possible to find a surpassingly shameless male or a female who is less susceptible to depression than males, but these instances are the exception to the rule, assuming that the above observations are correct.

Record your gender on your character sheet, and consult the following table of Gender Modifiers to adjust your Abilities and Temperament:

1. Though *sex* usually refers to biological differences and *gender* usually refers to environmental differences, *gender* is chosen for this chapter because *sex* may be confused with sexual acts.

2. In Book IX of "Historia Animalium," Aristotle refers to gender differences and compares animals as well as humans. His comments are deemed relevant to the setting of F.A.T.A.L. due to the prevalence of his opinion throughout the Middle Ages.

Gender Modifiers¹		
To be Modified	Male	Female
ABILITIES		
Physique: Physical Fitness	+ 5	- 5
Physique: Strength	+ 15	- 15
Physique: Bodily Attract.	- 3	+ 3
Intelligence: Language	- 2	+ 2
Intelligence: Math	+ 3	- 3
Intelligence: Spatial	+ 3	- 3
Wisdom Drive	+ 2	- 2
Wisdom: Intuition	- 5	+ 5
Wisdom: Reflection	- 4	+ 4
TEMPERAMENT		
Sanguine	- 2	+ 2
Choleric	+ 2	- 2

According to the adjustments above, it may seem as though males are superior, though it is important to understand that there are other instances, such as nurturing, that are not apparent in the adjustments and may become evident and valuable during role-playing. The function of altering gender according to the table above is to shift the averages of the sexes to more closely resemble reality. The shift in range represents masses of characters better than extreme instances. For instance, the highest measured Intelligence is that of a female, though by large numbers females tend to score slightly lower than males in Intelligence. In this case, shifting the range lower for females also prevents the possibility of a female possessing the highest Intelligence. This is an unfortunate limitation.

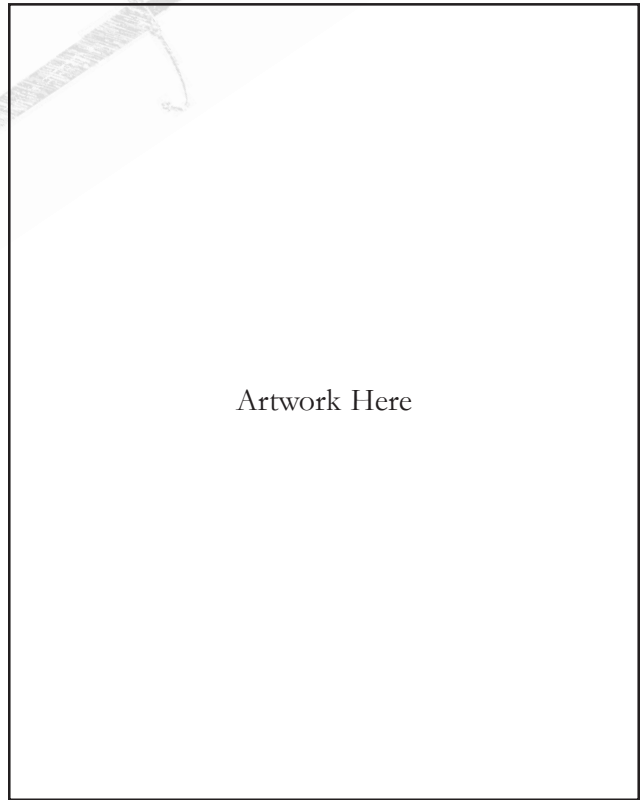
After noting the gender adjustments on your character sheet, you may return to *Chapter 1: Abilities* and update your abilities accordingly.

Most cultures are patriarchal and the prevalent belief regarding gender is that females are inferior to males physically, intellectually, morally, and emotionally. For example, menstruation may be understood as punishment by the gods. Further, the natural role of women regarding childbirth, and subsequently motherhood, has impacted the societal role of women, such that they are deemed better

suiting to stay at home, cook, clean, and care for their husband and children. Prior to marriage, maidens are expected to be chaste, though few fulfill this expectation. Once married, a wife is expected to be submissive to her husband, who owns her.

Conversely, in most patriarchal cultures, males are considered superior to females physically, intellectually, morally, and emotionally. For example, since emotions are often understood as the antithesis of reason, and since females seem more influenced by their emotions, males value the ability to suppress emotions. The role of a husband is to work outside the home and thereby provide for his wife and children. Within a family structure, the husband is considered dominant and the final arbiter, though some males are passive or soft-spoken. In most patriarchal societies, a husband owns his wife and children and may sell them into slavery if necessary to pay a debt.

The more that males or females violate the cultural norms of their gender, the more disapprobation, and possibly punishment, they receive.



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1. All Gender Modifiers are based upon scholarly literature. Hand-Eye Coordination receives no Gender Modifier. Males have faster Movement Times, but finger size is a better predictor than gender. For more information, see studies concerning dexterity in the References section at the end of this book.

Race

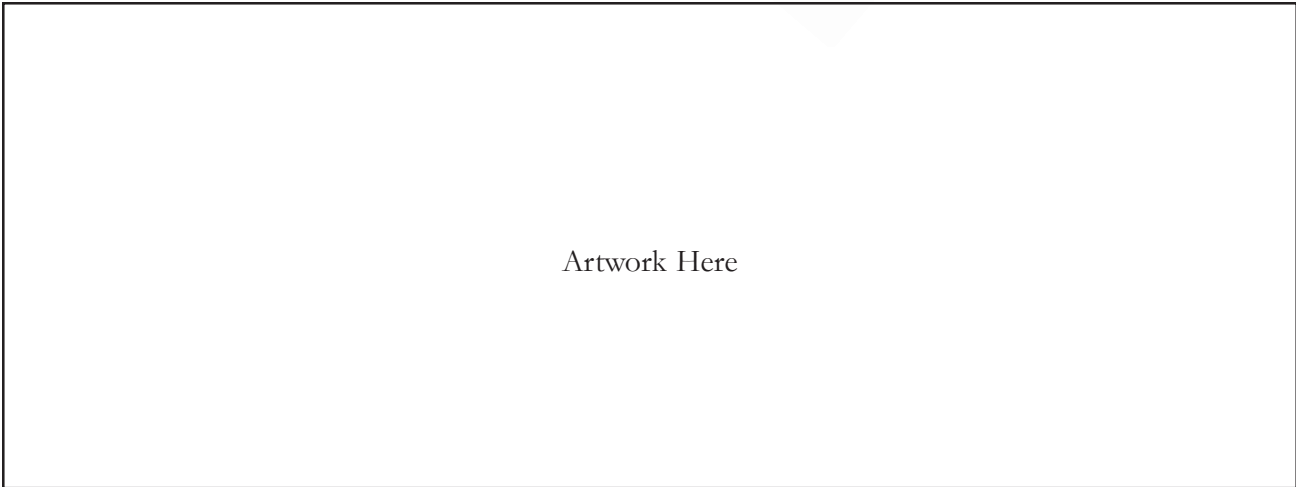
Next, carefully select the race of your character. Race¹, here, may seem an inappropriate term because humans and trolls are not merely different races, but different species. However, various races of trolls exist, and so it is the more specific term. Just as in the real world, race is a correlative factor with many things, from abilities to height and weight. For example, on average it is obvious that humans are physically stronger, taller, and weigh more than kobolds. Characters may select from the following races:

Race	Percent Overall Population
Anakim	0.3%
Bubear	15%
Dwarf, Black	3%
Dwarf, Brown	0.4%
Dwarf, White	2%
Elf, Dark	2%
Elf, Light	2%
Human	30%
Kobold	20%
Ogre	6%
Ogre, Cliff	2%
Ogre, Gruagach	3%
Ogre, Kinder-fresser	0.3%
Troll, Borbytingarna	2%
Troll, Hill	3%
Troll, Subterranean	10%

Just as with gender, races differ substantially regarding abilities and many other dimensions. For instance, it is possible to find a kobold with more Strength than a troll, but not very likely.

Following is a brief description of each race. A character may deviate from the following racial notes with the MM's permission, though this must be done with caution; characters should comply with the following descriptions in the majority of cases or observable instances. As a case in point, it is noted that bugbears tend to have a melancholic temperament (see *Chap. 5: Mind*). A character may, at the MM's discretion, role-play a bugbear who is the opposite -- sanguine. However, the further the character deviates from the general nature of the race, the more caution must be observed. If the MM concurs, a player may choose a race from Grimoirium Monstrum; this is not recommended.

If the MM is inexperienced with F.A.T.A.L., then the game will be easiest if all players role-play human characters. Indeed, this is also the best combination for inexperienced players. However, even if the MM is experienced, caution should be heeded regarding the mixture of races among the players' characters. Racial diversity is likely to cause gaming problems, such as threatening group cohesion if properly role-played. Therefore, the MM has the right to limit the racial options of players as necessary. Under normal gaming circumstances, at least half of the players in the group should be role-playing characters of the same race.



1. The races for players have been selected strictly from European mythology and folklore. Other criteria include that they must be bipedal, mortal, smaller than giants, and have no special abilities such as invisible gnomes. For more information, see the References section at the end of this book.

Anakim (sing.), **Anakim** (pl.)

Anakim¹ are the offspring of fallen angels and mortal women. They are recognizable to others who often refer to anakim as giants, since they are much taller than the typical human. Ancient terms for anakim are the annunaki, enim, nephilim, zuzim, and zamzumin. Compared with the humanoid races listed here, anakim are the youngest, second only to humans. As a guideline, each gaming group should have no more than one anakim; this race has the potential to unbalance a game, but anakim are not a race so much as a result. It is not every day that fiends mate human women, so very few anakim exist.

Most anakim are the result of an incubus or succubus mating with a human. These anakim are more commonly called cambion. Oftentimes, cambion children show no signs of life until they are seven years in age.

Sub-Ability Modifiers: Strength + 100, Hand-Eye Coordination - 30, Agility - 25, Reaction Speed - 20, Language + 5, Math + 5, Analytic + 5, Spatial + 5, Drive - 5, Intuition - 10, Common Sense - 20, and Reflection - 10.

Base Life Points: 27.

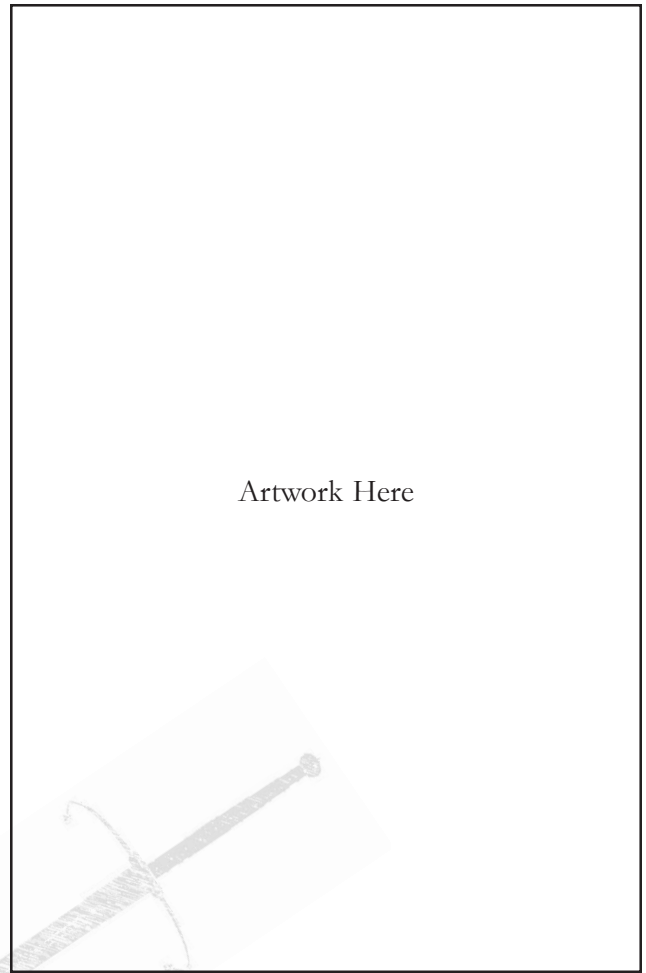
Physical Description: Anakim average a towering 8 feet in height for males, 7 feet for females, and are appropriately heavier than humans as well. Often, they are considered giants. Also, they are likely to live much longer, provided they do not meet a premature death. Because of their fiendish heritage, anakim characters must roll 1d10 to determine how many traits for which they must roll on the table following the description (roll 1d100):

Disposition Modifiers: - 25 Ethicality and - 50 Morality.

Temperament Modifiers: - 25 to Sanguine and - 25 to Melancholic.

Sociality: The human mother of an anakim dies during childbirth. Anakim do not have their own society, so they try to live secretly among humans or in isolation. Due to their size, many humans mistake them for giants. Anakim tend not to get along well with others.

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Occupations: It is possible for an anakim to be nearly any occupation, but the most common include: bandit, berserker, gladiator, mercenary, slave, slave-trader, sorcerer, and thug.

Skills: For being an anakim, characters receive Brawling + 5, Intimidation + 10, Mangling + 5, Sexual Adeptness + 5, Trickery + 5, a bonus Weapon (Specific), and Wrestling + 10.

Religion: Anakim may worship any religion, though often they are foreign to notions of worship or venerate fiends. All anakim receive a bonus of 1d20 PP (see *Chap. 4: Disposition*).

Language: Anakim usually speak Sapien, and if they have both good Language ability and the luxury of education, most aspire to learn Underworld.

Names: Anakim often have human names, since their mother names them at birth, or if she dies immediately, those in her culture will name the infant.

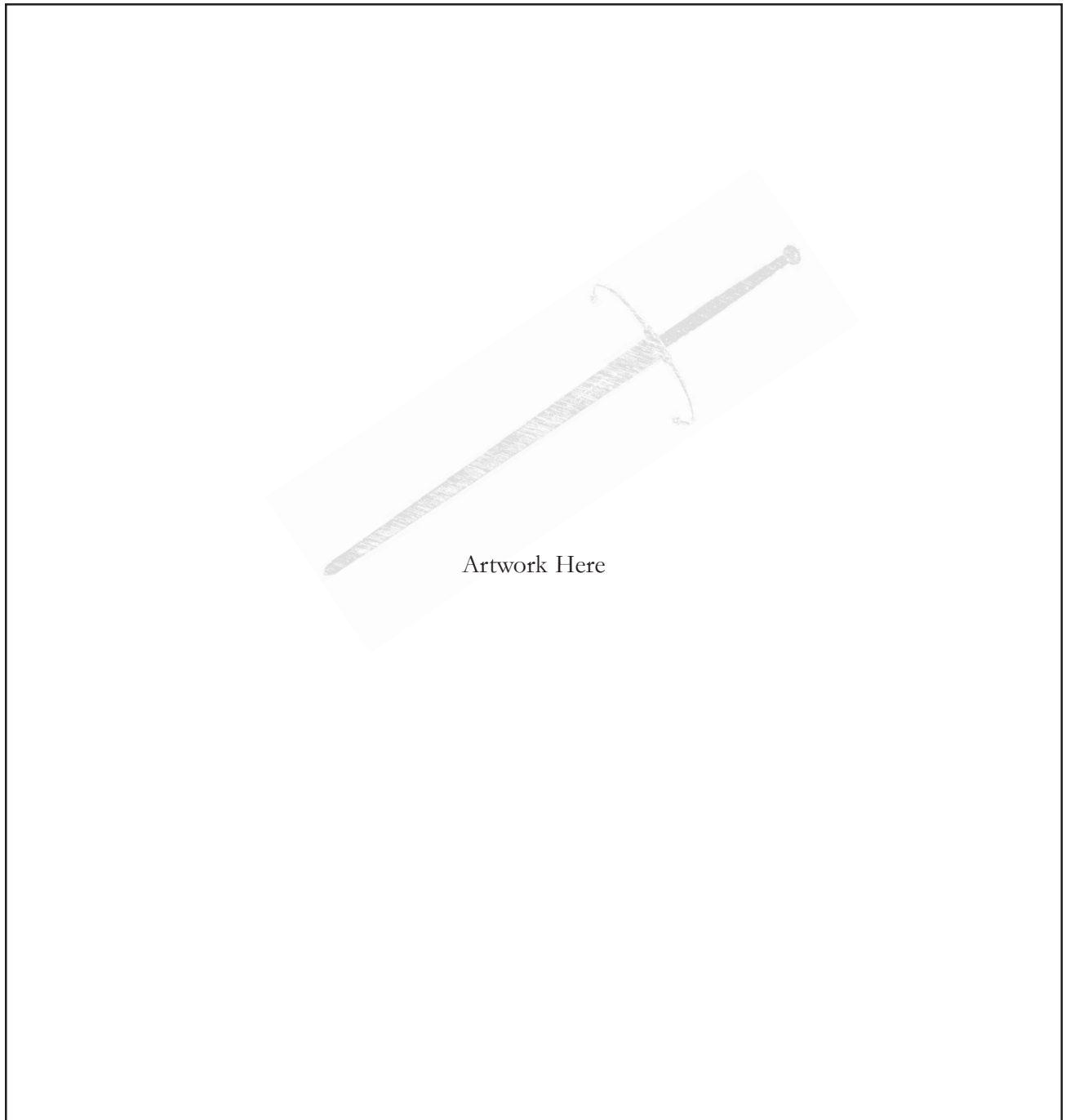
1. Anakim have been referenced from Gustav Davidson's *A Dictionary of Angels*. For more information, see the References section at the end of this book.

Roll	Anakim Trait
01	The anakim has a scaly tail. Roll 4d12 to determine how many inches it is in length. Next, roll 1d100 to determine the number of Strength sub-ability points the tail possesses. Refer to the Dead Lift measure of Strength to determine how much weight the tail may move.
02	Two 1d8 inch horns protrude from the head of this anakim. With each successful head-butt (see Wrestling in <i>Chap. 8: Skills</i>), each horn also does d2 points of stabbing damage.
03	The anakim has fangs that are 1d3" in length. The character may bite others, causing 1 LP per fang.
04	The anakim has very pale skin. This character loses 1d8 Facial Charisma because of their likeness to a corpse. This anakim prefers to avoid sunlight. No matter how much time this anakim spends in the sun, their skin will not tan.
05	The anakim has abnormally recessed eyes. This character loses 1d8 Facial Charisma, since they look more immoral, dead, and less innocent.
06	The anakim has a forked tongue.
07	The anakim has black eyes with no whites. The character loses 2d8 Facial Charisma, since this feature is obviously inhuman. It is impossible to observe the face of this anakim and be sure where they are looking.
08	The anakim has snake-like eyes. The character loses 2d8 Facial Charisma, since this feature is obviously inhuman. However, the anakim may see heat patterns up to 50 feet away.
09	The anakim has cat-like eyes. The character loses 1d8 Facial Charisma since the eyes are so large and round.
10	The anakim has eyes that grow red when angered. When angered, the anakim's eyes are visible up to d100 feet away in darkness.
11	The anakim has skin that radiates heat for one foot.
12	The anakim has cold, clammy skin.
13	The anakim has black hair.
14	The anakim has black fingernails. The fingernails are not black from filth, but are black naturally.
15	The anakim has claw-like fingernails. If used in Brawling (see <i>Chap. 8: Skills</i>) and as a Called Shot (consult the MM), then 1d4 points of damage are delivered per claw.
16	The anakim has an unusually low voice. If male, the Vocal Charisma increases by 3d6 sub-ability points. If female, the Vocal Charisma decreases by 3d6 sub-ability points.
17	The anakim has a hairless body.
18	The anakim has the legs of a goat.
19	The anakim has unusually large hands. The hand measures (10 + 1d6) inches from the wrist to the tip of the middle finger. Hand-Eye Dexterity decreases by 1d8 sub-ability points.
20	The anakim has unusually large feet. Each foot measures (18 + 1d12) inches from the heel to the tip of the big toe. The character loses 1d8 sub-ability points of Agility.
21	The anakim has unusually large genitals. If male, determine the size of the manhood of the anakim as usual (see <i>Chap. 3: Body</i>). Then, add (200 + 1d100) percent to both the length and circumference. If female, increase their cup size by 1d4 cups and Vaginal Circumference Potential by (200 + 1d100) percent (see <i>Chap. 3: Body</i>).
22	The anakim has an unusually long tongue. Determine the length of the character's tongue as usual (see <i>Chap. 3: Body</i>), then add (200 + 1d100) percent to the length.
23	The anakim has rough skin.
24	The anakim has the odor of rotting flesh extend one foot from their body.
25	The anakim has eyes that are permanently bloodshot.
26	The anakim has a body that casts no shadow.
27	The anakim has no reflection in a mirror.
28	The anakim causes alarm or fear in animals.
29	The anakim has a touch that withers flowers.

Roll	Anakim Trait
30	The anakim has absolute odds of reproduction. If male, the anakim will impregnate any female with whom he copulates. If female, the anakim will become pregnant by any male with whom she copulates.
31	The anakim suffers 1d10 LP of damage upon any contact with holy water.
32	The anakim is repelled by holy ground.
33	The anakim is only harmed by special weapons. Consult with the MM.
34	The anakim causes babies to scream when present. If the anakim touches a screaming baby, the baby is 75% likely to urinate, 50% likely to defecate, and 25% likely to vomit. Thereafter, the anakim may touch the child without such an occurrence for one day.
35	The anakim is followed by a cold wind. All within 1d20 feet of this anakim feel a cold chill.
36	The anakim is always accompanied by the gathering of 1d6 black birds near and above them.
37	The anakim has a body that is covered by magical markings and may not be removed.
38	The anakim causes grass to die where they walk. Dead grass is yellow.
39	The anakim causes creatures within 1d20 feet to get goosebumps.
40	The anakim causes humans within one foot to desire anal sex according to their sexuality.
41	The anakim knows how to speak devil.
42	The anakim knows how to speak demon.
43	The anakim has a 10% chance to attack anyone who insults them per perceived insult.
44	The anakim automatically detects moral beings within 1d20 feet.
45	The anakim is cannibalistic. Eating vegetables will make this anakim nauseated.
46	The anakim has the tail of a horse that extends 4d12 inches. Next, roll 1d100 to determine the number of Strength sub-ability points the tail possesses. Refer to the Dead Lift measure of Strength to determine how much weight the tail may move.
47	The anakim is accompanied by inaudible whispering voices that may be heard 1d6 feet away.
48	The anakim has the hooves of a goat for the feet only; the anakim has normal hands. Hence, the kneecaps of the anakim are in the rear, the legs are thin and hairy, and the anakim has hooves instead of toes. If the anakim kicks an opponent, a hoof will deliver twice the damage of a normal foot.
49	The anakim has blood for sexual fluid. If male, the anakim will ejaculate blood. If female, blood is the lubricating vaginal fluid all month long.
50	The anakim may cast the spell Force Missile once per day at will. Casting requires no chant, ingredient, or ritual.
51	The anakim has a robust jaw that is able to crush bone. However, it is so robust that the anakim loses 2d8 Facial Charisma.
52	The anakim has webbed toes. The anakim may swim at 1.5 times the rate of a humanoid.
53	The anakim has webbed fingers. The anakim may swim at 1.5 times the rate of a humanoid.
54	The anakim has gills on the side of their neck, allowing them to breathe underwater.
55	The anakim slowly devours food like a snake. The anakim will need to feed once per week, consuming at least one-third of their body weight to survive. Digestion of food which is one-third of their body weight takes one hour. Bone is digested as well. The anakim has a mouth circumference of (15 + 1d20) inches. The jaw dislodges, like a snake, so that large food may be swallowed. When the jaw is not dislodged, the lips of this anakim appears abnormally wide.
56	The anakim has skin that reduces damage due to fire by 50%. The skin does not seem abnormal when examined.
57	The anakim has skin that reduces damage due to cold by 50%. The skin does not seem abnormal when examined.
58	The anakim has skin that reduces damage due to electricity by 50%. The skin does not seem abnormal when examined.
59	The anakim has skin that reduces damage due to corrosion (acids or bases) by 50%. The skin does not seem abnormal when examined.
60	The anakim has a single horn of 1d12 inches which protrudes from their forehead. For each successful head-butt (see Wrestling in <i>Chap. 8: Skills</i>), the horn contributes 3 LP of damage.
61	All veins in the anakim become visible 5' away while angered.

Roll	Anakim Trait
62	The anakim has a prehensile tail of 1d6 feet in length with a point on the end. Next, roll 1d100 to determine the number of Strength sub-ability points the tail possesses. Refer to the Dead Lift measure of Strength to determine how much weight the tail may move.
63	The anakim has an abnormally thick skull. They receive only 50% of damage from physical head wounds such as hacking, pounding, or stabbing. Unfortunately, they also lose 1d10 points from each sub-ability of Intelligence.
64	The anakim has a third eye in the middle of their forehead. Having three eyes improves Vision by 1d20 points. Since 50 Vision points is perfect Vision, these bonus points are applied in this direction.
65	The anakim has skin that is hard, crusty, and flaky.
66	The anakim is accompanied by an odor of feces that extends 1d6 feet from their body.
67	The anakim is able to cry at will with tears.
68	The anakim has a wingspan of 2d8 feet. They are able to fly if the wingspan exceeds 10 feet. Consult the MM for specifics.
69	The anakim has fiendish hunger and must eat twice as much as normal to survive.
70	The anakim has bloodlust, craving the act of murder 1d4 times per week. If the anakim does not murder the determined number of creatures per week, they begin foaming at the mouth, experience an increased heart rate, an increase of 2d20 Strength and Drive, and a decrease of 2d20 Hand-Eye Coordination and Agility until the requisite number of creatures are murdered.
71	The anakim is angered by the color of white clothes. The anakim must pass a Drive check at TH 50 or attempt to rip the white clothes to shreds.
72	The anakim twitches violently when angered.
73	The anakim has white eyes, apparently with no pupil or iris. The anakim loses 2d8 Facial Charisma since this feature is clearly inhuman. It is impossible to observe the eyes of this anakim and determine exactly where they are looking at any given moment.
74	The anakim has a 2% chance of waking with bloodthirst. If so, the anakim will not stop until they murder a creature and drink its blood.
75	The anakim is accompanied by the odor of sex, which extends 1d6 feet.
76	The anakim is able to cast Call Fog once per day. No chant, ingredient, or ritual is necessary.
77	The anakim is able to cast Call Maggots once per day. No chant, ingredient, or ritual is necessary.
78	The anakim is able to cast Bestow Virus once per day. No chant, ingredient, or ritual is necessary.
79	The anakim is able to cast Force Rancor once per day. No chant, ingredient, or ritual is necessary.
80	The anakim is able to cast Force Scream once per day. No chant, ingredient, or ritual is necessary.
81	The anakim is able to cast Force Slumber once per day. No chant, ingredient, or ritual is necessary.
82	The anakim is able to cast Acidic Touch once per day. No chant, ingredient, or ritual is necessary.
83	The anakim is able to cast Frosty Touch once per day. No chant, ingredient, or ritual is necessary.
84	The anakim is able to cast Seal Orifice once per day. No chant, ingredient, or ritual is necessary.
85	The anakim is able to cast Detect Magic once per day. No chant, ingredient, or ritual is necessary.
86	The anakim is able to cast Determine Magic once per day. No chant, ingredient, or ritual is necessary.
87	The anakim has barbed skin. All who make forceful contact with the skin of this anakim suffer an additional 1 LP of damage.
88	The anakim has abnormal hatred for other anakim. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.
89	The anakim has abnormal hatred for bugbears. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.
90	The anakim has abnormal hatred for humans. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.
91	The anakim has abnormal hatred for kobolds. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.
92	The anakim has abnormal hatred for ogres. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.
93	The anakim has abnormal hatred for trolls. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.

Roll	Anakim Trait
94	The anakim has abnormal hatred for males. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 30 or attack with the intent to kill.
95	The anakim has abnormal hatred for females. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 30 or attack with the intent to kill.
96	The anakim has 1d4 inches of black fur on their entire body. This lowers Bodily Attractiveness by 2d8 sub-ability points.
97	The anakim has 1d8 inch horns on each shoulder.
98	The anakim is able to bellow as loud as a lion.
99	The anakim is able to belch melodiously.
100	The anakim has 1% immunity to magic per occupational level.



Bugbear (sing.), Bugbears (pl.)

Also known as a bugbeare, a bugbear is a malevolent humanoid creature resembling a large, hairy beast. Above all, bugbears enjoy devouring naughty human children; adults contain more gristle and do not taste as well.

The most renowned characteristic of bugbears is that they annoy all other races. Bugbears have annoying behavioral habits, speech patterns, societal customs, etc. Though other bugbears are annoyed, every other race who has contact with a bugbear describes the experience to others as annoying.

Bugbears prefer melee weapons and medium armor. The favorite weapons of bugbears are spiked bludgeoning melee weapons, such as military flails and morgensterns, and polearms. Bugbear military is organized into massed formations, in which soldiers with polearms rush the opponents first. Bugbear soldiers of lower rank are the first to fight. Their favorite armor includes bronze plates. If bugbears raid a human community, then victorious bugbears will often rape human women before devouring the children. Human women who are raped by bugbears may become pregnant, though the fetus aborts prior to birth. In fact, 50% of human women who are raped by a bugbear die due to a ripped uteral lining.

Since the pale human-like skin of bugbears is covered with dark fur, the hide of a bugbear is valued by other races. Of course, a bugbear will not wear the hide of another bugbear. However, if a bugbear discovers that any character is wearing such a hide, the bugbear will become angry and probably compelled to attack.

Sub-Ability Modifiers: Strength + 25, Bodily Attractiveness - 20, Facial - 15, Rhetorical - 10, Hand-Eye Coordination - 10, Agility - 10, Reaction Speed - 10, Enunciation - 10, Language - 10, Math - 10, and Analytic - 10.

Base Life Points: 25.

Physical Description: A male bugbear averages 7' in height, while a female averages 6'. Bugbears have fur that is dark brown, though it is thin.

Disposition Modifiers: Ethicality + 25 and Morality - 50.

Temperament Modifiers: Sanguine - 25, Choleric + 25, and Melancholic + 25.

Sociality: Bugbears live in communities ranging from a hamlet to a capitol city of their kind. Bugbears rarely live alone.

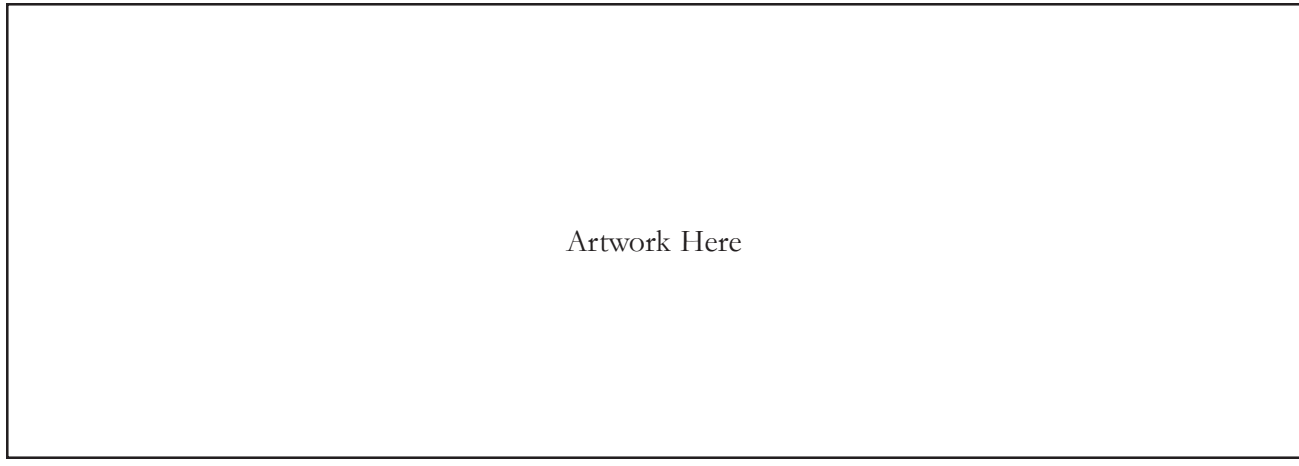
Occupations: Any.

Skills: Brawling + 5, 1 Weapon (Specific), and Wrestling + 5.

Religion: Bugbears worship their own immoral gods.

Language: Kobold. The most intelligent and educated bugbears know Sapien.

Names: Common male first names include Lljobjaltr and Radketill. Common female first names include Ismaer and Sigrheidr. Common last names for a bugbear include Arnliidi and Botgeirr.



Dwarf (sing.), Dwarves (pl.)

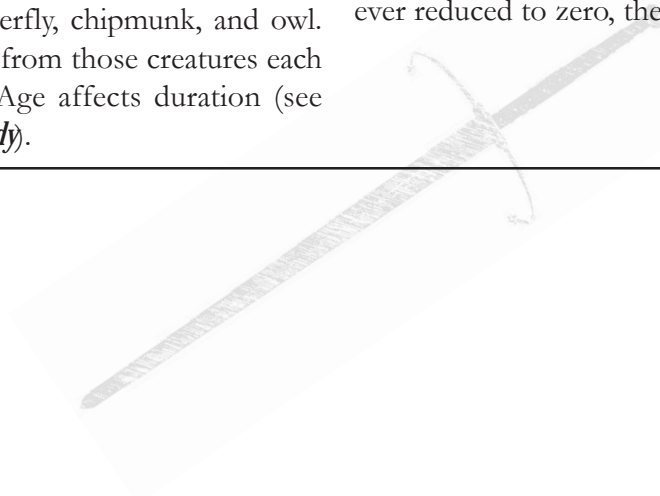
A dwarf is a humanoid creature who is short and stocky, compared to a human. The origin of this race is unknown and ancient. Dwarves prefer to live underground in palaces and near water. Their favorite place to dwell is deep within a mountain. If a dwarf is exposed to direct sunlight, then they turn to stone and die immediately. Dwarves value precious stones, metals, and craftsmanship. Most dwarves are skilled jewelers, smiths, and craftsmen. Three races of dwarves exist, named according to the color of their garments: black, brown, and white.

Dwarves are neither mortal nor immortal. Although dwarves may be killed just as mortals, they do not die naturally. In fact, they do not suffer penalties due to aging. Since dwarves are above mortality, they have closer associations with their gods.

All dwarves have the ability to shape-shift. However, dwarves may only shape-shift into the following creatures: butterfly, chipmunk, and owl. Each dwarf may choose from those creatures each time they shape-shift. Age affects duration (see Lifespan in *Chapter 3: Body*).

Age Category	Duration
Infant	NA
Children	1d10 seconds
Puberty	1d10 minutes
Young Adulthood	1d10 hours
Middle Age	1d10 days
Old Age	1d10 weeks
Venerable	1d10 months

This is the longest that each dwarf may have shape-shifted per day or period of twenty-four hours. Each dwarf is different. Once the duration is determined above, a dwarf retains that duration as long as they remain in the age category. For each unit (seconds, minutes, etc.) of duration that is maintained, the dwarf temporarily loses 1d10 Strength. The cumulative loss of Strength remains in effect for 1d4 times the duration during which the dwarf had shape-shifted. Strength will return slowly and evenly during the period of recovery. If Strength is ever reduced to zero, the dwarf dies.



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Dwarf, Black

Black dwarves thwart humans. For example, it is common for them to lure ships with lights at night onto rocks so that the crew may be murdered or enslaved and the ship plundered. Black dwarves usually attack humans on sight. It is rumored that their race was born as a result of the sorcerous combination of humans and maggots; instead, others maintain that black dwarves are related to kobolds. Most black dwarves wear black lambskin coats, black moleskin breeches and shoes, and a green moss hat. Black dwarves who are experienced smiths may make silver weapons that are both magical and dangerous. One characteristic of such magical weapons is that if taken by force, then the weapon will bring misfortune upon the new owner. Black dwarven sorcerors are famous for making magical cloaks of invisibility. When elder black dwarves are on the surface, they prefer to travel after shapeshifting into a screech owl, and flying through the night. Other names for black dwarves are duergar, dvergar, and svart alfar.

Sub-Ability Points: Physical Fitness - 10, Bodily Attractiveness - 15, Health + 10, Facial - 15, Hand-Eye Coordination + 5, Agility - 5, Analytic + 5, Spatial + 10, Drive + 10, and Common Sense + 10.

Base Life Points: 20.

Physical Description: By appearance, black dwarves are similar to very small humans. However, they usually have dark skin, green eyes, long gray beards, and powerful bodies. Oddly, their feet resemble the feet of crows.

Disposition Modifiers: Morality - 25.

Temperament Modifiers: Sanguine - 25 and Choleric + 25.

Sociality: Black dwarves live in underground palaces of treasure, and use treasure to lure and then murder or enslave humans.

Occupations: It is possible for a black dwarf to be any occupation, but the most common include: appraiser, armorer, assassin, bandit, blacksmith, bladesmith, brazier, brickmaker, coppersmith, dockwalloper, gemcutter, gilder, goldsmith, hewer, ironmonger, jeweler, locksmith, marbler, mason, mercenary, miner, minter, money-lender, mountaineer, pewterer, pick pocket, silversmith, slave-trader, sorcerer, spy, and weaponsmith.

Skills: Appraise + 5, Architecture + 5, Armorsmithing + 5, Blacksmithing + 30, Brasssmithing + 5, Coppersmithing + 5, Direction Sense + 5, Divination (Axinomancy) + 5, Gemcutting + 5, Goldsmithing + 5, Mining + 5, Mountaineering + 5, Pewtersmithing + 5, Silversmithing + 5, Stonemasonry + 5, Trickery + 5, and Weaponsmithing + 5.

Religion: Black dwarves worship their own gods.

Language: Dwarven.

Names: Common male names include Gunterus and Heidolfus. Common female names include Alberadis and Constantia.

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Dwarf, Brown

Brown dwarves are solitary creatures; brown dwarven communities do not exist. Instead, each brown dwarf leaves their mother when they reach young adulthood, seeking a human family of peasants or serfs. The brown dwarf will hide and sleep during the daylight, and will emerge at night. During the night, brown dwarves perform tasks for their human family. Brown dwarves are well-known for stealing human babies, as well as playing tricks on their human family. Brown dwarves dance during moonlight. If a brown dwarf likes their human family, then the brown dwarf will leave presents and protect them. However, if a brown dwarf dislikes their human family, then the brown dwarf will cause trouble and bad dreams. It is rumored that their race was born as a result of a sorcerous experiment with humans. For this reason, brown dwarves have an obsessive love/hate relationship with human families.

Sub-Ability Points: Physical Fitness - 10, Bodily Attractiveness - 10, Health + 10, Facial - 5, Hand-Eye Coordination + 5, Agility - 5, Analytic + 5, Spatial + 10, Drive + 10, and Common Sense + 10.

Base Life Points: 20.

Physical Description: By appearance, brown dwarves are similar to very small humans. However, they usually have tan skin, brown eyes, long gray beards, and powerful bodies.

Disposition Modifiers: None.

Temperament Modifiers: None.

Sociality: None. See human.

Occupations: It is possible for a brown dwarf to be any occupation, but the most common include: appraiser, armorer, blacksmith, bladesmith, brazier, brickmaker, chambermaid, coppersmith, dockwalloper, gemcutter, gilder, goldsmith, hewer, ironmonger, jeweler, laundress, locksmith, marbler, mason, miner, minter, mountaineer, pewterer, silversmith, sorcerer, and weaponsmith.

Skills: Appraise + 5, Architecture + 5, Armorsmithing + 5, Blacksmithing + 30, Brasssmithing + 5, Cleaning + 10, Coppersmithing + 5, Dance + 5, Direction Sense + 5, Divination (Axinomancy) + 5, Gemcutting + 5, Goldsmithing + 5, Mining + 5, Mountaineering + 5, Pewtersmithing + 5, Silversmithing + 5, Stonemasonry + 5, and Weaponsmithing + 5.

Religion: Brown dwarves worship human gods.

Language: Dwarven and Sapien.

Names: Common male names include Godscalculus and Deigenhardus. Common female names include Ditwinus and Evfemia.

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Dwarf, White

White dwarves are jolly. During summer, elders enjoy coming to the surface, shapeshifting into butterflies and other charming creatures, and dancing freely under the moon. During winter, smiths craft fine artistic works of silver and gold in their underground forges.

Sub-Ability Points: Physical Fitness - 10, Bodily Attractiveness - 10, Health + 10, Facial - 5, Hand-Eye Coordination + 5, Agility - 5, Analytic + 5, Spatial + 10, Drive + 10, and Common Sense + 10.

Base Life Points: 20.

Physical Description: By appearance, white dwarves are similar to very small humans. However, they usually have pale skin, brown eyes, long gray beards, and powerful bodies. White dwarves are cleanly and have a pleasant appearance.

Disposition Modifiers: Ethicality + 25 and Morality + 25.

Temperament Modifiers: Sanguine + 25, Choleric - 25, and Melancholic - 25.

Sociality: White dwarves live in underground palaces of treasure. On rare occasions, white dwarves may reward a human with treasure.

Occupations: It is possible for a white dwarf to be any occupation, but the most common include: appraiser, armorer, blacksmith, bladesmith, brazier, brickmaker, coppersmith, dancer, dockwalloper, gemcutter, gilder, goldsmith, hewer, ironmonger, jeweler, locksmith, marbler, mason, miner, minter, mountaineer, pewterer, silversmith, and weaponsmith.

Skills: Appraise + 5, Architecture + 5, Armorsmithing + 5, Blacksmithing + 30, Brasssmithing + 5, Coppersmithing + 5, Dance + 5, Direction Sense + 5, Divination (Axinomancy) + 5, Gemcutting + 5, Goldsmithing + 5, Mining + 5, Mountaineering + 5, Pewtersmithing + 5, Silversmithing + 5, Stonemasonry + 5, and Weaponsmithing + 5.

Religion: White dwarves worship their own gods.

Language: Dwarven.

Names: Common male names include Gerlacus and Godscalcus. Common female names include Berta and Binhildis.

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Elf (sing.), Elves (pl.)

An elf is a tiny, humanoid creature connected with a forest. Each forest inhabited by elves has an elven kingdom, which is hidden from others. Elves do not allow non-elves to see their kingdom, so it is magically hidden.

All elves are either dark or light, immoral or moral respectively. Dark or light, all elves seek to protect and preserve their forest, including the wild animals. Dark elves protect their forest using immoral means, while light elves protect their forest using moral means.

Since elves protect wildlife, they do not eat them. In fact, elves refuse to eat meat, and prefer fruits and vegetables instead. Elves have been known to advise humans that they will be healthier and live longer if they avoid eating meat.

The Lifespan of an elf is determined by the size of their forest (see Lifespan in *Chapter 3: Body*). If their forest is destroyed, then its elves die and their bodies wither, decay, and disappear like leaves from a tree. If a forest shrinks in size, such as due to a forest fire or humans felling trees, then the local elves are physically unaffected, though they will be angry. The larger the forest, the longer the lifespan of its elves.

Forest Size in Miles Squared	Lifespan
<1	250 years
1-10	500 years
11-50	750 years
51-100	1,000 years
101-200	1,500 years
201-300	2,000 years
301-400	2,500 years
>400	3,000 years

Due to their lengthy lifespan, elves are considered to be wise. Elves are often sought by others for their advice. However, it is difficult to find an elf unless they want to be found.

Most elves do not venture far from their forest. For each mile that an elf is removed from their forest, their Strength and Health sub-ability scores decrease by 1. If either sub-ability reaches zero, then the elf dies.

All elves have the special ability to shape-shift. Elves may only shape-shift into the following creatures: cat, dog, fox, and rabbit. Each elf may choose from those creatures each time they shape-shift. Age affects duration.

Age Category	Duration
Infant	NA
Children	1d10 seconds
Puberty	1d10 minutes
Young Adulthood	1d10 hours
Middle Age	1d10 days
Old Age	1d10 weeks
Venerable	1d10 months

This is the longest that each elf may have shape-shifted per day or period of twenty-four hours. Each elf is different. Once the duration is determined above, an elf retains that duration as long as they remain in the age category. For each unit (seconds, minutes, etc.) of duration that is maintained, the elf temporarily loses 1d10 Strength. The cumulative loss of Strength remains in effect for 1d4 times the duration during which the elf had shape-shifted. Strength will return slowly and evenly during the period of recovery. If Strength is ever reduced to zero, the elf dies.

Other names for an elf are alp, aelf, alfar, alfe, alve, elve, and ylf.

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Elf, Dark

Dark elves are immoral and ugly. Nonetheless, they are incredibly fertile and are always trying to mate. Few children are born. Due to the sexual nature of dark elves, humans have been known to form cults to worship or summon them.

If any character enters a forest that is inhabited by dark elves, then their life may be in danger. Dark elves use the hides of trespassers for leather, some body parts for ingredients, and usually feed the local forest animals with the meat.

Above being vicious, dark elves enjoy tricking their victims. For example, a female enjoys enticing a lone human deeper into the woods, seducing him until he is most vulnerable, and then depriving him of life.

It is wise for humans to never underestimate dark elves, since they are sinister and powerful. Dark elves are famous for crafting magical weapons.

Other names for a dark elf are dockalfar, docalfar, dark alfar, swartalfar, svartalfar, and black alfs.

Sub-Ability Points: Physical Fitness + 5, Strength - 30, Bodily Attractiveness - 10, Health + 10, Facial + 10, Vocal + 10, Kinetic + 10, Hand-Eye Coordination + 10, Agility + 5, Enunciation + 5, Drive + 5, Intuition + 10, Common Sense + 10, and Reflection + 5.

Base Life Points: 15.

Physical Description: Dark elves tend to be ugly. The skin of dark elves is black.

Disposition Modifiers: Morality - 25.

Temperament Modifiers: Sanguine - 25, Choleric + 25, Melancholic + 25, and Phlegmatic - 25.

Sociality: Dark elves live in forest kingdoms. The kingdoms are usually hidden underneath their forest, which they consider their property.

Occupations: Any. Common occupations for dark elves include Acrobat, Bard, Dancer, Druid, Gardener, Herbalist, Musician, Ranger, Sage, Sorcerer, and Stabler.

Skills: Contortion + 5, Dance + 5, Etiquette + 5, Herbalism + 5, Musical Instrument (Singing) + 5, Nature (Plants) + 5, Nature (Trees) + 5, Tracking + 5, Trickery + 10, and Tumbling + 5.

Religion: Dark elves worship their own gods.

Language: Elven.

Names: Common male names include Sighard and Tondberct. Common female names include Aedelberga and Uuffa.

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Elf, Light

Also known as elves of light, light elves are moral and attractive. Even though they are so attractive, few children are born.

If any character enters a forest that is inhabited by light elves, and if a light elf detects them, then they may be either befriended, ignored, or influenced to leave. If any character harms a forest or its inhabitants, and if a light elf is aware, then the light elf will play mischievous tricks on the character. For example, their possessions may be stolen.

Above all, light elves enjoy playing harmless pranks on others. For instance, shoe laces may be untied. If the light elf is not on bad terms with a character, a prank will never ruin their property. Just the same, some characters become angry when the object of a prank.

Because light elven maidens are usually beautiful, relationships or marriages may rarely develop between a female light elf and a male human. Sometimes, humans kidnap beautiful light elven maidens and attempt to force marriage. If the female perceives herself to be slighted in any way, she will punish him harshly by playing mischievous tricks. It is impossible for such relationships to produce children.

Light elves enjoy making music and dancing in large rings in the mists or under moonlight. Other names for light elves are ellen, elfvor, and light alfs.

Sub-Ability Points: Physical Fitness + 5, Strength - 30, Bodily Attractiveness + 10, Health + 10, Facial + 10, Vocal + 10, Kinetic + 10, Hand-Eye Coordination + 10, Agility + 5, Enunciation + 5, and Common Sense + 10.

Base Life Points: 15.

Physical Description: Light elves tend to be attractive. In either case, elves tend to be attractive. The appearance of light elves is whiter than the sun. The hair of light elves ranges from white to golden or blond. Light elves prefer to wear green clothes.

Disposition Modifiers: Morality + 25.

Temperament Modifiers: Sanguine + 25 and Melancholic - 25.

Sociality: Light elves live in forest kingdoms. There, elves often live in the hollows of huge tree trunks, and are hidden from others.

Occupations: Any. Common occupations for light elves include Acrobat, Bard, Dancer, Druid, Gardener, Herbalist, Musician, Ranger, Sage, Sorcerer, and Stabler.

Skills: Contortion + 5, Dance + 5, Etiquette + 5, Herbalism + 5, Musical Instrument (Singing) + 5, Nature (Plants) + 5, Nature (Trees) + 5, Tracking + 5, and Tumbling + 5.

Religion: Light elves worship their own gods.

Language: Elven.

Names: Common male names include Aedilfrid and Earconberct. Common female names include Cynwise and Quoenburg.

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Human (sing.), Humans (pl.)

In almost every respect, humans are the most neutral and the norm of the humanoid races.

Sub-Ability Modifiers: None.

Base Life Points: 20.

Physical Description: Humans, including males and females, average 5'7" and 130 pounds, and have a life expectancy of 73 years. Males average 5' 10" in height, while females average 5'4".

Disposition Modifiers: No modifiers.

Temperament Modifiers: No modifiers.

Sociality: Humans, by and large, are uneducated peasants working in the service of a lord, though this varies depending on whether they are urban or rural. Like kobolds, humans reproduce frequently, and often consider large families desirable, whether they can afford to feed them or not.

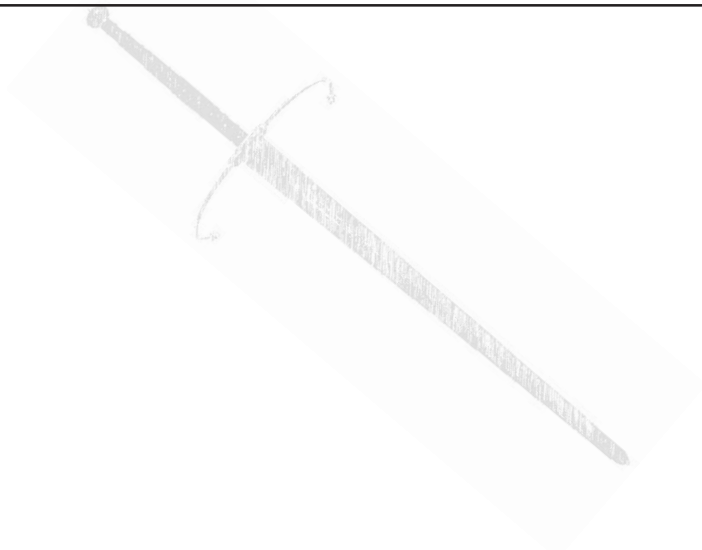
Occupations: Any.

Skills: Due to their short lives, humans receive no bonus skills.

Religion: Humans range from devoutly religious to irreligious. Of all the races, humans have the widest selection of deities, though they also differ sharply from culture to culture.

Language: Sapien.

Names: Common male first names include John and Thomas. Common female first names include Helen and Sarah. Common last names include Hall and Smith.



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Kobold (sing), **Kobolds** (pl.)

This creature is also known as a kobolt, cobolt, kobalos, or dasik. The skin color of a kobold is silvery-white, though sometimes tinted slightly blue or green. The skin of a kobold is rough and cracked. In fact, their skin withstands high temperatures. As a result, kobolds suffer only half damage from non-magical fire. All kobolds live underground. As such, this race is skilled at metalworking and Mining (see *Chap. 8: Skills*). Their favorite metal is silver, since it reminds them of their own skin. Kobolds steal silver whenever possible. Their love of silver is the reason that kobolds dig mines.

Kobolds enslave every species or race possible. Children slaves are used to dig narrow mine shafts. Adult slaves are used for heavy labor, which kobolds avoid at all costs. Slave-trading is the only enjoyment of kobolds that rivals their greed for silver.

Perhaps kobolds are most famous for their ingenious and cruel traps. In their underground environment, kobolds fashion mechanical traps to ensnare or kill characters who invade and trespass. Although black dwarves use similar traps, the origin of malicious traps is with kobolds.

As their name implies, kobolds are bold. Their behavior is aggressive and open. Regarding combat, kobolds prefer light armor so that their movement is not too impaired. The favorite weapons of kobolds include a footman's warhammer and javelin or spear.

Finally, it is known that kobolds value beer, milk, and porridge. If a stranger offers these as gifts and no danger or trickery is suspected, the kobold may accept them and not react aggressively toward the stranger.

Sub-Ability Points: Strength - 25, Bodily Attractiveness - 15, Facial - 15, Vocal - 15, Kinetic + 15, Rhetorical - 10, Hand-Eye Coordination + 15, Agility + 15, Reaction Speed + 15, Enunciation + 15, Language - 10, Math - 15, Analytic - 10, Spatial + 15, and Drive - 15.

Base Life Points: 15.

Physical Description: The average height of a male kobold is 4.5', while a female averages 4'.

Disposition Modifiers: Morality - 50.

Temperament Modifiers: Sanguine - 25, Choleric + 25, and Phlegmatic + 25.

Sociality: Kobolds live in underground mining communities that are loosely organized. Every community has its own king.

Occupations: Any.

Skills: Direction Sense + 5, Mining + 5, Trickery + 5, and 1 Weapon (Specific).

Religion: Kobolds worship their own immoral gods.

Language: Kobold.

Names: Common male names are Kraeng and Muda. Common female names are Darlicia and Rachmatilla.

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Ogre (sing), Ogres (pl.)

An ogre is a large humanoid of low Intelligence, strong bulk, and carnivorous. Easily outwitted by a clever human, ogres are gross and bloodthirsty. A female ogre is known as an ogress. There are four types of ogres: ogres, cliff ogre, gruagach ogre, and kinder-fresser.

Ogre

Sub-Ability Points: Physical Fitness - 18, Strength + 105, Bodily Attractiveness - 20, Facial - 20, Kinetic - 40, Rhetorical - 15, Hand-Eye Coordination - 40, Agility - 30, Reaction Speed - 25, Enunciation - 50, Language - 50, Math - 50, Analytic - 50, Spatial - 10, Drive - 15, Intuition - 20, and Common Sense - 30.

Base Life Points: 30.

Physical Description: The tallest race that a player may select is an ogre. Male ogres average 9' in height, while females average 8'.

Disposition Modifiers: Ethicality - 50 and Morality - 50.

Temperament Modifiers: Sanguine - 25, Choleric + 25, and Phlegmatic + 25.

Sociality: Ogre offspring are abandoned by their parents, so they prefer to live alone. Ogres have minimal loyalty to others.

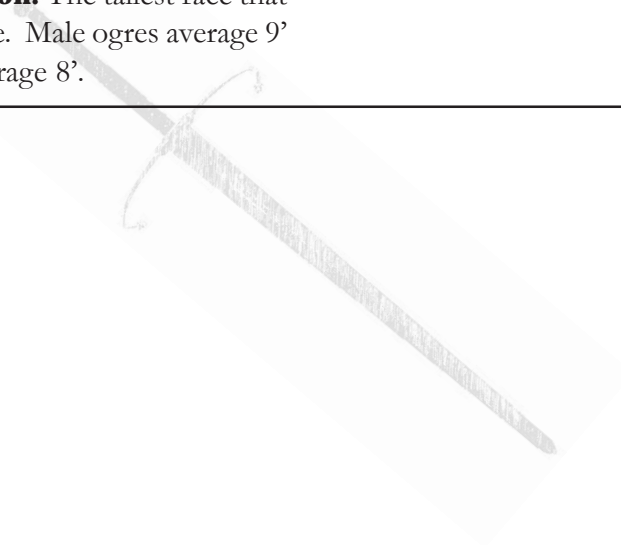
Occupations: Bandit, Berserker, Gladiator, Mercenary, Slave, and Thug.

Skills: Brawling + 10, Mangling + 10, and Wrestling + 10.

Religion: Ogres have never considered the existence of gods.

Language: None, or Cigan if gifted.

Names: Ogres do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Face-Pounder.



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Cliff Ogre

Physically the smallest ogre, a cliff ogre lives to force unwary travelers over cliffs to feed their children below. Each victim is either hurled or kicked over the edge. Each parental cliff ogre hopes to cause the victim to hit only hard ground, especially jagged. The offspring of the cliff ogre, known as kinder-ogres, eagerly await each victim at the base of the cliff.

The greatest enjoyment among cliff ogres is when they compete with each other regarding the accuracy of hurling victims. The favorite type of contest requires four victims, whether dead or alive. The rules to this contest are that the first cliff ogre hurls a victim where desired. The competing cliff ogre must then hurl a victim where desired. Finally, each cliff ogre attempts to Hurl a victim as close to the previous victim of the other as possible. The cliff ogre wins who throws the second victim closest to other's victim. In the case of a tie, a re-throw must be made. Frustration is never felt between competing cliff ogres; it is pure enjoyment.

Sub-Ability Points: Strength + 90, Bodily Attractiveness - 20, Facial - 20, Rhetorical - 15, Hand-Eye Coordination - 10, Agility - 15, Reaction Speed - 25, Enunciation - 50, Language - 50, Math - 10, Analytic - 25, Drive - 15, Intuition - 20, and Common Sense - 30.

Base Life Points: 27.

Physical Description: The tallest race that a player may select is an ogre. Male ogres average 9' in height, while females average 8'.

Disposition Modifiers: Ethicality - 50 and Morality - 50.

Temperament Modifiers: Sanguine - 25, Choleric + 25, Melancholic + 25, and Phlegmatic - 25.

Sociality: At most, cliff ogres may be organized into groups of no more than 3 cooperative families. Leadership is unnecessary, and cliff ogres have some loyalty to their family.

Occupations: Bandit, Berserker, Gladiator, Mercenary, Slave, and Thug. Bandit is most common.

Skills: Brawling + 10, Climb + 10, Hurl + 10, Mangling + 5, and Wrestling + 10.

Religion: Ogres have never considered the existence of gods.

Language: None, or Cigan if gifted.

Names: Cliff ogres do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Body-Tosser.

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Gruagach Ogre

A gruagach ogre has long, golden hair. This hairy ogre has a large head, and soft-shaped body. The blubbery form of this ogre confuses some enemies, who think it is weaker than it is. A gruagach ogre moves slowly due to its low Physical Fitness, though when considering Strength, it is the strongest ogre. Laziness and ineptitude define a gruagach ogre.

Sub-Ability Points: Physical Fitness - 22, Strength + 120, Bodily Attractiveness - 30, Health - 5, Facial - 35, Kinetic - 75, Rhetorical - 30, Hand-Eye Coordination - 40, Agility - 45, Reaction Speed - 35, Enunciation - 50, Language - 60, Math - 60, Analytic - 60, Spatial - 15, Drive - 30, Intuition - 20, and Common Sense - 60.

Base Life Points: 35.

Physical Description: The tallest race that a player may select is an ogre. Male ogres average 9' in height, while females average 8'.

Disposition Modifiers: Ethicality - 50 and Morality - 50.

Temperament Modifiers: Melancholic - 25 and Phlegmatic + 25.

Sociality: Although graugach ogre parents produce numerous offspring, most die between birth and infancy. Overall, gruagach ogres live in tribal hamlets among other gruagach ogres. In gruagach society, the strong dominate the weak, and one leader and his entourage dominates the tribe. Gruagach ogres have minimal loyalty to others.

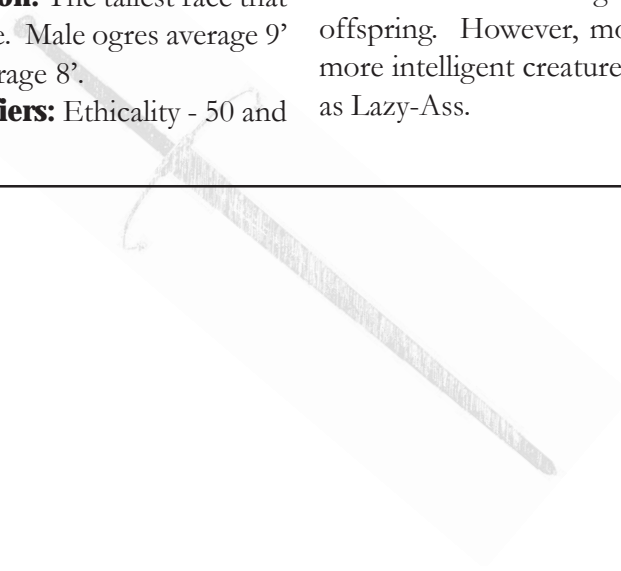
Occupations: Bandit, Berserker, Gladiator, Mercenary, Slave, and Thug.

Skills: Brawling + 15 and Mangling + 15, and Wrestling + 10.

Religion: Ogres have never considered the existence of gods, but gruagach ogres are curiously fearful of magic.

Language: None, or Cigan if gifted.

Names: Gruagach ogres do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Lazy-Ass.



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Kinder-Fresser Ogre

Also known as a kinderschrecker or child-guzzler, a kinder-fresser is an ogre who feeds on human children. Although a kinder-fresser will eat any human child, their favorite is a moral child. The voice of a kinder-fresser attracts human children who are prepubescent and virginal. If a prepubescent, virginal human child hears the voice of a kinder-fresser, the child must pass a Drive check at TH 95 or believe that the voice heard is their parents, and will follow any command given by the kinder-fresser. Strangely, the voice of a kinder-fresser does not attract others. Since a kinder-fresser survives by eating human children, this creature attempts to reside nearby a significant human population. The favorite residence of a kinder-fresser is a cave close to a long, well-populated road. Since a kinder-fresser has a higher Facial and Vocal Charisma compared to other ogres, victims and enemies are sometimes fooled into thinking the kinder-fresser is a gentle giant. The unfortunate child is fooled, lured, strangled, and swallowed -- usually without evidence. Human children smaller than thirty pounds are eaten whole; shoes are regurgitated 10% of the time, if applicable.

Sub-Ability Points: Strength + 105, Bodily Attractiveness - 10, Facial - 12, Kinetic - 20, Rhetorical + 15, Hand-Eye Coordination - 40, Agility - 30, Reaction Speed - 25, Enunciation - 10, Language - 10, Math - 50, Analytic - 50, Spatial - 10, Drive - 15, and Common Sense - 30.

Base Life Points: 30.

Physical Description: The tallest race that a player may select is an ogre. Male ogres average 9' in height, while females average 8'.

Disposition Modifiers: Ethicality - 50 and Morality - 50.

Temperament Modifiers: Sanguine - 25, Choleric + 25, and Phlegmatic + 25.

Sociality: A kinder-fresser does not participate in society, except by waiting outside of a human town for traveling, bipedal food. Each kinder-fresser lives alone. Kinder-fresser offspring are abandoned by their parents, so they prefer to live alone. A kinder-fresser is loyal only to their own survival.

Occupations: Bandit, Berserker, Gladiator, and Slave.

Skills: Brawling + 5, Hide + 10, Mangling + 10, Persuasion + 5, Silence + 10, Trickery + 5, and Wrestling + 10.

Religion: Ogres have never considered the existence of gods.

Language: Sapien.

Names: Kinder-fresser ogres do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Baby-Taker.

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Troll (sing.), **Trolls** (pl.)

Also known as trolld and trolld, a troll is an immoral creature that is ugly and hairy. Three types of trolls exist: borbytingarna, hill, and subterranean.

Borbytingarna Troll

This type of troll inhabits caverns and roams the forests and mountains. It will attempt to kill and eat any creature it meets, including another troll, unless the troll is the opposite gender. This type of troll will not be petrified by sunlight, unlike the subterranean troll.

A borbytingarna troll does not have huge, sharp claws like a hill troll. Instead, it brawls its victims. Once a victim is unconscious or dead, and the troll is not threatened by other creatures, this type of troll enjoys grabbing one limb of the smaller creature and swinging the victim around, smashing them onto nearby objects or the ground. A borbytingarna troll may do this for 1d100 minutes before it decides to feed. This type of troll does not consider armor or weapons to be useful.

Due to the extreme hatred of borbytingarna for others, they do not cooperate with others, unless continually subjected to clearly superior force. Even then, a borbytingarna troll is likely to rebel violently.

Sub-Ability Points: Strength + 55, Bodily Attractiveness - 50, Facial - 40, Kinetic - 40, Hand-Eye Coordination - 20, Agility - 25, Reaction Speed - 20, Language - 90, Math - 60, Analytic - 60, and Spatial - 10.

Base Life Points: 27.

Physical Description: The average height of a borbytingarna troll is 8' tall. It is nearly impossible to distinguish between males and females, unless you are a troll.

Disposition Modifiers: Ethicality - 50 and Morality - 50.

Temperament Modifiers: Sanguine - 25 and Choleric + 25.

Sociality: These trolls inhabit caverns and roam the forests and mountains.

Occupations: Bandit, Berserker, Gladiator, and Slave.

Skills: Blindfighting + 10, Brawling + 10, Direction Sense + 10, Mangling + 10, and Wrestling + 10.

Religion: Trolls have never considered the existence of gods.

Language: None.

Names: Borbytingarna trolls do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Life-Eater.

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Hill Troll

These trolls have a large, hairless belly that drags along the ground. Their claws are sharp as knives, causing 2d6 damage per successful Brawling attack (see Brawling in *Chap. 8: Skills*). Hill trolls either roam the hills or lurk in a hiding spot, waiting to attack their favorite victim -- humans. When a hill troll gets ahold of a human, it rips the flesh from the human's body. This type of troll will not be petrified by sunlight, unlike the subterranean troll. It will attempt to kill and eat any creature it meets, including another troll, unless the troll is the opposite gender.

Hill trolls do not consider armor or weapons useful. These trolls prefer to brawl and wrestle their victims until they are a bloody pulp. Once all flesh has been removed from the victim, a hill troll eats the remains of the victim.

Sub-Ability Points: Strength + 55, Bodily Attractiveness - 70, Facial - 40, Kinetic - 40, Hand-Eye Coordination - 20, Agility - 25, Reaction Speed - 20, Language - 90, Math - 60, Analytic - 60, and Spatial - 10.

Base Life Points: 27.

Physical Description: The average height of a hill troll is 8' tall. It is nearly impossible to distinguish between males and females, unless you are a troll.

Disposition Modifiers: Ethicality - 50 and Morality - 50.

Temperament Modifiers: Sanguine - 25 and Choleric + 25.

Sociality: These trolls are solitary and inhabit hills.

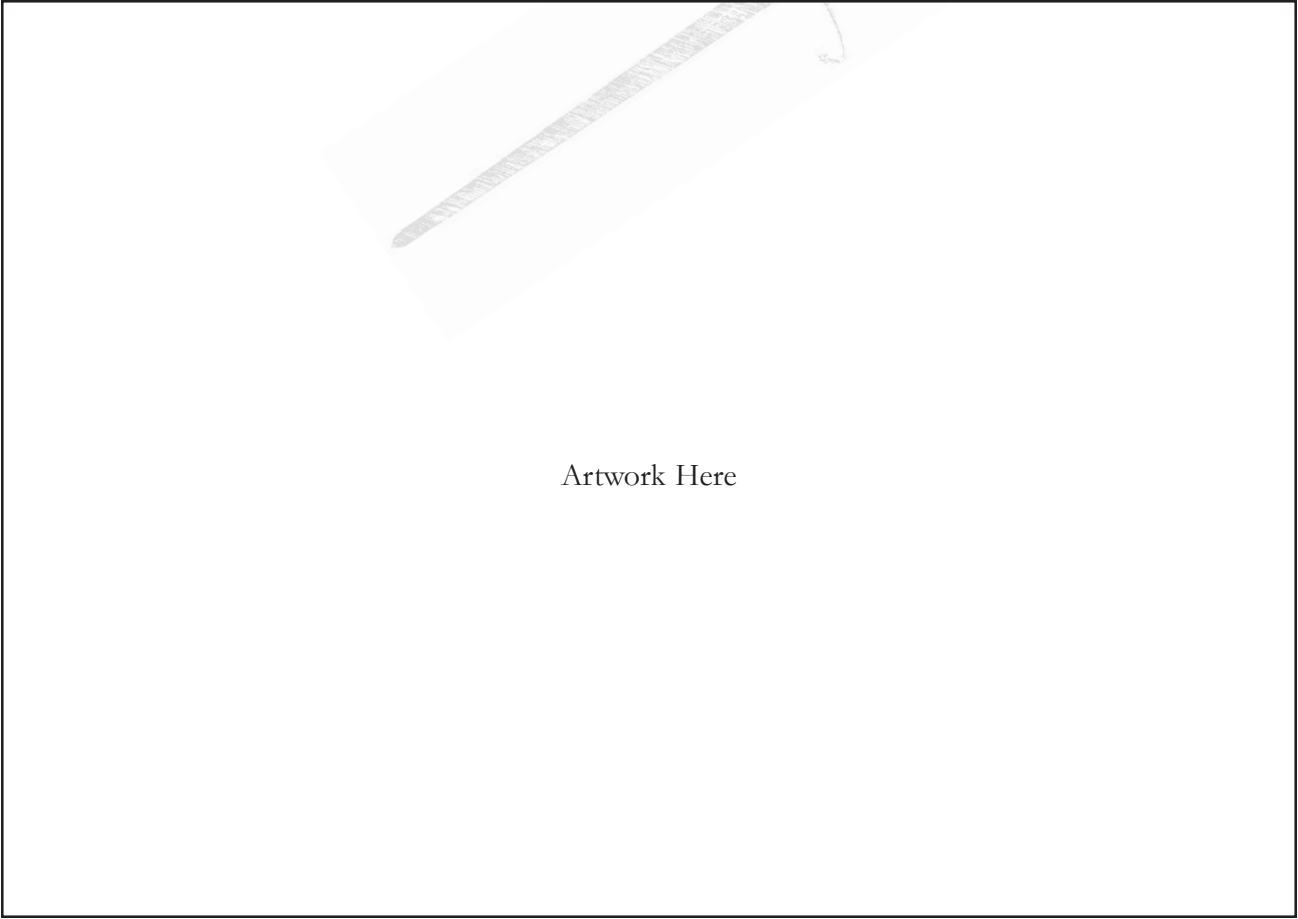
Occupations: Bandit, Berserker, Gladiator, and Slave.

Skills: Blindfighting + 10, Brawling + 10, Direction Sense + 10, Mangling + 10, and Wrestling + 10.

Religion: Trolls have never considered the existence of gods.

Language: None.

Names: Hill trolls do not name their offspring. However, most who have contact with more intelligent creatures acquire a nickname, such as Head-Slasher.



Subterranean Troll

Male subterranean trolls are malicious, though females are beautiful and have long, red hair. These trolls hate noise, and for this reason, were driven underground in the past. It is possible for a subterranean troll to like a human, and grant riches to the human. Usually, however, a subterranean troll is hateful, and attempts to kill everything, including trees, outside of their home and community. It is common for a subterranean troll to steal women, children, and property. Many of these trolls frequently engage in cannibalism. Humans use a branch of mistletoe to protect them from being taken by a subterranean troll. These trolls are expert metalsmiths, herbal healers, and sorcerors. Subterranean trolls are never seen above ground between sunrise and sunset, because when the sun shines on them, they become permanently petrified.

As expert metalsmiths, subterranean trolls craft superb plate armor and weapons. Their plate armor is crafted so that it is as quiet as possible. Subterranean trolls prefer polearms, and usually attack the neck or lungs of their opponent so that they will die quietly.

Sub-Ability Points: Strength + 55, Bodily Attractiveness - 50 for males, Facial - 40 for males, Kinetic - 40, Hand-Eye Coordination - 20, Agility - 25, Reaction Speed - 20, Language + 10, Math + 10, Analytic + 10, and Spatial + 10.

Base Life Points: 27.

Physical Description: The average height of a subterranean troll is 8' tall. Males tend to be ugly, while females tend to be beautiful.

Disposition Modifiers: Ethicality - 50 and Morality - 50.

Temperament Modifiers: Sanguine - 25 and Choleric + 25.

Sociality: Subterranean trolls live in communities underneath hills. Their homes are crafted to the amazement of all others, including dwarves. The home of a subterranean troll is a palace full of treasure.

Occupations: Appraiser, Armorer, Bandit, Berserker, Blacksmith, Bladesmith, Brass-smith, Cook, Coppersmith, Gemcutter, Gladiator, Goldsmith, Herbalist, Hierophant, Ironmonger, Jeweler, Mason, Miner, Pewtersmith, Silversmith, Slave-trader, Sorceror, Weaponsmith, and Whore.

Skills: Blindfighting + 10, Brawling + 10, Direction Sense + 5, Mangling + 10, Trickery + 5, and Wrestling + 10.

Religion: Subterranean trolls usually worship a god.

Language: Kobold.

Names: Common male names include Aktorion and Kephisophon. Common female names include Amaxerete and Thrinacia.

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Racial Hatred

Different races usually regard each other differently, based on observed, imagined, or feared dissimilarities. Most characters prefer to associate with those who are deemed similar. Further, most characters avoid, dislike, belittle, or condemn those who are deemed dissimilar. Racial opinions and attitudes vary with each character. However, trends in opinions emerge among masses of characters.

At the present time, the degree of racial hatred among the races allowed as characters for players may be observed in the table below:

Racial Hatred	Ana.	Bug.	Dwa., Black	Dwa., Bro.	Dwa., White	Elf, Dark	Elf, Light	Hu.	Kob.	Ogre	Ogre, Cliff	Ogre, Gru.	Ogre, Kin.	Troll, Borb.	Troll, Hill	Troll, Sub.
Anakim	1	5	5	5	5	5	5	4	5	4	4	4	4	5	5	5
Bugbear	5	1	5	5	5	5	5	5	4	5	5	5	5	5	5	5
Dwarf, Black	5	5	1	5	5	5	5	5	5	5	4	5	5	5	5	5
Dwarf, Brown	5	5	5	1	3	5	3	2	5	5	5	5	5	5	5	5
Dwarf, White	5	5	5	3	1	5	4	3	5	5	5	5	5	5	5	5
Elf, Dark	5	5	5	5	5	1	5	5	5	5	5	5	5	5	5	5
Elf, Light	5	5	5	3	4	5	1	2	5	5	5	5	5	5	5	5
Human	4	5	5	2	3	5	2	1	5	5	5	5	5	5	5	5
Kobold	5	4	5	5	5	5	5	5	1	4	5	4	5	5	5	5
Ogre	4	5	5	5	5	5	5	5	4	1	4	4	4	5	5	5
Ogre, Cliff	4	5	4	5	5	5	5	5	5	4	1	4	4	5	5	5
Ogre, Gru.	4	5	5	5	5	5	5	5	4	4	4	1	4	5	5	5
Ogre, Kin.	4	5	5	5	5	5	5	5	5	4	4	4	1	5	5	5
Troll, Borb.	5	5	5	5	5	5	5	5	5	5	5	5	5	4	5	5
Troll, Hill	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	5
Troll, Sub.	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	1

- 1 = Preference: A preference exists for the indicated race. Note that, as a general rule, characters prefer their own kind.
- 2 = Acceptance: While these races may not prefer each other's company above their own kind, they are generally on good terms with each other and will tend to be accepting and tolerant.
- 3 = Indifference: These races have no strong attitudes in favor of or opposition to each other.
- 4 = Dislike: Negative attitudes exist between these races. They are usually not openly hostile toward each other and opt to avoid members of this race, but perceived insults may incite violence.
- 5 = Hatred: Between these races, insults usually occur frequently, and violence is common, if not openly declared on sight. Generally, these races hate each other.

Racial Slurs

A racial slur is a derogatory term for a race, usually used comically, to belittle, or to incite violence. A stockpile of racial slurs has accumulated through the centuries, though most have been forgotten, lost due to the passage of time. The following are derogatory terms for races, which are translated into other languages:

Anakim
Stovepiper (due to their thick manhood)

Bugbear
Poople, Rug

Dwarf
Alkie, Stoner

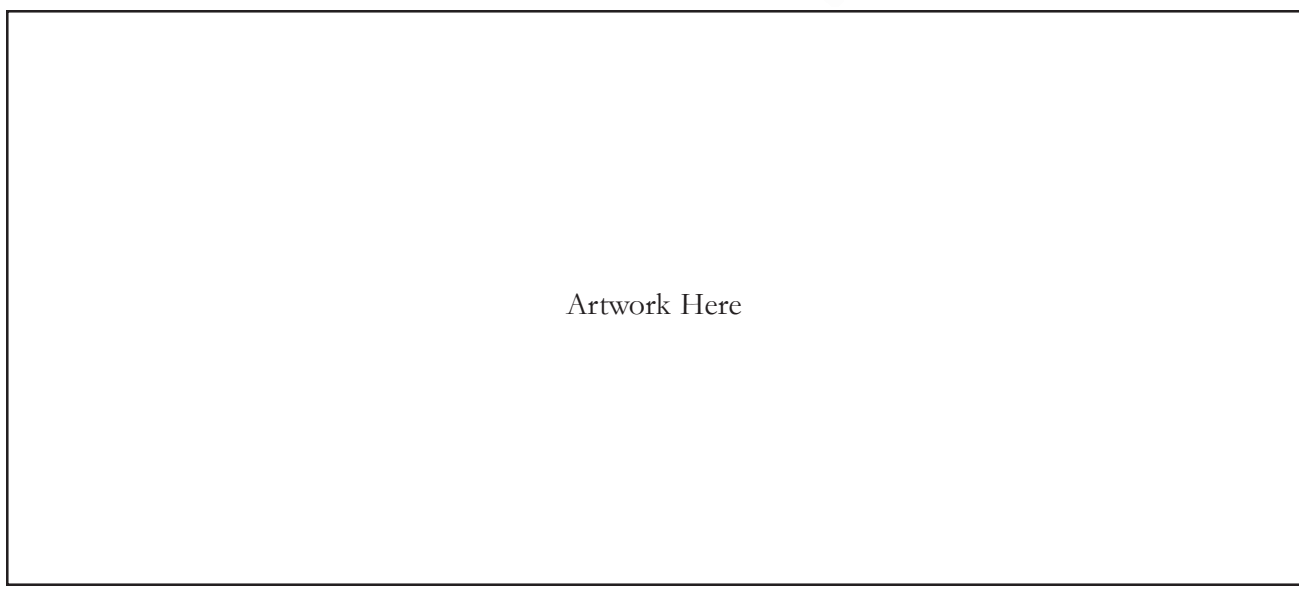
Elf
Stick, Twig

Human
Ribs (because they taste so good)

Kobold
Spear-chucker, Holer, Shiner

Ogre
Oaf

Troll
Knuckle-dragger



Chapter 3: Body

This chapter is concerned with anthropometry (physical measures of the body), such as height and weight, and genitalia, as well as allergies, intoxication, and diseases that affect the body. The contents of this chapter are listed under four categories: Standard Features, Sexual Features, Rare Features, and Allergies, Intoxication, and Disease.

Perhaps the most frequently used physical measure is Life Points (LP), a numeric representation of consciousness, energy, and life, as well as the ability to withstand or sustain damage. Life Points were first introduced regarding Strength, Health, and Drive in *Chapter 1: Abilities*. LP were also adjusted with racial descriptions in *Chapter 2: Gender and Race*. Life Points are more appropriately covered in detail in *Chapter 10: Combat*.

If generating a new character, progress through this chapter topic by topic to determine and record information concerning the body of a character. Information including and beyond Rare Features may be relevant to a character's body in a gaming session, but not character creation.

Standard Features

Each of the standard features must be randomly determined for each character.

Age

Adventurers usually choose their occupation during young adulthood. Age is presented below. Should the MM desire to create a character at a younger or older age, appropriate modifiers to abilities (see *Chap. 1: Abilities*) and skills (see *Chap. 8: Skills*) should be considered. Otherwise, consult the table below:

Race	Starting Age
Anakim	21 + 1d20
Bugbear	20 + 1d12
Dwarf	50 + 1d20
Elf*	Young Adulthood
Human	15 + 1d12
Kobold	12 + 1d8
Ogre	40 + 1d20
Troll	25 + 1d12

Lifespan

Race	Infant	Child	Puberty	Young Adult	Middle Age	Old Age	Venerable
Anakim	0-4	5-14	15-21	22-45	46-70	71-100	101-150
Bugbear	0-4	5-13	14-20	21-35	36-50	51-70	71-125
Dwarf	0-6	07-25	26-50	51-100	101-150	151-200	201-250
Elf*	(0-5%)	(6-15%)	(16-25%)	26-40%	(41-55%)	(56-75%)	(76-100%)
Human	0-3	4-11	12-15	16-30	31-40	40-50	51-110
Kobold	0-2	3-7	8-12	13-20	21-30	31-40	41-80
Ogre	0-5	06-20	21-40	41-70	71-100	101-130	131-200
Troll	0-4	5-14	15-25	26-40	41-60	61-80	81-150

Note: Females live (1d10)% longer than males, regardless of race. If female, roll and apply.

*The Lifespan of an elf is also determined in *Chapter 2: Gender and Race*.

Height

The height¹ of a character is determined according to the following table:

Height in Inches				
Race	Male	Avg. Male	Female	Avg. Female
Anakim	(6d6) + 78	8'	(6d6) + 63	7'
Bugbear	(6d6) + 63	7'	(6d6) + 51	6'
Dwarf	(6d6) + 27	4'	(6d6) + 26	3' 11"
Elf	(6d6) + 27	4'	(6d6) + 27	4'
Human	(6d6) + 49	5' 10"	(6d6) + 43	5' 4"
Kobold	(6d6) + 33	4' 6"	(6d6) + 30	4' 3"
Ogre	(6d6) + 90	9'	(6d6) + 78	8'
Troll	(6d6) + 78	8'	(6d6) + 78	8'

Finally, male characters with a high or low Bodily Attractiveness sub-ability must add or subtract a number of inches regarding their height (see *Chap. 1: Abilities*).

Weight

The weight of a character is determined by three variables. First, roll on the table below to determine the Base Weight in Pounds of a character by gender and race:

Base Weight in Pounds		
Race	Male	Female
Anakim	(3d100) + 250	(2d100) + 250
Bugbear	(2d100) + 200	(1d100) + 200
Dwarf	2(3d20) + 87	(6d12) + 71
Elf	(2d20) + 70	(2d12) + 65
Human	2(3d20) + 87	(6d12) + 71
Kobold	(6d12) + 91	(6d10) + 68
Ogre	(3d100) + 500	(2d100) + 400
Troll	(3d100) + 300	(2d100) + 300

1. Height in medieval times varies with the source cited. Multiple sources indicate average females were 5' 4", just as today. Average Viking males have been claimed to be 5' 10", English longbowmen 5' 2", and average Saxon males to be 5' 7". For more information, see the references section at the end of this book.

Next, refer to the table above for height, and assess the number of inches that the character deviates from the average for their gender. For instance, a human male that is 6' tall deviates from the average human male by being two inches taller. Apply the deviation, if it exists, to the following table to further modify the character's weight:

Weight Adjustment by Height				
	Male		Female	
Race	For Each Inch Taller	For Each Inch Shorter	For Each Inch Taller	For Each Inch Shorter
Anakim	Add 15 lbs.	Subtract 6 lbs.	Add 10 lbs.	Subtract 10 lbs.
Bugbear	Add 12 lbs.	Subtract 5 lbs.	Add 7 lbs.	Subtract 5 lbs.
Dwarf	Add 10 lbs.	Subtract 4 lbs.	Add 5 lb.	Subtract 1 lb.
Elf	Add 4 lbs.	Subtract 1 lb.	Add 2 lb.	Subtract 1 lb.
Human	Add 10 lbs.	Subtract 4 lbs.	Add 5 lbs.	Subtract 1 lb.
Kobold	Add 7 lbs.	Subtract 2 lbs.	Add 3 lbs.	Subtract 1 lb.
Ogre	Add 20 lbs.	Subtract 7 lbs.	Add 15 lbs.	Subtract 12 lbs.
Troll	Add 16 lbs.	Subtract 6 lbs.	Add 15 lbs.	Subtract 6 lbs.

Then, consider the Strength sub-ability of the character (see *Chap. 1: Abilities*). If a character has sufficient Strength, they will weigh more accordingly. For every category of Strength above that which is mentioned in the following table, apply the modifier. Consult the table below:

Weight Adjustment by Strength		
Race	If Strength meets or exceeds:	Then apply this weight increment for each additional Strength category:
Anakim	265	30
Bugbear	205	25
Dwarf	160	20
Elf	100	3
Human	145	20
Kobold	124	10
Ogre	280	40
Troll	265	30

For example, the weight¹ will be determined for a human male named Antichristo who stands 6' 2" tall and has a Strength of 190. First, according to the Base Weight table above, 3d20 are rolled. The result for Antichristo is 35. This sum is multiplied by 2, and 87 is added to it, yielding a Base Weight of 157 lbs. Next, since Antichristo is 4 inches taller than an average human male, 40 lbs. are added to his weight; so far, Antichristo weighs 197 lbs. Due to his Strength of 190, which is 4 categories on the sub-ability table above 145, 80 lbs. is added to his weight. Antichristo's final weight is 277 lbs.

Finally, female characters with a high or low Bodily Attractiveness sub-ability must subtract or add a percentage of their Weight. This percentage is calculated after all other weight adjustments.

1. Height and weight of various fantasy races have been computed by consulting biology, physiology, and zoology textbooks that refer to the Cube-Square Law, and the proportions to larger and smaller creatures. For example, as a creature increases proportionately in size, its surface area increases by the difference in height squared, but the weight increases by the difference cubed. When a muscle is increased twofold in all three dimensions, its volume and weight are cubed, but the muscular power is only multiplied by 4, since cross-sectional distance determines muscular strength, not volume and weight. The fact that the percentage of bone weight to body weight increases with creature size has been considered, as well as that more muscle is necessary at larger creature sizes in order to do less when compared to body weight. The interesting implications of the Cube-Square Law on larger and smaller creatures is that smaller creatures will be strong for their size (such as an ant being able to put 40 times its body weight over its head), and larger creatures will be weak for their size. For more information, see the references section at the end of this book.

Most Attractive/Repulsive Feature

Roll 1d100 twice, first for the most attractive feature of your character, then for the most repulsive feature. If the most repulsive feature is identical to the most attractive feature, then reroll. Otherwise, the player and MM must consult one another in contradictory cases, such as when a character has a high Facial Charisma, yet their face is their most repulsive feature.

Roll	Feature
01-15	Hair
16-25	Eyes
26-30	Lips
31-35	Voice
36-50	Face
51-55	Crotch
56-65	Chest
66-75	Waist
76-85	Buttocks
86-90	Legs
91-95	Hands/Feet
96-100	Mannerisms

Skin Color

The color of the skin of a character may range from deathly pale to tan. However, certain races have modifiers. Consider the following racial modifiers:

Race	Modifier
Anakim	- 20
Bugbear	fur
Dwarf, Black	(black)
Dwarf, White	- 50
Elf, Dark	(black)
Elf, Light	- 80
Kobold	+ 50
Ogre	+ 30
Troll	greenish

Now, roll percentile dice and determine skin color:

Roll	Skin Color
<06	Deathly Pale (many think they are undead)
06-15	Pale (obviously, they rarely go outdoors)
16-35	Light or fair
36-60	Medium
>60	Tan (the skin of a laborer)

Hair Color

Hair Color for Anakim, Humans, Kobolds, and Ogres

Roll	Hair Color
01-05	Albino Blonde
06-15	Blonde
16-25	Dirty Blonde
26-30	Red
31-40	Auburn
41-65	Light Brown
66-85	Brunette
86-100	Black

Hair Color for Bugbears, Dwarves, Dark Elves, and Trolls

Roll	Hair Color
01-05	Red
06-15	Auburn
16-40	Light Brown
41-85	Brunette
86-100	Black

Hair Color for Light Elves

Roll	Hair Color
01-05	Dirty Blonde
06-15	Blonde
16-40	Golden-blonde
41-85	Golden
86-100	White

Hair Length

Roll	Hair Length*
01-10	<4" or neck length
11-29	4-8" or shoulder length
30-50	9-16" or upper back
51-80	17-22" or middle of the back
81-97	23-30" or lower back
98-99	31-38" or ass-length
100	39-50" or thigh length

*Bugbears roll 1d6 to determine the length of their fur, considering it in inches.

Hair, Thickness and Type

To determine hair thickness and type, roll percentile dice, consider possible gender and racial modifiers, and consult the following table:

Roll	Hair Thickness and Type		
01-02	Thin, balding, and frizzy	Gender	Modifier
03-04	Thin, balding, and curly	Male	-
05-06	Thin, balding, and straight	Female	+ 8
07-08	Thin, balding, and wavy	Race	Modifier
09-11	Thin and frizzy	Anakim	-
12-14	Thin and curly	Bugbear	+ 10
15-22	Thin and straight	Dwarf	+ 10
23-26	Thin and wavy	Elf	-
27-32	Thick, kinky, and oily	Human	-
33-35	Thick and kinky	Kobold	+ 10
36-42	Thick, curly, and oily	Ogre	+ 10
43-50	Thick, wavy, and oily	Troll	+ 30
51-55	Thick, straight, oily		
56-60	Medium thickness, curly, and oily		
61-65	Medium thickness, wavy, and oily		
66-70	Medium thickness, straight, and oily		
71-75	Thick and curly		
76-80	Thick and straight		
81-85	Thick and wavy		
86-90	Medium thickness and curly		
91-95	Medium thickness and straight		
96-100	Medium thickness and wavy		

Eye Color

Roll	Anakim	Bugbear	Dwarf	Elf (D/L)	Human	Kobold	Ogre	Troll
1-5	Black	Brown	Gray	Black/Blue	Black	Brown	Dk. Brown	Black
6-70	Brown	Brown	Gray	Blk./Blue	Brown	Brown	Brown	Brown
71-80	Reddish-brown	Dk. Brown	Lt. Brown	Blk./Blue	Blue-gray	Gray	Dk. Gray	Bloody-brown
81-99	Gray	Dk. Brown	Lt. Brown	Blk./Blu-Gn.	Blue	Blue-gray	Gray	Human blood
100	Blue-gray	Black	Dk. Brown	Blk./Green	Green	Blue	Black	Bright red

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Vision

Roll on the table below to determine the accuracy of a character's vision. Undesirable vision is either near-sightedness or far-sightedness. Near-sightedness means that a character can see normally when objects are near, though distant objects are blurry. Conversely, far-sightedness means that a character can see normally when objects are distant, but has headaches when objects are near and focused upon for any duration. Spectacles do exist, though only ones that correct far-sightedness. Regarding near-sightedness, a character's vision is determined by the distance that they can distinguish between similar heraldic coats of arms. Near-sighted characters suffer penalties regarding two skills: Aim and Sight (see *Chap. 8: Skills*). Far-sightedness is the distance that a character no longer receives headaches. Roll on the following table to determine the state of your character's vision:

Roll	Aim, Sight	Vision
01	-90	Near-sightedness, 5 feet
02	-80	Near-sightedness, 50 feet
03-04	-70	Near-sightedness, 100 feet
05-06	-60	Near-sightedness, 200 feet
07-09	-50	Near-sightedness, 300 feet
10-12	-40	Near-sightedness, 400 feet
13-16	-30	Near-sightedness, 500 feet
17-20	-20	Near-sightedness, 600 feet
21-25	-10	Near-sightedness, 700 feet
26-75	-	Perfect natural vision
76-80	-	Far-sightedness, 1 foot
81-84	-	Far-sightedness, 3 feet
85-88	-	Far-sightedness, 5 feet
89-91	-	Far-sightedness, 10 feet
92-94	-	Far-sightedness, 15 feet
95-96	-	Far-sightedness, 20 feet
97-98	-	Far-sightedness, 25 feet
99	-	Far-sightedness, 50 feet
100	-	Far-sightedness, 100 feet

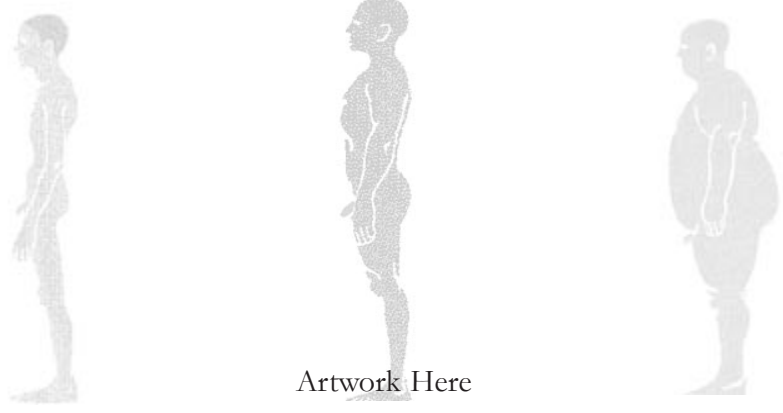
With perfect natural vision, masses of troops can be recognized at 5,100 feet, infantry can be distinguished from cavalry at 3,900 feet, individuals may be seen at 3,000 feet, heads and crossbelts can be distinguished at 2,100 feet, uniforms and reflections from weapons may be seen at 1,500 feet, and uniforms may be recognized at 750 feet.

Facial Features

Physiognomy is a methodical attempt to correlate facial features with presumed characteristics. While the correlations vary with the physiognomist, the following table provides popular observations:

Roll	Facial Feature	Presumed Characteristic
01-02	Ears, big	Dumb
03-04	Ears, high or above eyebrow	High mental capacity
05-06	Ears, low or below eye-level	Low mental capacity
07	Eyebrows, blade	Brave, righteous, a magnet for attacks
08	Eyebrows, weighing down the eyes	Prone to manipulation, easily controlled
09	Eyebrows, dense with curled up tail	Changeable, does not know limits, brave
10	Eyebrows, distinct + prominent arch	Emotionally indecisive, gutsy, smart
11	Eyebrows, downward sloping	Opportunistic, selfish, debauched
12-13	Eyebrows, feather or upward sloping	Opportunistic, shifty, ill-intentioned
14	Eyebrows, hemispherical	Overly emotional, extravagant, kind-hearted
15	Eyebrows, short and blunt	Opportunistic, impatient, heartless
16-18	Eyebrows, they run together	Dumb and animalistic
19-21	Eyelashes, long	Proud, vainglorious, audacious
22	Eyes, deep set with well-defined irises	Diplomatic, understanding, and orderly
23	Eyes, downward sloping	Irresponsible, phlanderers
24	Eyes, hooded and downnsloping lid	Harshly realistic, not one to return favors
25-26	Eyes, large	Unstable, luxurious
27-29	Eyes, recessed or deep	Crafty
30-31	Eyes, small	Lacks discipline, needs to win, active, good observer
32	Eyes, small irises surrounded by white	Ruthless, crafty, cold, highly strung, a plotter
33	Eyes, surrounded by bags and rings	Target for bullying, weak character
34-35	Eyes, tired	Sloppy, illogical, dominated
36-37	Forehead, large	Irascible, cruel
38-40	Hair, facial, excessive	Brutal and overbearing
41-42	Jawbone, accentuated	Masculinity
43-44	Jawbone, diminished	Feminitiy
45-46	Mole, above mouth	Financially stable
47	Mole, brow	Big heart, tolerant, pleasant
48-51	Mole, cheekbones	Likely to end up victims (dumpees) of love triangles
52	Mole, ear	Noble, one who repays favors, good friend
53	Mole, lip	Intestinal problems
54-55	Mole, nasal	Prone to financial losses, chronic medication reliance
56-58	Mole, off the side of the eye	Prone to love triangles
59	Mole, sole of foot	Potential leadership
60-62	Mole, throat	Prone to intestinal problems
63-65	Mouth, big lips	Daring, reckless, lewd, and untruthful
66-67	Mouth, crooked, uneven lips	Hard to please, tantrum-thrower, irrational
68-69	Mouth, downward sloping	Unreasonable, blamers, scorekeepers
70-71	Mouth, full lips	Healthy, good family fortune, and charismatic
72-74	Mouth, protruding upper lip	Egotistic, shows greater concern for self
75-77	Mouth, protruding lower lip	Altruistic, shows greater concern for others
78	Mouth, rectangular lips	Wealthy, of upper class stock, aristocratic
79-80	Mouth, thin upper lip	Selfish, inconsiderate of others' feelings
81-82	Mouth, upward sloping	Strong-willed, tendency to rise in society
83-85	Nose, big	Weak and curious
86-88	Nose, big nostrils	Waster of money, generous

Roll	Facial Feature	Presumed Characteristic
88-90	Nose, bony	Low intelligence, good health
91-92	Nose, broad	Attracts trouble, covetous, brave, gutsy
93	Nose, bulbous end	Insensitive, swinish
94	Nose, large and rounded	Magnanimous
95	Nose, slender and hooked	Eagle-like
96	Nose, small nostrils	Stingy scorekeepers, good savers
97	Nose, sharp-tipped	Irascible, those easily provoked
98-100	Teeth, yellowed or unkempt	Cruel



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Sexual Features

Below are optional measures of the body. These are provided so that the sexual dimension of role-playing may be included at the MM's discretion.

Areola Diameter

The areola, which is the skin immediately surrounding the nipple, may vary in diameter and according to race. Roll below to determine the diameter of the character's areolas, subtract 15 if male.

Roll	Anakim	Bugbear	Dwarf	Elf	Human	Kobold	Ogre	Troll
01-25	2"	1"	1/2"	1/2"	1"	1/2"	4"	2"
26-65	3"	2"	1"	1"	1 1/2"	1"	5"	3"
66-85	4"	3"	1"	1"	2"	1 1/2"	6"	4"
86-95	6"	4"	1 1/2"	1 1/2"	3"	2"	7"	5"
96-100	8"	5"	2"	2"	4"	3"	8"	6"

Areola Hue

Roll	Hue
01-10	Difficult to identify
11-50	Light
51-85	Medium
86-100	Dark

Cup Size

Though cup sizes¹ are human expressions, the cup size herein is considered relative to each race.

Cup Size Modifiers	
Age, Child (12-15 for human)	- 5
Bodily Attractiveness sub-ability	see <i>Chapter 1: Abilities</i>
Fat	+ 25
Pregnant	+ 25
Skinny	- 25

Roll	Cup Size
<11	AA
11-25	A
26-70	B
71-92	C
93-99	D
100	DD+

1. A scholarly study on female human bust size indicates that both males and females prefer a female with a medium bust size (Kleine & Staneski, 1980). For more information, see the References section at the end of this book.

Nipple Length

A nipple that is not erect may have no length whatsoever. This table yields the maximum erect nipple length. Roll percentile dice, but subtract 15 if male.

Roll	Anakim	Bugbear	Dwarf	Elf	Human	Kobold	Ogre	Troll
01-65	1/2"	1/2"	1/4"	1/4"	1/4"	1/4"	1"	1/2"
66-80	1"	3/4"	1/4"	1/4"	1/2"	1/2"	2"	1"
81-97	1 1/2"	1"	1/2"	1/2"	3/4"	3/4"	3"	1 1/2"
98-99	2"	1 1/2"	1/2"	1/2"	1"	1"	4"	2"
100	3"	2"	3/4"	3/4"	1 1/4"	1 1/4"	5"	3"

Vaginal Circumference Potential

Should any vagina be stretched beyond the limit as determined by the table below, which differs from woman to woman, the orifice will rip to accommodate the incoming object. First, consider all relevant modifiers, then roll percentile dice and proceed to the following table.

Modifiers for Vaginal Circumference Potential	
Age, Puberty	- 25
Age, Young Adult	-
Age, Middle Age	+ 10
Age, Old Age	+ 5
Age, Venerable	+ 5
Mother	+ 6 to + 26 (1d20 + 5)
Nymphomaniac	+ 11 to + 30 (1d20 + 10)
Slut	+ 1 to + 20 (1d20 if unsure)

Roll	Equivalent from Same Species	Anakim, Bugbear, and Troll (Inches Circumference)	Dwarf, Elf, Human, and Kobold (Inches Circumference)	Ogre (Inches Circumference)
<06	two fingers	5-6"	3-4"	6-7"
06-15	three fingers	6-7"	4-5"	7-9"
17-50	normal unit	7-9"	5-6"	9-12"
51-85	thick unit	9-12"	6-8"	12-15"
86-95	woman's fist	12-15"	8-10"	15-20"
>95	man's fist	15-20"	10-15"	21-30"

Vaginal Depth Potential

No object may be fully inserted into a vagina if it is longer than the female's Vaginal Depth Potential. In such extreme situations, internal damage may occur, though this is best left to the MM. A female's Vaginal Depth Potential equals her height in feet converted to inches (such as a female of 5' 6" becoming equivalent to 5 1/2"), and then (2d20)% is added.

Tongue Size

Instead of measuring the length of the entire tongue, this feature lists only the length of the tongue that may be extended outside the mouth of a character. Roll percentile dice and consult the following table:

Roll	Example	Anakim, Bugbear, and Troll (Inches Length)	Dwarf, Elf, Human, and Kobold (Inches Length)	Troll (Inches Length)
01-10	Tiny tongue	1"	1/2"	3"
11-20	Small tongue	2"	1"	4"
21-60	Normal size tongue	3"	2"	5"
61-90	Tip may touch tip of nose	4"	2 1/2"	6"
91-98	Tip may touch chin	5"	3"	7"
99-100	Tip reach top of nose	6"	4"	8"

Anal Circumference Potential

Should any anus be stretched beyond the limit as determined by the table below, which differs from anus to anus, the orifice will rip to accommodate the incoming object. First, consider all relevant modifiers, then roll percentile dice and proceed to the following table.

Modifiers for Anal Circumference Potential	
Age, Puberty	- 25
Age, Young Adult	-
Age, Middle Age	+ 10
Age, Old Age	+ 5
Age, Venerable	+ 5
Male	+ 5
Nymphomaniac/Satyromaniac	+ 11 to + 30 (1d20 + 10)
Accustomed to anal sex	+ 1 to + 20 (1d20 if unsure)

Roll	Equivalent from Same Species	Anakim, Bugbear, and Troll (Inches Circumference)	Dwarf, Elf, Human, and Kobold (Inches Circumference)	Ogre (Inches Circumference)
<11	two fingers	5-6"	3-4"	6-7"
11-20	three fingers	6-7"	4-5"	7-9"
21-60	normal unit	7-9"	5-6"	9-12"
61-90	thick unit	9-12"	6-8"	12-15"
91-98	woman's fist	12-15"	8-10"	15-20"
>98	man's fist	15-20"	10-15"	21-30"

Ripped Orifice

Should a vagina or anus stretch to accommodate the entry of an object that exceeds the Vaginal or Anal Circumference Potential, damage may result to the individual due to a Ripped Orifice. A vagina or anus that is stretched to twice its limit results in the necessity of a Health check at TH 70. If this check fails, then death occurs. If successful for a female character, the skin between the vagina and anus rips and the two orifices effectively become one. If successful for a male character, the skin rips into the scrotum. Damage is a percent of LP equal to the extent of ripping.

Hymen Resistance

A hymen is a membrane that, when broken, is used to indicate that a woman is no longer a virgin. Each player of a female character may, at their option, determine the Hymen Resistance of the character by rolling 5d20. For every time the female character has intercourse, she must roll percentile dice to see if the hymen breaks, and it may only break once. Results greater than her Hymen Resistance indicate her hymen has been broken. If the hymen breaks, then blood will seep from her vagina. Common folk consider an unbroken hymen indicative of virginity, though in reality the woman may either have a high Hymen Resistance or never have accommodated sufficient Manhood.

Pregnancy Likelihood

At best, a fertile woman has less than a 1% chance of becoming pregnant by a fertile man with a high sperm count per completed intercourse¹. First, the male must make a Sperm Count (or load size) check by rolling percentile dice. Average loads contain 200 million sperm. If he rolls 20 or less (80 million sperm or less), then his Sperm Count was insufficient to impregnate the woman. Every ejaculation within a 24 hour period incurs cumulative penalties of -30 to Sperm Count checks. Next, if the man had a sufficient Sperm Count, the woman must roll percentile dice. Results greater than 1% indicate that she did not become pregnant.

Menstruation

Menstruation is periodic vaginal discharge and occurs in all races available to players, as well as most mammals. Menstruation accompanies a woman's childbearing years, usually beginning in puberty and most often ceasing during middle age. A common belief regarding menstruation is that it is punishment from the gods for being female. If pregnancy does not occur, smelly blood may flow from the lining of the uterus, seeping out of the vagina. The 3 + (1d6 - 1) days that menstruation lasts is called the menstrual period, though colloquially it is known as the rag, since women secure rags on their crotch to catch the blood and prevent it from running down their legs. In most women, the menstrual cycle is about 28 days, but it can vary considerably, even from one month to another. A missed period is often the first indicator of pregnancy.

Many (50%) women experience premenstrual discomfort, namely tender breasts and a tendency to retain fluid known as bloating (1d8 - 1) days prior to menstruation. Some (40%) women experience d6 of the following symptoms: 1) headaches, 2) irritability, 3) nervousness, 4) fatigue, 5) crying spells, and 6) depression with no apparent cause. A few women (10%) also experience menstrual cramps during the first day or two of the period. If they experience irritability, the choleric part of their temperament may increase by 1d100 during menstruation. If they experience depression, the melancholic part of their temperament may increase by 1d100 during menstruation.

Infant Mortality Rate

An infant mortality rate is the probability of death in the first year of life.

Race	Odds of Death per Infant
Anakim	25%
Bugbear	5%
Dwarf	2%
Elf	1%
Human	10%
Kobold	15%
Ogre	1%
Troll	2%

1. This statistic concerning fertility has been referenced from Microsoft Encarta Encyclopedia 99.

Manhood

- a. The height (or length) of the character (or creature) in feet is converted directly to inches ($6' = 6''$; $5'10'' = 5.83''$). This is the Base Length of his Manhood.
- b. Then roll 4d100, divide the sum by 2, and subtract 1 from the total. Consult the table below:

The resultant percentage is applied to the Base Length of the character's Manhood, determining the actual length. For instance, a manhood roll of 115 indicates a Size Modifier of +28%. If the character were 6' tall, then the length of his Manhood would now be 7.68 inches (28% of 6 = 1.68; so, $6 + 1.68$).

Manhood Roll	Size Modifier
1-9	- 70%
10-15	- 64%
16-21	- 60%
22-27	- 56%
28-33	- 52%
34-39	- 48%
40-45	- 44%
46-51	- 40%
52-57	- 36%
58-63	- 32%
64-69	- 28%
70-75	- 24%
76-81	- 20%
82-87	- 16%
88-93	- 8%
94-99	- 4%
100-103	-
104-107	+ 7%
108-111	+ 14%
112-114	+ 21%
115-118	+ 28%
119-121	+ 35%
122-125	+ 42%
126-129	+ 49%
130-133	+ 56%
134-137	+ 63%
138-141	+ 70%
142-145	+ 77%
146-149	+ 84%
150-153	+ 91%
154-157	+ 98%
158-161	+ 105%
162-165	+ 112%
166-169	+ 119%
170-173	+ 126%
174-177	+ 133%
178-181	+ 140%
182-183	+ 147%
184-187	+ 154%
188-191	+ 161%
192-199	+ 175%



Note that this is the shortest measurable length, taken from the top or belly-button side, not the bottom or testicular side, and constitutes all that a woman may take from a missionary position. However, if the woman were to mount the Manhood from above while facing her partner and leaning back, she would actually take 1.15 times the Base Length, accounting for the remainder. For instance, with a Base Length of 6 inches, with experimentation, it is possible for the woman to enjoy 6.9 inches, depending on the angle.

- c. The Base Length of the Manhood is now multiplied by 0.85. This is the Base Circumference of the Manhood in question.
- d. Finally, roll $[(4d100 / 2) - 1]$, observe the Size Modifier on the table above, and apply this modifier to the Base Circumference to determine the actual circumference.

Rare Features

These features are not usually determined during character creation, unless the player so desires. These features rarely become necessary components of the game, but are detailed here for the sake of comprehensiveness.

Foot Size

To determine the length in inches of a character's foot, first consider the height of the character. Consult the Height table in the beginning of this chapter. For each inch a character is taller than the average Height for a character of the appropriate gender and race, add 10 to the roll for Foot Size. For each inch shorter, subtract 10. Roll percentile dice and consult the table below:

Roll	Anakim, Bugbear, and Troll (Male/Female)	Dwarf and Elf (Male/Female)	Human and Kobold (Male/Female)	Ogre (Male/Female)
<11	9-10"/7-8"	5-6"/4-5"	5-6"/4-5"	13-14"/11-12"
11-20	11-12"/9-10"	5-6"/4-5"	7-8"/5-6"	15-16"/13-14"
21-60	13-14"/11-12"	7-8"/5-6"	9-10"/7-8"	17-18"/15-16"
61-90	15-16"/13-14"	7-8"/5-6"	11-12"/9-10"	19-20"/17-18"
91-98	17-18"/15-16"	9-10"/7-8"	13-14"/11-12"	21-24"/19-20"
>98	19-20"/17-18"	9-10"/7-8"	15-16"/13-14"	25-30"/21-24"

Fist Circumference

The circumference of a character's clenched fist is a number of inches equal to the length of the character's foot in inches. Foot Size is determined above.

Handedness

To determine whether a character is right- or left-handed, roll percentile dice. Ambidexterity is not determined here, but is purchased as a skill (see *Chap. 8: Skills*). Handedness¹ refers to which hand the character uses predominantly. Results are as follows: 01-10 = Left-handed, 11-100 = Right-handed.

Head Circumference

The circumference of the head of a character may be relevant when a character finds a helmet or hat and desires to wear it. Head Circumference is listed in inches. It is not possible for a character to wear a hat or helmet that is smaller than the character's Head Circumference. The hat or helmet is comfortable if it is not larger than 101% of the character's Head Circumference. It is possible to wear a hat or helmet if it is between 102% and 103% of the character's Head Circumference, though the loose fit will be annoying. If the hat or helmet is larger than this, then it is not practical to wear it.

To determine the Base Head Circumference of an adult, roll percentile dice and consult the following table:

Base Head Circumference								
Roll	Anakim	Bugbear	Dwarf	Elf	Human	Kobold	Ogre	Troll
01-02	24.00	22.00	19.20	19.12	19.20	19.12	26.00	25.00
03-05	26.00	23.00	20.40	20.12	20.40	20.12	28.50	27.00
06-31	28.00	24.50	21.60	21.12	21.60	21.12	31.00	29.00
32-68	30.00	26.00	22.80	22.12	22.80	22.12	33.50	31.00
69-94	32.00	27.50	23.90	23.12	23.90	23.12	36.00	33.00
95-98	34.00	28.50	25.00	24.12	25.00	24.12	38.50	35.00
99-100	36.00	30.00	26.10	25.12	26.10	25.12	41.00	37.00

The table above produces male Base Head Circumference. If female, multiply the result by 0.97. Finally, the base must be modified randomly. Roll percentile dice. If 01-50, then the Base Head Circumference will be decreased. If 51-100, then the Base Head Circumference will be increased. Roll 1d100, and add or subtract the result as hundredths of an inch.



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Pregnancy

Pregnancy¹ occurs when a sperm of a male fertilizes an egg of a female. Should a pregnancy be determined (see earlier in this chapter), then the body of the female character will experience change. The pregnant woman will gain 2d4 of the following symptoms: breast tenderness and swelling, fatigue, nausea, sensitivity to smell, increased frequency of urination, mood swings, weight gain (2d20 lbs.), and cravings for unusual substances. These symptoms last for 1d20 weeks.

There is a 15% chance for each pregnancy to result in miscarriage. If this is determined, the miscarriage, occurs in the (3 + 1d8)th week of pregnancy.

After 12 weeks of pregnancy, other symptoms emerge. Now, the pregnant woman experiences another 2 of 3 symptoms: breasts increase 1d4 cup sizes, nipples darken, weight gain (2d20 lbs.).

If the pregnant woman is middle-aged, then there is a 30% chance of producing an offspring that is less than ideal. If a complication occurs, roll percentile dice and consult below:

Roll	Complication Result
01-15	Egg is fertilized in the fallopian tube, mother dies upon childbirth
16-30	Offspring loses 1d100 Health
31-45	Offspring loses 1d100 Intelligence
46-60	Offspring loses 1d100 Wisdom
61-75	Offspring loses 1d100 Dexterity
76-90	2 Random Mental Illnesses
91-100	1 Random Mental Illness

The duration of the pregnancy depends on the race. Roll percentile dice and consult below:

Race	Gestation Duration
Anakim	60 weeks
Bugbear	50 weeks
Dwarf	80 weeks
Elf	90 weeks
Human	40 weeks
Kobold	30 weeks
Ogre	70 weeks
Troll	60 weeks

Roll	Result
<02	Premature birth by 2d10 weeks, dead offspring
03-08	Premature birth by 1d6 weeks
>08	Normal birth duration

Labor may take up to 14 hours. Features of the offspring may be determined in *Chapter 6: Sociality*.

Pregnant females experience a decrease in Bodily Attractiveness equal to 1d20. This decrease is in full effect immediately before childbirth, and the effect increases from zero to the full effect proportionate to the length of the pregnancy. Although in some sense a pregnant female is 'beautiful', her Bodily Attractiveness is negatively affected.

Artwork Here

Allergies, Intoxication, and Disease

Allergies

If a character's Health sub-ability is not high enough, they have at least one allergy (see *Chap. 1: Abilities*). Allergies are exaggerated and sometimes harmful reactions to external substances. Allergy symptoms may include itching, sneezing, a stuffy nose, watery eyes, inflammation of the airways in the lungs and wheezing, and even allergic shock and death in rare situations. At any given time, roughly 20% of the population is susceptible to at least one allergy. To randomly determine an allergy, roll d8:

1. Asthma – For no apparent reason, characters with this allergy will periodically experience difficulty breathing. During an asthma attack, a character suffers –50% to Strength.

2. Bee stings – Some characters break out in hives or welts on the skin, itching all over the body when a bee stings them.

3. Mammals – Characters allergic to mammals sneeze vehemently within 1d20 feet of them due to dander. However, allergic reactions may be specific only to one type of animal. The player and MM must determine this together.

4. Dust – Characters allergic to house dust sneeze vehemently in the presence of it, usually preferring to be outdoors.

5. Eggs – When eaten, eggs make a character with this allergy extremely sick to their stomach.

6. Hay fever – This is a reaction to pollen, characterized by violent sneezing, a release of watery fluids, and itching. When pollen affects the eyes, they become red, itchy, and watery.

7. Milk – When consumed, milk makes a character with this allergy extremely sick to their stomach.

8. Wasp stings – Some characters break out in hives or welts on the skin, itching all over the body when a wasp stings them.

Artwork Here

Intoxication

Below are three main forms of intoxication and their effects on the body. Finally, diseases are presented.

Intoxication by Alcohol

When a character is drinking, consider the character's weight and consult the table below:

Weight	Beer			Ale			Wine			Mead		
	B	I	V	B	I	V	B	I	V	B	I	V
41-50	-	1	2	-	-	1	-	-	1	-	-	1
51-60	-	1	2	-	1	2	-	-	1	-	-	1
61-70	-	1	2	-	1	2	-	-	1	-	-	1
71-80	1	2	3	-	1	2	-	1	2	-	-	1
81-90	1	2	3	-	1	2	-	1	2	-	-	1
91-100	1	3	4	1	2	3	-	1	2	-	1	2
101-110	2	3	4	1	2	3	-	1	2	-	1	2
111-120	2	4	5	1	2	3	1	2	3	-	1	2
121-130	2	4	5	2	3	4	1	2	3	-	1	2
131-140	2	4	6	2	3	4	1	2	3	1	2	3
141-150	2	5	6	2	4	5	2	3	4	1	2	3
151-160	3	5	7	2	4	6	2	3	4	1	2	3
161-170	3	5	7	3	5	6	2	4	5	2	3	4
171-180	3	5	7	3	5	6	2	4	6	2	3	4
181-190	4	6	8	3	5	7	3	5	6	2	4	5
191-200	4	6	8	3	5	7	3	5	6	2	4	6
201-210	4	6	8	4	5	8	3	5	7	3	5	6
211-220	4	7	10	4	6	8	3	5	7	3	5	6
221-230	5	7	10	4	6	9	4	5	8	3	5	7
231-240	5	7	10	4	7	9	4	6	8	3	5	7
241-250	5	8	12	5	7	9	4	6	9	4	5	8
251-260	5	8	12	5	7	10	4	7	9	4	6	8
261-270	6	8	12	5	7	10	5	7	9	4	6	9
271-280	6	8	12	5	8	10	5	7	10	4	7	9
281-290	6	9	14	6	8	10	5	7	10	5	7	9
291-300	6	9	14	6	8	11	5	8	10	5	7	10
301-350	7	10	16	6	9	12	6	8	10	5	7	10
351-400	8	12	16	6	9	12	6	8	11	5	8	10
401-450	9	14	18	7	11	14	6	9	12	6	8	10
500-600	10	16	20	8	12	16	6	9	12	6	8	11
601-700	12	18	24	10	15	20	7	11	14	6	9	12
701-800	24	36	48	12	18	24	8	12	16	6	9	12
801-900	36	48	72	24	36	48	10	15	20	7	11	14
901+	48	72	96	36	48	72	12	18	24	8	12	16

Beer: Beer is made from distilled wheat and is lowest in alcohol content. Soon after the initial discovery of mead as alcohol, beer was discovered. Since beer could be made faster (mead takes a year to distill), it quickly became very popular.

Ale: Ale is made from distilled barley and is the daily staple of most peasants.

Wine: The most expensive alcohol, wine is produced from distilled grapes and is preferred by the upper classes of humans.

Mead: The first form of alcohol discovered and drank, mead is made from distilled honey and water. Mead is potent alcohol and tastes sweet. Unfortunately, it is slow to produce, since it must distill for a year. Therefore, it is expensive.

Buzzing: If a character is buzzing from drinking alcohol, they feel less inhibited, warmer, and are more sociable. Buzzing characters suffer a reduction to 95% of Agility, 90% Reaction Speed, 95% Enunciation, 90% Intuition, and 90% Common Sense.

Intoxication: If a character is intoxicated from drinking alcohol, they feel uninhibited, dizzy, and are prone to depression. Others within d10 feet smell alcohol from the intoxicated character. Intoxicated characters suffer a reduction to 80% Hand-Eye Coordination, 80% Agility, 75% Reaction Speed, 75% Enunciation, 75% Intuition, and 80% Common Sense.

Vomiting: If a character is vomiting from drinking alcohol, they are noticeably impaired and smelly. Vomiting characters suffer a reduction to 70% of Hand-Eye Coordination, 70% Agility, 60% Reaction Speed, 60% Enunciation, 50% Intuition, and 75% Common Sense.

Quantities are considered relevant to each type of alcohol, such as a tankard of either beer or ale and a glass of either wine or mead. The numbers in this table reflect the popularity and resultant tolerance of alcohol; cloudy ale and rye bread is the staple of most peasants, so someone who does not drink and have tolerance to alcohol must half these numbers. This table also reflects a ratio of drinks

per hour. For instance, a character may drink one beer per hour for twelve hours, totaling twelve beers. Due to the slow pace, however, the character effectively only has one beer in their system at all times, and is very unlikely to even get a buzz.

Regardless, a character must get buzzed before intoxicated, and intoxicated before vomiting. A check must be made on the table below with percentile dice every time a character drinks as much per hour as indicated by the table above, though the modifier from the sub-ability Health for Intoxication is applied to the TH obtained below. Note that the highest the TH may be adjusted is 90 and the lowest is 10. If the check is passed, then the character avoids the effects of alcohol, but with every drink increased per hour, they must make another check on the table below. Eventually, the drinking character will become buzzed, intoxicated, and vomit if they drink enough. Just the same, if the character exceeds 4 times the number of drinks that may make them vomit for their weight as indicated above, they must roll on the table below, modified for shock from the sub-ability Health, or die from alcohol poisoning. If they pass, they only pass out for 2d12 hours and remain alive.

Race	Male	Female
Anakim	50	70
Bugbear	40	60
Dwarf	40	60
Elf	60	80
Human	50	70
Kobold	60	80
Ogre	20	30
Troll	30	40

So, if a character named Noryb Llah weighs 155 lbs. and drinks 3 beers in an hour, Noryb Llah must consult the table for a TH (threshold). If Noryb Llah rolls higher than the TH, then he did not get a buzz. However, upon drinking the 4th beer in an hour, Noryb Llah must check again. If he passes his check and avoids the effects of alcohol again, then upon drinking the 5th beer within an hour, he must pass another check, or he will suddenly feel buzzed. If he drinks another drink within an hour, he must pass a check or be intoxicated.

Intoxication by Marijuana

Marijuana is a plant that grows up to six feet in height and may be smoked or eaten for its hallucinogenic and pleasuring effects. The psychoactive ingredient is concentrated in the flowering tops. While the plant grows throughout temperate regions, the more potent varieties grow in dry, hot uplands. Marijuana has no physical dependence or withdrawal symptoms, though psychological dependence may develop with long-term use.

After a minute or two, use results in initial stimulation and euphoria, which depending on the amount used, may last as long as two hours. Afterward, tranquility and sedation occur. For many users, the euphoria increases a desire to eat. By large numbers, women tend to become more sexually aroused, while men may desire sex less. During euphoria, body fluids dry up, which may create cottonmouth or make sex more difficult for a woman. The stage of euphoria may be characterized by mood changes and altered perceptions of time, space, and one's bodily dimensions. Cognitive processes become disrupted by fragmentary ideas and memories. In addition, sensory awareness and pleasure are often increased during euphoria.

Negative effects, however, may include confusion, acute panic reactions, anxiety attacks, fear, a sense of helplessness, and loss of self-control. Chronic users may develop an amotivational syndrome, characterized by passivity and decreased motivation.

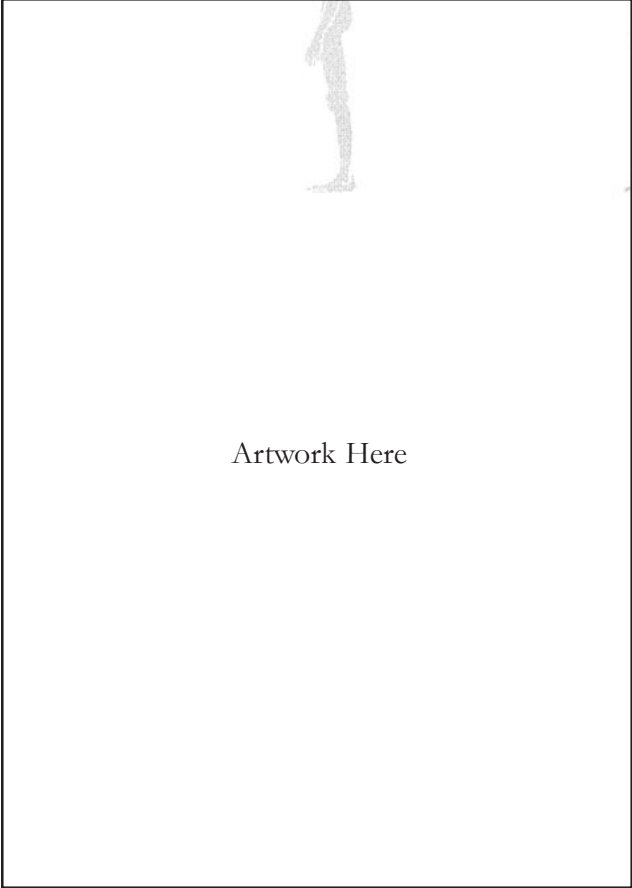
Like alcohol intoxication, marijuana intoxication impairs judgment, comprehension, memory, speech, problem-solving ability, and reaction time (see below). Unlike alcohol, however, there is no correlation between intoxication and weight.

Regarding the table for euphoria below, each inhalation increases the degree of euphoria. Even if inhalation does not occur, euphoria may occur due to breathing in second-hand smoke. Assuming this occurs in an enclosure of some sort such as a room, ten inhalations by others translates to the equivalent of one inhalation by the character absorbing it second-hand. Refer to the table below to determine the Euphoria Factor (EF):

Time Elapsed Since Last Euphoria								
Inhalations Per Hour	First Time	1 Hour	6 Hours	12 Hours	1 Day	1 Week	1 Month	1 Year
1	-	1/4	1	2	5	6	7	8
2	1/4	1/2	2	4	10	12	14	16
4	1/2	1	4	6	15	18	21	24
8	1	2	6	8	20	24	28	32
16	2	4	8	10	23	26	30	34
32	4	6	10	12	25	29	32	36
64	6	8	12	14	28	31	34	38
128	8	10	14	16	30	33	35	40

Regarding the table above, the EF needs to be modified according to the quality of the marijuana. The quality ranges from putrid crap that will only give you a headache ($Q = 0.1$) to normal ($Q = 1.0$), to incredible quality ($Q = 2.0$). Incredible quality is also incredibly rare. Below are the effects of marijuana intoxication:

- Physical Fitness (due to smoking) is temporarily reduced by $\frac{1}{4}$ the EF
- Strength is temporarily reduced by $\frac{1}{4}$ the EF
- Health is reduced by $\frac{1}{4}$ of an Ability point for two weeks
- Rhetorical Charisma is temporarily reduced by $\frac{1}{2}$ the EF
- Reaction Speed is temporarily reduced by the EF
- Enunciation is temporarily reduced by the EF
- Language is temporarily reduced by the $\frac{1}{2}$ the EF
- Math is temporarily reduced by the EF
- Analytic Intelligence is temporarily reduced by the EF
- Drive is temporarily reduced by twice the EF
- Intuition is temporarily increased by the EF
- Common Sense is temporarily reduced by $\frac{1}{2}$ the EF
- Reflection is temporarily reduced by twice the EF



Psychedelic Mushrooms

This mushroom, when eaten, produces psychedelic effects. Two parts may be eaten, the caps and the stems. Caps, by far, are the more potent portion. Ingesting caps and stems of this mushroom evokes dreamlike changes in mood and thought and alters the perception of time and space. It can also create a feeling of lack of self-control and extreme terror. Physical effects include drowsiness, dizziness, dilated pupils, numbness and tingling, weakness, tremors, and nausea. Further, it may induce transient abnormal thinking, such as a sense of omnipotence or a state of acute paranoia, and can result in dangerous behavior. Long-term adverse reactions may develop such as persistent Psychosis (see *Chap. 5: Mind*), prolonged Depression, or faulty judgment. While it is not physically addicting, the potent effects may be psychologically addicting.

Rather than recreational drug use, this mushroom is typically ingested for two reasons: many religious cults use this drug in attempts to become closer to their deity, and berserkers often eat this mushroom before battle to produce berserker rage.

Colloquially, a 'bad trip' means a bad experience while under the effects of this drug. Worse, some characters attempt too many caps and stems and never return from their 'trip'. To determine whether or not bad effects occur, each time mushrooms are used, the number of caps and stems that were ingested must be considered. Consider one Trip Point (TP) to equal one stem, while one cap equals three TP. Now, sum the TP's and make a Health check. If the result rolled is equal to or less than the number of TP's, then a bad trip occurs. However, if the number rolled is less than the TP's by at least 25, then the character never returns to sobriety, feeling the effects of psychedelic mushrooms the remainder of their life.

If a bad trip occurs, roll on the table below to determine the bad effects. Continue to roll until directed to stop or a duplicate event occurs:

Roll	Bad Trip Effects
01-11	Lack of self-control, now roll again
12-22	Extreme terror, now roll again
23-33	Drowsiness, now roll again
34-44	Dizziness, now roll again
45-55	Weakness, now roll again
56-66	Tremors, now roll again
67-77	Nausea, now roll again
78-88	Acute Paranoia, now roll again
89-100	Provided at least one bad effect occurs, stop rolling

Whether the trip is good or bad, trips last for an hour per TP and the following effects occur:

- Physical Fitness is temporarily increased by half the number of TP
- Strength is temporarily increased by half the number of TP
- Bodily Attractiveness is permanently reduced by $\frac{1}{4}$ of an Ability point
- Health is permanently reduced by half of an Ability point
- Rhetorical Charisma is temporarily reduced by half the number of TP
- Reaction Speed is temporarily reduced by half the number of TP
- Language is temporarily reduced by $\frac{1}{4}$ the number of TP
- Math is temporarily reduced by the number of TP
- Analytical Intelligence is temporarily reduced by half of the TP
- Spatial Intelligence is temporarily reduced by half of the TP
- Drive is temporarily increased by half the number of TP
- Intuition is temporarily increased by the number of TP
- Common Sense is temporarily decreased by half the number of TP
- Life Points are temporarily increased by a percent equal to TP

Temporary adjustments do not take effect until 30 minutes after ingestion, and endure until the last hour of tripping before sobering.

Disease

Diseases are the introduction of any harmful change that interferes with the appearance, structure, or function of the body or any of its parts.

Anthrax

This is a contagious disease of warm-blooded animals and characters. One of the oldest known diseases, it has reached epidemic proportions in the past. Animals acquire the disease from drinking water that is draining from contaminated soil, in which the infectious bacteria may live for years; from eating infected carcasses and feedstuffs; and from the bites of bloodsucking insects. The disease, sometimes manifested by staggering, bloody discharge, convulsions, and suffocation, may be fatal almost immediately in acute cases and within three to five days in subacute cases. In characters, the disease appears in both external and internal forms, with a death rate of about 20 percent. The external or cutaneous form is contracted through cuts or abrasions in the skin by those who handle infected hides and carcasses and may be self-limiting, but often disseminates into the bloodstream, with fever and prostration. The external form is characterized by malignant pustules on exposed skin areas. The internal type is acquired by inhaling anthrax spores, as from animal hair and wool, which invade the lungs and sometimes the intestinal tract to cause hemorrhage.

Bubonic Plague

This is an acute, infectious, contagious disease of rodents and humans. It is characterized by the appearance of enlarged and inflamed lymph nodes in the groin (01-33%), on the armpit (34-66%), or the neck (67-100%). It is transmitted by the bite of any of numerous insects, most notably the rat flea. The odds of the bubonic plague being fatal vary. The percentage chance of likelihood of fatality is $(20 + [1d6 \times 10])\%$.

Cancer

This is a malignant new growth anywhere in the body of a character or animal. Cancers tend to spread locally and to distant parts of the body. In advanced stages, tumors develop. To determine the random location of cancer, roll 1d10 (1 =left leg, 2 = right leg, 3 = left arm, 4 = right arm, 5-6 = torso, 7-10 = head). The exact location may be determined by selecting the appropriate table in *Crucial Damage* (see *Chap. 10: Combat*) and rolling percentile dice. The MM determines the effect of cancer on this specific part of the body.

Chicken Pox

This is a contagious viral disease that affects mainly children. 95% of humans will acquire chicken pox prior to adulthood. Typically, chicken pox begins with a low fever, headache, rash, and a general feeling of sickness, or malaise. The rash, which usually covers the face, scalp, and trunk of the body, starts as red bumps but quickly develops into small blisters. The rash and the blisters are extremely itchy. As the disease progresses, the blisters break open and form scabs, which fall off after about one to two weeks. The incubation period – the time between initial infection and the first appearance of symptoms – is approximately two weeks. The virus spreads through the air via infected droplets emitted from the nose or mouth while coughing or sneezing. Touching the fluid from a chicken pox blister can also spread the disease. Chicken pox is contagious for approximately seven days during a human's period of infection. Contagiousness begins about two days before symptoms appear and continues until all blisters have formed scabs. This disease is much more debilitating, and 50% of the time fatal, to adults. Contracting chicken pox provides immunity, or lifelong resistance, against the disease. However, after the symptoms disappear, the virus remains in the body's nerve cells and occasionally reactivates later in life, causing a disease known as shingles, an infection of the nerve fibers. Shingles usually occurs in humans over 50, due to an age-related weakening of the immune system, and causes pain, burning, itching, inflammation, and blisters.

Common Cold

This is an acute infectious disease of the upper respiratory tract. This infection affects the nose and throat, causing symptoms such as nasal congestion and discharge, sore throat, and coughing. Normally, it runs a mild course, without fever, and subsides spontaneously in about seven days. The common cold is thought by common folk to result from exposure to cold weather. On average, individuals contract about two and a half colds per year.

Diabetes Insipidus

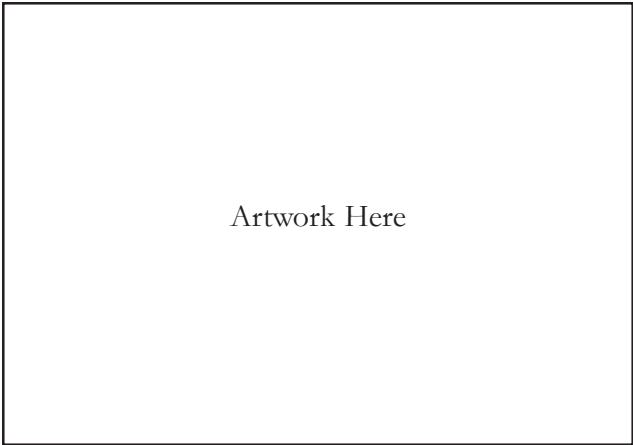
This is a disease that causes excessive urination and intense thirst.

Encephalitis

An infectious disease characterized by inflammation of the brain. The typical symptoms are headache, fever, and extreme lethargy, which lead eventually to coma; double vision, delirium, deafness, and facial palsy often occur in the acute stage of the disease. Aftereffects of encephalitis may include deafness, epilepsy, and dementia. The disease is transmitted to characters from animals via mosquitoes and ticks.

Epilepsy

This is a recurrent disorder of the nervous system characterized by seizures of excessive brain activity, which cause mental and physical dysfunction such as convulsions, a loss of control of bodily functions, and unconsciousness. During an epileptic seizure, the victim is aware of what is happening around them, but unable to control their actions or stop the seizure. A seizure lasts for d100 minutes.



Influenza

This is an acute, infectious, and contagious disease of the respiratory tract, especially the trachea. Colloquially, it is called the flu. The symptoms of a simple attack include dry cough, sore throat, nasal obstruction and discharge, and burning of the eyes; more complex cases are characterized by chill, sudden onset of fever, headache, aching of muscles and joints, and occasional gastrointestinal symptoms. In uncomplicated cases (90% of them), symptoms fade and temperature drops to normal in 4 days.

Leprosy

This is a chronic, infectious disease that primarily affects the skin, mucous membranes, and nerves. Many consider leprosy to be a punishment of the gods for sin; hence, the leper is in a state of defilement. About 5% of the population is susceptible to leprosy. The earliest symptom is often a loss of sensation in a patch of skin. Large areas of the skin may become infiltrated. The mucous membranes of the nose, mouth, and throat may be invaded by large numbers of the organism. Because of damage to the nerves, muscles may become paralyzed. The loss of sensation that accompanies the destruction of nerves may result in unnoticed injuries. These may result in secondary infections, the replacement of healthy tissue with scar tissue, and the destruction or absorption of bone. The classic disfigurements of leprosy, such as loss of extremities from bone damage or the so-called leonine facies, a lionlike appearance with thick nodulous skin, are signs of advanced disease. Leprosy is perhaps the least infectious of all the contagious diseases. Often, lepers are isolated in leper houses, forbidden to marry, and forced to wear a distinctive cloak or shake a rattle to announce their presence. There are several leper colonies per town. The disease is believed to be transmitted not only by touch but by breath. With all the care taken to isolate lepers, from time to time rumors lead to panic and lynching.

Measles

This is an acute, highly contagious fever-producing disease. It is characterized by small red dots appearing on the surface of the skin, irritation of the eyes (especially on exposure to light), coughing, and a runny nose. About 12 days after first exposure, the fever, sneezing, and runny nose appear. Coughing and swelling of the neck glands often follow. Four days later, red spots appear on the face or neck and then on the trunk and limbs. In 2 or 3 days the rash subsides and the fever falls; some peeling of the involved skin areas may take place. Infection of the middle ear may also occur. This is one of the most common childhood diseases. It is rarely fatal (5%), but should the virus spread to the brain, it can cause (1-50%) death or (51-100%) brain damage (suffer -d100 Intelligence and Wisdom). The disease usually confers immunity after one attack. If a pregnant woman becomes infected, her fetus will become infected as well.

Mumps (Epidemic Parotitis)

An acute infectious viral disease, the mumps is characterized by the swelling of the salivary glands. Though it may attack characters of any age, it most frequently affects children between the human ages of 5 and 9. This disease rarely involves the sex glands. It is highly contagious and is spread by droplets sprayed from the respiratory tract of infected characters. The incubation period varies from 15 to 21 days. Few fatalities result from mumps (5%), and one attack usually confers complete immunity, because only one antigenic type of virus causes this disease. In children, the first symptoms are usually a mild fever, a feeling of illness and chilliness, loss of appetite, and dryness of the throat. This is followed by soreness and swelling around the ears, and a higher fever. These symptoms are usually gone by 12 days. In adult males, inflammation of the testes occurs in up to 20 percent of the cases, but resultant sterility is rare (5% of those inflamed). In children, infection of the auditory nerve can cause deafness, but this is also a rare result (5%).

Muscular Dystrophy

This is a crippling disease characterized by gradual wasting of skeletal muscle. Muscle mass diminishes and weakness increases until they are unable to walk, even with the aid of a walking cane. No one recovers naturally from this hereditary disease.

Rabies

This is an acute, contagious infection that enters the body through the bite of an animal. All warm-blooded animals are susceptible. The incubation varies takes 20 + d100 days, though d4 + 2 weeks is most common. Rabies is virtually always fatal (99%). At the end of the incubation period the site of the now healed wound becomes irritated and painful, and the local tissues may become numb. Depression (see *Chap. 5: Mind*) and anxiety are common. This initial stage lasts for about two days. In the next stage, the period of excitation, the infected creature becomes irritable and hypersensitive; the general attitude is one of terror, intensified by the onset of difficult breathing and swallowing and a feeling of strangulation, caused by spasmodic contractions of the diaphragm and larynx. The infected creature is extremely thirsty but experiences spasms of the larynx when water is presented or even mentioned. Vomiting and fever are common during this stage. A thick secretion of mucus collects in the mouth and throat, and the individual expectorates frequently or attempts to cough. This stage lasts three to five days and usually terminates in death from a convulsive seizure or from cardiac or respiratory failure. When infected animals are in the excitation stage, they usually run amok, biting and snapping at any living thing in their path.

Smallpox

This is an acute, highly contagious viral disease that is often fatal (90%). This virus is transmitted through droplets discharged from the mouth and nose from an infected character that are inhaled by another character. Onset of the first phase of smallpox infection occurs after a 12-day incubation period following infection. This phase is marked by high fever, prostration, back and muscle pain, and sometimes vomiting. A characteristic rash develops two to five days later on the face, palms, and soles of the feet. During the next six to ten days, the rash develops into pus-filled pimples. In extreme cases, the pimples run together, usually indicating a lethal infection of the virus. The return of fever and other symptoms initiates the second stage of the disease, during which the pimples may or may not become infected. As recovery begins, the pimples become crusted, often leaving scars, and the fever and symptoms subside. Death is caused by infection of the lungs, heart, or brain. Blindness (01-05%) and male infertility (06-10%) are possible side effects of survivors of smallpox. A character with smallpox is infectious from the third day through the erupting phase. Survivors usually enjoy lifetime immunity to smallpox.

Tourette's Syndrome

This is a disorder characterized by involuntary muscular movements and obscene vocal expressions. At the MM's whim, an individual may be compelled to voice obscenities.

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Tuberculosis

This is a bacterial infection that primarily attacks the lungs, but may also affect d4 other areas, including the kidneys (1), bones (2), lymph nodes (3), and brain (4). Symptoms include coughing, chest pain, shortness of breath, loss of appetite, weight loss, fever, chills, and fatigue. Children are the most susceptible. This disease is fatal for 50% of those who contract it. It is transmitted from character to character (and character to animal) by inhaling air droplets, though only 10% of those who inhale it become infected. If infected, the disease is only contagious when symptoms are present, which may take a while to develop. Coughing of blood or phlegm may occur.

Typhoid Fever

This is an acute infectious disease that is transmitted by milk, water, or solid food that is contaminated with the feces of typhoid victims or carriers. The incubation period lasts one to three weeks. The bacteria gather in the small intestine, where they enter the bloodstream. This induces the first symptoms, chills followed by high fever and prostration. Victims may also experience headache, cough, vomiting, and diarrhea. The disease spontaneously subsides after several weeks in most instances, but in about 20 percent of untreated cases the disease progresses to pneumonia (01-33%), intestinal hemorrhage (34-66%), and even death (67-100%).

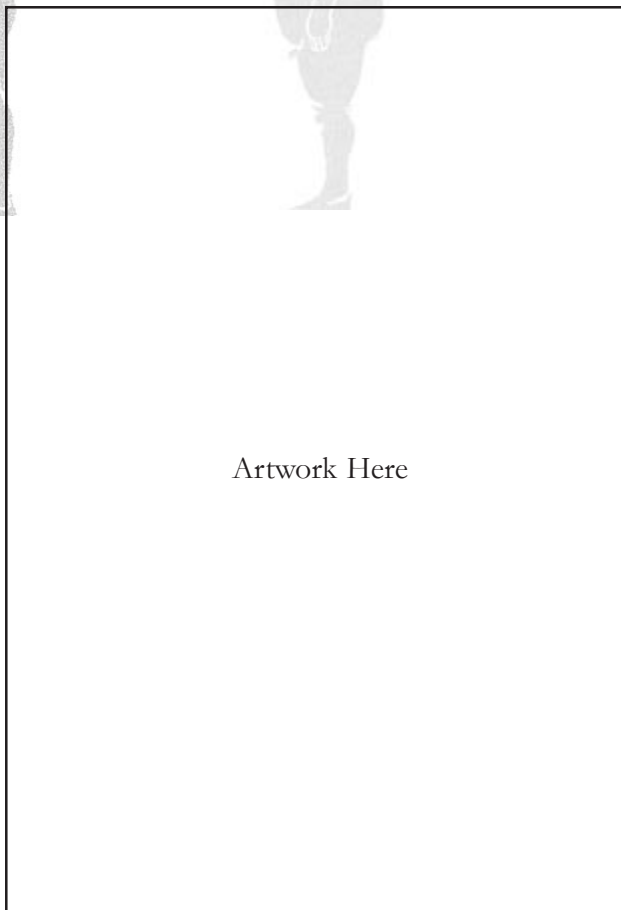
Undulant Fever

This disease is transmitted to characters by lower animals such as cattle, swine, and goats. Characters acquire the disease through contact with infected animals or drinking their raw milk. The disease causes abortions in pregnant women, and in men it causes the genitalia to swell (d20)%.

Random Disease

If it is necessary to determine a disease randomly, roll percentile dice and consult the following table:

Roll	Random Disease
01-07	Anthrax
08-17	Bubonic Plague
18-22	Cancer
23-24	Chicken Pox
25-54	Common Cold
55-57	Diabetes Insipidus
58	Encephalitis
59-60	Epilepsy
61-80	Influenza
81	Leprosy
82-83	Measles
84-85	Mumps
86	Muscular Dystrophy
87-91	Rabies
92-93	Smallpox
94	Tourettes's Syndrome
95-97	Tuberculosis
98-99	Typhoid Fever
100	Undulant Fever



Chapter 4: Disposition

Dispositions refer to metaphysical beliefs of a character. Metaphysical beliefs are concerned with speculation beyond the physical world, such as gods and conceptions of good and evil. Essentially, metaphysical beliefs produce a blend of two related but distinct dimensions: ethics¹ and morals². The difference between ethics and morals is as follows:

Ethics: Regardless of how a character feels about their actions, ethics are concerned with actions. For instance, lawful behavior is ethical, while criminal behavior is unethical.

Morals: Regardless of a character's actions, morality is concerned with how the character feels about the issue in question or their actions. So, feeling good about doing an evil act is immoral, and feeling bad about doing a good act is immoral, but feeling good about doing a good act is moral.

The following example is oversimplified, but this hypothetical situation produces four polar outcomes.

Example: Assume that a married man is walking down the street. An attractive woman stops him, talks for a few minutes, and blatantly asks him to go home with her.

1. If he were to admit that he is married, bids her good day, and is later genuinely pleased that he dismissed her, then his actions were ethical and his feelings are moral. His disposition for this situation is EM (Ethical Moral).
2. If he were to admit that he is married, bids her good day, and is later pained that he did not go home with her, then his actions were ethical and his feelings are immoral. His disposition for this situation is EI (Ethical Immoral).
3. If he were to go home with her, pretend he is not married, and later wishes he had been faithful to his wife and not gone home with this strange and attractive woman, then his actions were unethical and his feelings are moral. His disposition for this situation is UM (Unethical Moral).
4. If he were to go home with her, pretend he is not married, and later he is very pleased that he went home with her, then his actions were unethical and his feelings are immoral. His disposition for this situation is UI (Unethical Immoral).

1. The ethical system in this chapter consists of material adapted from Democritus of Abdera, Plato, and Aristotle.
2. The moral system in this chapter consists of material adapted Aristotle's "Nicomachean Ethics."

Obviously, many more ethical-moral positions are possible. The previous example considers only one situation and is not a generalization for a character over their lifetime. Dispositions in the F.A.T.A.L. role-playing game are generalizations for a character's actions and thoughts as affected by their metaphysical beliefs over their lifetime. It is very rare, if not impossible, for anyone's disposition to never stray from their dominant disposition. To a certain extent, disposition is situationally dependent. Nonetheless, every character has a disposition. Overall, a character's ethical and moral views create bounds for their actions and affect how a character feels about their actions.

	Ethical	Neutral	Unethical
Moral	Knights Militiamen		Rangers
Neutral	Mages Sages Spies Soldiers	Humans Druids	Berserkers Mercenaries Pick Pockets
Immoral	Assassins Bounty Hunters Bugbears	Kobolds Whores	Anakim Ogres Sorcerers Thugs Trolls

Piety Points

Before disposition can be determined, each player must determine the Piety Points (PP) of their character. Characters vary in devotion to their deity, religion, or philosophy. PP are an abstract representation of the devotion of a character. PP are important to priests (see *Chap. 7: Occupations*). Priests need to keep track of their PP more than any other occupation, since priestly privileges may appear and disappear as a result of the PP of a priest.

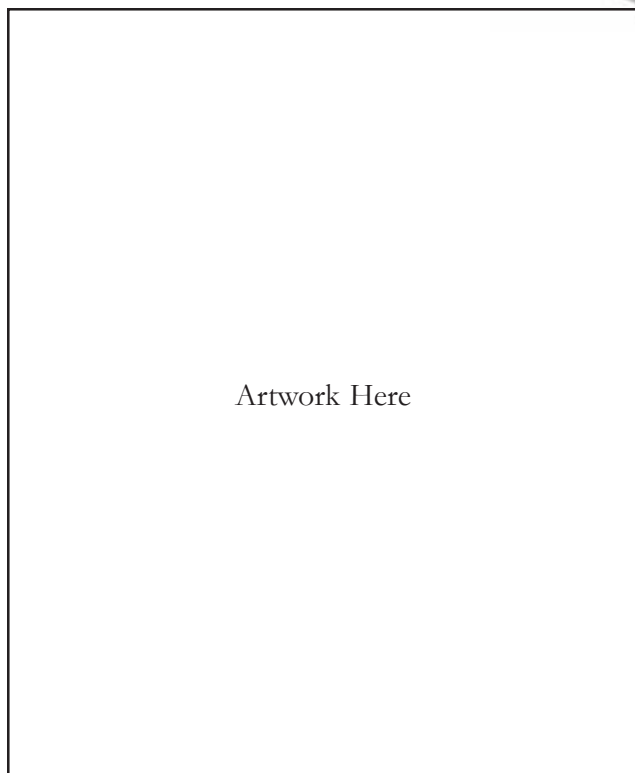
For each character, roll percentile dice to determine PP. PP can never increase above 100 or fall below 1. Before recording the PP on a character sheet, consider the following modifiers:

Piety Point Modifiers		
Modifier	Chance	Adjustment
Age	75%	Divide Current Age by Maximum Age and multiply by 4 (elves are unaffected)
Atonement Process		see Grimoirium Genitoris
Bodily Attractiveness	25%	Multiply the Skill Modifier by -1 and apply the result as the adjustment
Culture:	50%	
Anakim		NA
Bugbear		+ 1
Dwarf		NA
Elf		NA
Human		NA
Kobold		+ 2
Ogre		- 100
Troll		NA
Drive	75%	Skill Modifier
Facial Charisma	25%	Multiply the Skill Modifier by -1 and apply the result as the adjustment
Health	75%	Multiply the Skill Modifier by -1 and apply the result as the adjustment
Near-death experience	75%	+/- 1d8*
w/white light	90%	+/- 1d20*
Negative event	10%	+/- 1d4**
Tenets		see Grimoirium Genitoris

* A near-death experience occurs when a character is reduced to 10% or less of their potential Life Points against their will. If an adjustment is to be made, there is a 40% chance that it decreases PP, otherwise it raises PP. However, 75% of those who have a near-death experience do not see a white light while unconscious. Those who see white light have a higher chance of gaining PP. White light in a near-death experience never decreases PP.

** A negative event is best determined by the MM. Examples of negative events in the life of an average character may be personally experiencing the death of a loved one, being forced into slavery for years, when a spouse commits adultery against the character, etc.

Piety	
PP	Example
1-5	Believes that gods do not exist
6-15	Believes in their god, but does not care
16-30	Has worshipped before
31-70	Worships intermittently, but may attend regularly
71-85	Worships regularly
86-95	Worships fluently
96-100	Worships fanatically, willing to die for god



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Determining Disposition

Each character must have a disposition. Upon character creation, percentile dice must be rolled twice: once for ethicality and once for morality. Apply racial modifiers from *Chapter 2: Gender and Race*. The results are recorded on a character sheet. These results can never be less than 1 or greater than 100. Consult the table below to interpret the results and determine a character's disposition:

Roll	Ethicality	Morality
01-06	Unethical	Immoral
06-15	Unethical w/Neutral	Immoral w/Neutral
16-30	Neutral w/Unethical	Neutral w/Immoral
31-70	Neutral	Neutral
71-85	Neutral w/Ethical	Neutral w/Moral
86-95	Ethical w/Neutral	Moral w/Neutral
96-100	Ethical	Moral

For example, a roll of 20 for ethicality and 11 for morality produces a disposition referred to as NI w/UI tendencies (Neutral Immoral with strong Unethical Immoral tendencies). A character's actions and thoughts must reflect the disposition determined above the majority of the time. Disposition is an important element of a character, since it may prevent a character from certain occupations (see *Chap. 7: Occupations*).

Alternative Method: Rolling Disposition

If a player expresses significant discontent, and should the MM agree, the MM may allow the player to reroll either the ethical or moral dimension of the disposition of their character. Each reroll results in the acquisition of one randomly determined allergy (see *Chap. 3: Body*), whether the player is satisfied with the result or not.

Otherwise, a Disposition Test exists. If the MM concurs, the player may opt to use the results of the Disposition Test as the disposition of their character.

Disposition, General

Below are the nine general dispositions. If a player deems that their character will have difficulty and that these are too vague, specific dispositions follow. First, understand the general dispositions below:

EM (Ethical Moral): Those with strong ethical and moral views may be typified as a chivalric knight intent on imposing their version of morality on others in attempts to maintain actions consistent with their beliefs. This disposition is very difficult to maintain. Ethics and morals often conflict with each other depending on the situation. By habit of resolving such conflicts, one or the other tends to become favored, which imbalances this disposition for most characters. Many more desire to be, or prefer to consider themselves, EM, when in reality attaining it can be an elusive, tedious, and a life-long goal.

EN (Ethical Neutral): Characters concerned with consistent actions, regardless of how they feel are EN by nature. EN characters tend to put aside their feelings, often shunning emotions as problematic. The best example of EN is a judge, since they are concerned with the law, its technicalities, and how it may be best adhered to, not the moral feelings of the people. Some claim this to be a position of objectivity.

EI (Ethical Immoral): Barristers are clearly the best examples of EI; they are not concerned with objectivity and the law, so much as how it may be twisted to their advantage, or pushing it to the breaking point. The client, and finally their reputation and winning record, is more important than they or it should be. Devils that get characters to sign away their souls are EI by nature. Very few characters are predominantly EI.

NM (Neutral Moral): Those who are unconcerned with actions or the law, but seek feeling pleased about moral issues tend to adopt a position focusing on the greatest good or utilitarianism. Those who pursue the greatest good for the greatest number, and therefore favor the majority of people regarding goodness as they interpret it, are NM.

NN (Neutral Neutral): Without contest, this is the most common disposition. Characters with this disposition tend to have one of three separate reasons. First, some simply have inconsistent ethical behavior and moral feelings, such that sometimes they are one extreme while in other situations they are the opposite. Therefore, NN is the best classification for this type of character. Second, some are well aware of the metaphysical extremes and tenets, disagree with all of them, and they consciously seek a balance, considering balance the healthiest and the best. Those with this philosophical position call themselves ethical and moral subjectivists. Finally, some argue that ethics and morality are man-made constructs, that neither exists in nature, and that we simply use the terms as is convenient, though they lack any logical support. Therefore, these characters are best classified as NN and consider themselves to be ethical and moral nihilists.

NI (Neutral Immoral): Characters with a dominant NI disposition care little about their actions and simply want to gratify themselves and feel pleased, though this pleasure is often derived at the expense of others. Since they do not care about the implications of their actions, they often harm others and may take pleasure in it. Do not be confused, NI characters do not prefer unethical behavior, they simply do not care if it is necessary in order to achieve their pleasing feelings. These characters do not support or oppose ethical codes or issues, they simply do not care as long as they feel satisfied.

UM (Unethical Moral): These characters dislike ethical and orderly behavior, viewing it as a largely inhibiting factor to morality as they understand it. Those with UM dispositions are frequently at odds with law in most societies, but claim that their heart is in the right place. Someone robbing the rich to feed the poor is a good example of UM.

UN (Unethical Neutral): Perhaps the most unpredictable of all dispositions, these characters actively dislike ethical and orderly behavior, and patterns of all sorts. As a matter of fact, since they are indifferent to the drive to be pleased with moral or immoral feelings, their thoughts and actions seem chaotic and random to those around them.

UI (Unethical Immoral): Characters who are unethical and immoral actively dislike organization and orderly behavior and feel pleasure upon committing behavior opposed by society or the majority. These characters are often considered by others to be dangerous, even to their own kind, and hunger only for power.

	Ethical	E w/N	N w/E	Neutral	N w/U	U w/N	Unethical
Moral	EM	EM w/NM	NM w/EM	NM	NM w/UM	UM w/NM	UM
M w/N	EM w/EN	EM w/NN	NM w/EN	NM w/NN	NM w/UN	UM w/NN	UM w/UN
N w/M	EN w/EM	EN w/NM	NN w/EM	NN w/NM	NN w/UM	UN w/NM	UN w/UM
Neutral	EN	EN w/NN	NN w/EN	NN	NN w/UN	UN w/NN	UN
N w/I	EN w/EI	EN w/NI	NN w/EI	NN w/NI	NN w/UI	UN w/NI	UN w/UI
I w/N	EI w/EN	EI w/NN	NI w/EN	NI w/NN	NI w/UN	UI w/NN	UI w/UN
Immoral	EI	EI w/NI	NI w/EI	NI	NI w/UI	UI w/NI	UI

Disposition, Specific

No player is required to choose a specific disposition, especially if a general disposition better suits their character. However, sometimes detail provides a richer role-playing experience. Potentially, the more information available, the better the quality of decisions. The way to read the following notation is that a dominant general disposition is claimed, but most metaphysical divergences from this gravitate toward one different general disposition. For example, EM w/EN should be understood as Ethical Moral with strong tendencies toward Ethical Neutral. When cross-tabulated, forty specific dispositions emerge. They are listed below:

EM w/EN: Predominantly, these characters have impeccable ethical behavior and strong moral views. However, when forced to choose between ethics and morality, they usually choose ethics. The consistency of their behavior is often very important. While they prefer both ethics and morals, these characters may realize that morality may interfere with objectivity more than ethics. A chivalric knight who occasionally disagrees internally with their ethical code, yet continues to abide by it, is an example of EM w/EN.

EM w/NM: These characters value both ethics and morals, though occasionally a preference for the greater good supercedes ethical codes. A knight who occasionally breaks their ethical code to do what they feel they know internally to be right and moral is an example of EM w/NM.

EM w/NN: These characters believe that ethics and morals are the ideal, but from time to time both must be ignored to do things properly or to continue functioning in such a way. These characters are often called hypocrites. For example, a knight may occasionally visit a bordello.

EN w/EM: Holding objectivity and consistency above all other things, these characters often have preferences for morality, when it does not conflict. A stern judge with a good heart may be an example of EN w/EM.

EN w/NM: While these characters believe that objectivity and consistency reign supreme on a daily basis, occasions do arise when the greater good is more important. A judge that vehemently opposes legislation for concentration camps or warfare, nearly to the point of losing their professional position, is an example of EN w/NM.

EN w/NN: Thoroughly indifferent to morality and usually emotions, these characters chase objectivity and consistency, except on occasion when the system or the ethical code functions better overall if an occasional inconsistency occurs. A judge that habitually flips a coin on tough decisions may be an example of EN w/NN.

EN w/NI: Overall, objectivity and consistency are important to these characters, though occasionally the appearance of this importance is handy, because the self may be served while seeming to be thoroughly ethical. A militiaman that is generally respected, but habitually pockets the money or a portion recovered from thieves, is an example of EN w/NI.

EN w/EI: Holding objectivity and consistency above all other things, these characters often have preferences for immorality, when it does not conflict. A respected judge that will “throw the book” at those disliked is an example of EN w/EI.

EI w/EN: These characters typically twist ethics and laws to their advantage, but occasionally they are compelled to be thoroughly objective. A barrister who has been known to turn away clients, refusing to defend them because they think the law should give them what they deserve, is an example of EI w/EN.

EI w/NN: These characters twist ethics to their advantage on a daily basis, but in rare circumstances are willing even to betray ethics for something they inwardly feel is more important. Barristers who lose their jobs because on rare occasion they are willing to break the law for something they internally deem needs to be done are examples of EI w/NN.

EI w/NI: These characters often take advantage of ethics and morals, of laws and others in order to satisfy themselves. A barrister who defends a client equally, regardless of whether the client is innocent or guilty, and then afterwards, violates the trust of their client by financially taking advantage of them as well is an example of EI w/NI.

NM w/EM: Different from simply supporting the greatest good for the greatest number, characters with this disposition often support ethics, provided the ethics don’t conflict with morals. These characters want to be true to themselves and have consistent behavior, but if a contradiction emerges from this, their own sense of right and wrong is more important than any ethical code.

NM w/EN: Seeming self-contradictory and often called hypocrites, these characters hold strong views, usually in favor of morality, regardless of ethics, though depending on the topic or circumstance, sometimes in favor of ethics regardless of morality. Most characters don’t understand these seemingly sudden shifts and wish these characters would just choose one or the other and stick to it.

NM w/NN: Though these characters usually favor the concept of a universal good and seek to be internally moral, occasionally and for whatever reason, they stray from morality.

NM w/UN: Though these characters usually favor the concept of a universal good and seek to be internally moral, occasionally and for whatever reason, they find solace in random and unethical actions with no regard for morality.

NM w/UM: Always in pursuit of morality and the greatest good, these characters will stray toward unethical behavior to achieve it on occasion if necessary.

NN w/EM: Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters seek morality and attempt to follow and support strict ethical codes.

NN w/EN: Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters recognize the value of objectivity and consistency in their actions.

NN w/EI: Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters oppose morality, but enjoy doing so by using ethics to their advantage and being consistent and objective about their immorality.

NN w/NM: Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters seek morality and the greater good.

NN w/NI: Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters oppose morality and indulge themselves, seeking to satisfy their desires and needs.

NN w/UM: Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters seek morality and enjoy breaking ethical rules and norms.

NN w/UN: Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters seek randomness without regard for morals.

NN w/UI: Predominantly, these characters live in an ethical and moral balance. On occasion and for whatever reason, these characters oppose both ethics and morals, committing random and evil deeds.

NI w/EI: These characters find that pleasing oneself is accomplished in opposition to morality. Either for evil kicks or in order to hide their evil from others, these characters act more ethically than most.

NI w/EN: These characters find that pleasing oneself is accomplished in opposition to morality. On occasion, instead of pleasing themselves, these characters value objectivity and consistency of action.

NI w/NN: These characters find that pleasing oneself is accomplished in opposition to morality. On occasion, they seek balance in things and are more moral than usual.

NI w/UN: These characters find that pleasing oneself is accomplished in opposition to morality.

NI w/UI: These characters find that pleasing oneself is accomplished in opposition to morality.

UM w/NM: Opposing ethics and pursuing morality are often incompatible. When a choice must be made, these characters choose to be moral.

UM w/NN: While these characters generally oppose ethics and pursue morals, occasionally they seek balance in all things; put another way, occasionally these characters behave moderately ethically and are less moral.

UM w/UN: While these characters generally oppose ethics and pursue morals, their enjoyment of shunning ethics can be overwhelming, often causing them to perform random actions.

UN w/UM: While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to be moral.

UN w/NM: While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to be moral and moderately ethical.

UN w/NN: While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to be moderately ethical and moral.

UN w/NI: While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to be immoral, satisfying themselves in evil ways though somewhat ethically.

UN w/UI: While these characters generally perform random and unethical actions without regard for morality, occasionally they are motivated to also oppose morality, committing random and evil acts.

UI w/NI: Opposing ethics and morals is what these characters do proudly, though occasionally they will act moderately ethical in order to satisfy themselves.

UI w/NN: Opposing ethics and morals is what these characters do proudly, though occasionally they will act moderately ethical and moral, seeking balance.

UI w/UN: Opposing ethics and morals is what these characters do proudly, though occasionally they will act moderately moral. No matter what, they always oppose ethics.

Changing Disposition

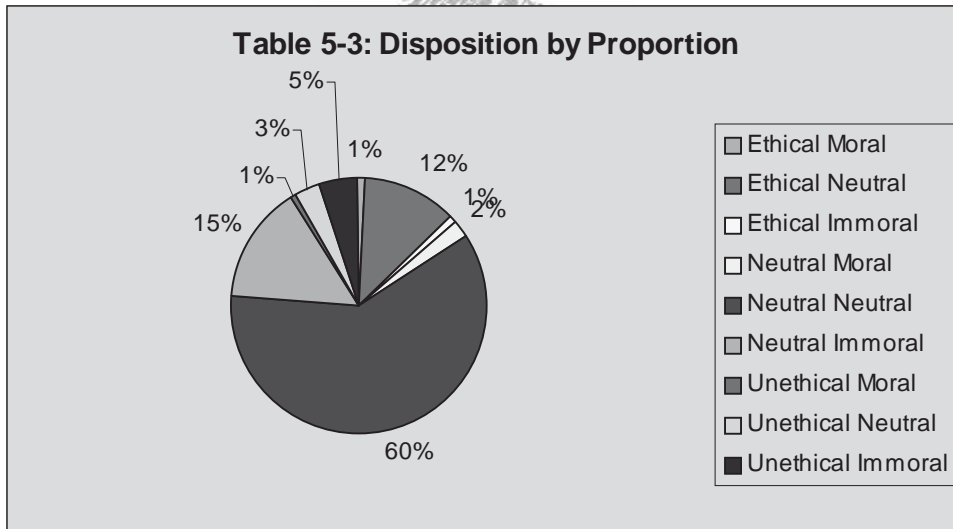
Generally, dispositions are established in youth and do not change over the course of a character's life. However, exceptions such as traumatic events, philosophical studies, or magic may alter a character's disposition.

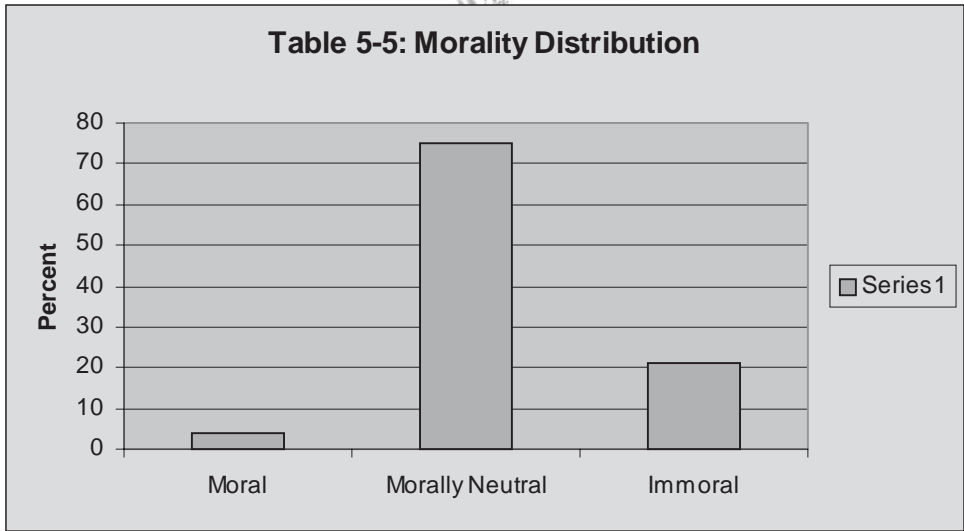
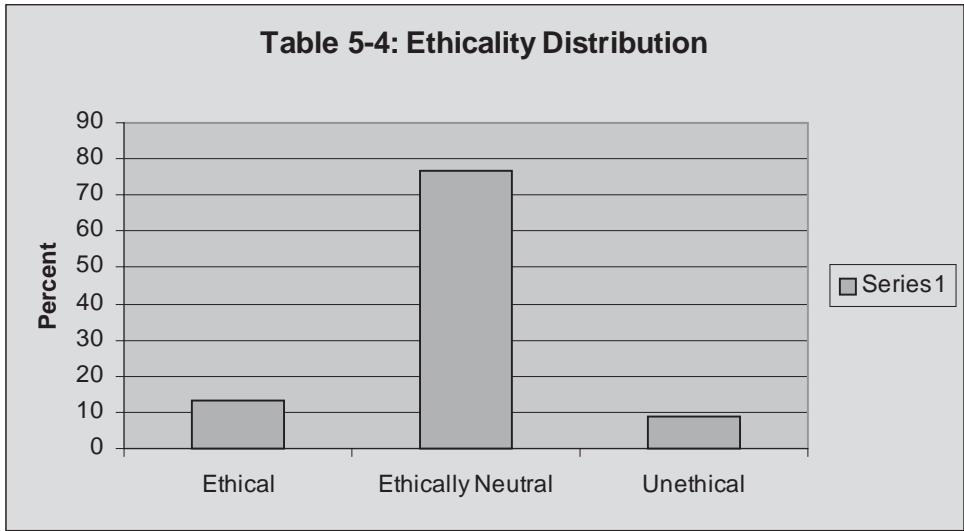
In the case of an altered or abandoned disposition, the character's adventuring career is disrupted as they must adjust to their new perspective of the world. Adjustments of this sort require (3 + d4) months. During this period, the character only acquires 50% of the number of Advancement Points that they would normally. If a character reverts to an old disposition, no period of adjustment is required since they are already familiar with the outlook.

Chapter 4:
Disposition

Dispositions by Proportion

Many mistakenly believe that each disposition occurs with the same frequency in the population; clearly, from the pie charts below, this is not the case. These proportions represent both the human population and all humanoid populations considered at once. Considered separately, bugbears may tend to be more EI, kobolds more UI, etc.





A System of Ethics/Morals

Ethics and morals will be debated forever, especially between different cultures and species. Nonetheless, one philosopher has articulated a system of ethics and morals that is so common among humanoid races, it is usually recognized as the default system. The system, outlined below, is derived from logic and may be used for gaming purposes to resolve ethical and moral disputes.

Ethical Rationale

1. Ethics refer to behavior, the degree of behavioral consistency, and beliefs about behavior, as well as its relation to the self and a character's social and physical environment.
2. Ethics and ethical codes provide characters with reasons to approve or disapprove of each other.
3. Ethics belong to one of five categories: Intra-personal, Family, Community, State, and Universe. These categories often differ sharply between individuals. For instance, someone may be sharply ethical regarding their family, but unethical regarding their community.
4. Ethics are orthogonal to morals. Many mistakenly assume that those who are ethical are also likely to be moral, or vice versa, but it is equally likely that someone is ethical and immoral, or unethical and moral.

Intra-personal refers directly to the self and no others. Characters make self-evaluations by comparing themselves with objective standards. When no such standard exists, characters seek comparisons with similar others; so, this intra-personal construct cannot be absolutely exclusive from other selves.

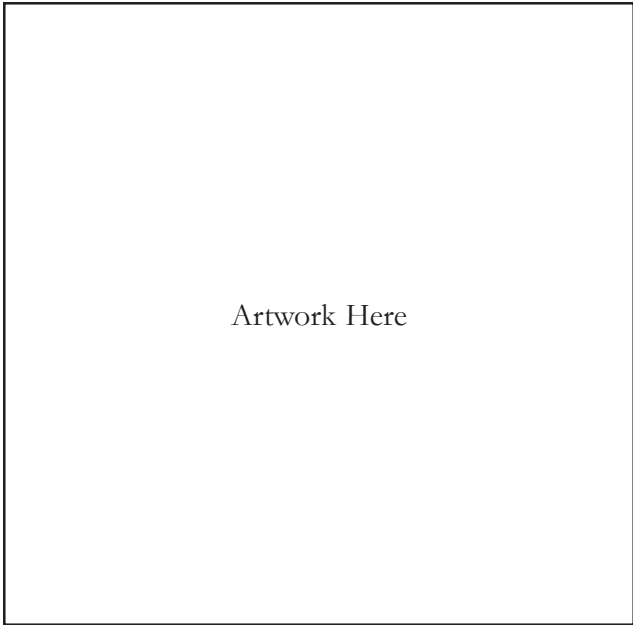
Conformity: The character high in conformity tends to consider groups more important than individuals, or at least succumb to their norms. As such, the character is likely to avoid dressing or talking differently, deviating from customs, etc.

Individuality: Individuality means here that the character values individuals over groups, or at least what distinguishes themselves from others. Characters who are high in individuality tend to dress differently, enjoy customizing expressions, and see themselves as different than others.

Patterned: Categorically, patterned suggests that a character prefers to seek patterns in things as a means to understanding. Patterned characters also tend to carefully weigh decisions instead of utilizing randomness.

Randomness: Randomness suggests a lack of a definite aim, direction, rule, or method with no specific goal or purpose. Characters high in randomness prefer to make decisions by the flip of a coin or pure chance.

Ethicality		
Dimension	Ethical	Unethical
Intra-personal	Conformity	Individuality
	Patterned	Randomness
Family	Loyalty	Betrayal
	Distinction	Ambiguity
Community	Interdependenc	Independence
	Lawfulness	Criminality
State	Bureaucracy	Anarchy
	Patriotism	Treacherousness
Universe	Necessity	Chance
	Meaningfulness	Meaninglessness



Family refers here to the self of the character and how it relates to family situations by attitudes and beliefs.

Loyalty: If high in family loyalty, a character is devoted to their family.

Betrayal: Characters who exhibit betrayal are likely to cheat on their spouse and bad-mouth their family when not in their presence. Generally, these characters are either disgruntled with their families or taking them for granted, not valuing them.

Distinction: Characters high in distinction prefer to recognize a distinction between family and non-family, usually feeling repulsed at the implications of familial ambiguity (see below).

Ambiguity: To be societally unaware of a character's own family and to not draw distinctions thereof, is to possess ambiguity in the sense it is used here. Of course, breeding with the immediate family is still disapproved within this framework, but interplay between cousins is approved. Moreover, it is held that that familial ambiguity and uncertainty will minimize bias, placing more emphasis on the society and its problems.

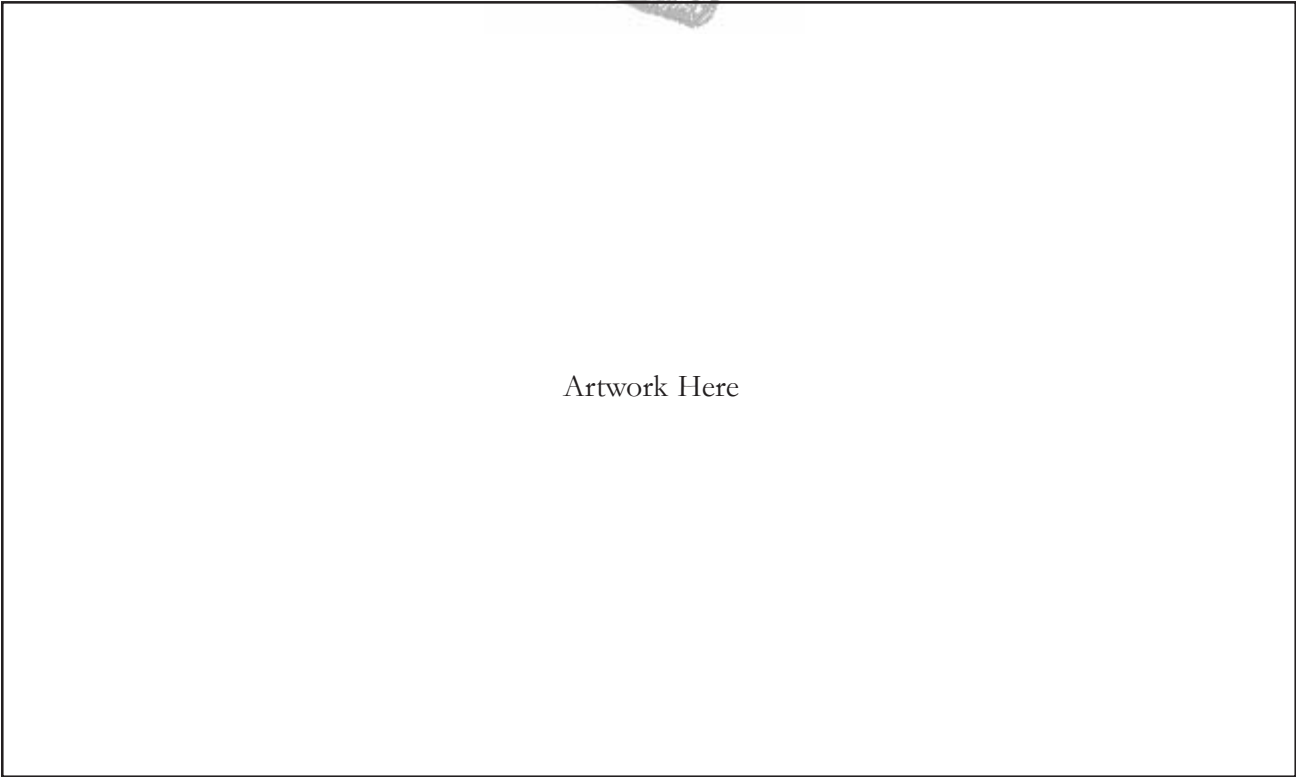
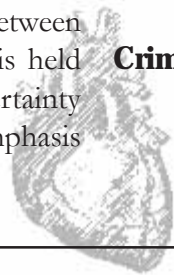
Community refers to the self of the character and how it relates to the greater community by attitudes and beliefs.

Interdependence: Interdependence is when characters enjoy the mutual dependence between themselves and their community, usually valuing social contact and participating in public events.

Independence: Here, exhibiting independence in a character's community means that the character prefers to avoid the community, minimizing interaction when possible, and thus being independent of it. Characters who are high in independence are likely to avoid socializing, value the privacy of their home and/or distance themselves from others by living rurally, etc.

Lawfulness: Regarding a character's community, a lawful character is one who obeys laws, though this obedience may be the result of respect or fear of punishment.

Criminality: Characters who have criminality do not respect the local laws, feeling as though they are an imposition or a hindrance. These characters are likely to disregard established laws.



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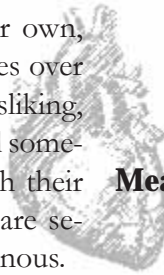
State refers to the self of the character and how it relates to the greater community by attitudes and beliefs. Examples of opposites of states along this continuum would be bureaucracy (highly structured society) representing ethicality and anarchy representing unethicality.

Bureaucracy: Along a continuum of the amount of government, bureaucracy is the most imposing, thorough, and cumbersome. Characters favoring bureaucracy prefer to be governed by a structure of abundance, which, while it may adapt and move slowly, results in a highly structured society with classes, rank, hierarchy, and organization.

Anarchy: The opposite of bureaucracy, anarchy is a preference for a lack of government, an abolishment of social distinctions.

Patriotism: Characters who are high in patriotism prefer their state to others.

Treacherousness: The character high in treacherousness prefers other states to their own, disliking the government that presides over them. However, more than just disliking, treacherous characters are willing (and sometimes able) to act in accordance with their preferences. Sometimes these acts are severe enough to be considered treasonous.



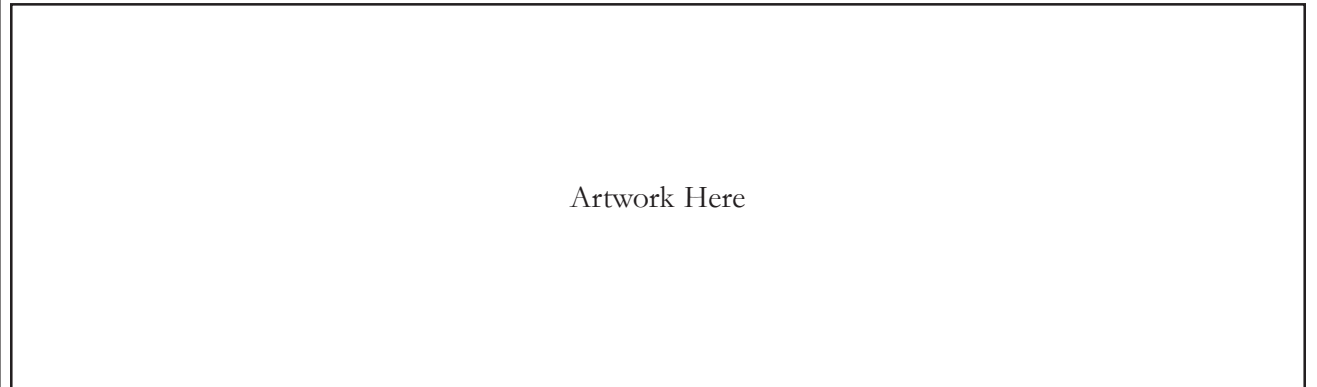
Universe refers to the self of the character and how it relates to everything in the understood universe by attitudes and beliefs.

Necessity: The opposite of chance, necessity means here that all events are the results of causes, that chance plays no part in bringing about events. A character who is high in necessity believes that when events seem the result of chance, they are merely the result of causes unknown to us, that chance does not exist. This does not presuppose that all events are planned or pre-destined, forced to occur to fulfill a decreed purpose. Instead, necessity asserts simply that all events, including mental events, are predetermined, the result of infinitely long causal chains.

Chance: The opposite of necessity, a universal view of chance indicates that events are not merely the result of causal chains, predetermined beyond our power. Instead, chance emphasizes the power of choice, the freedom to take the universe in a new direction with every chosen action. Sometimes, things just happen.

Meaningfulness: A character who views the universe with meaningfulness asserts that there is an objective reality. Resultant from this objective reality, these characters tend to discover purpose in their lives or purpose to the universe.

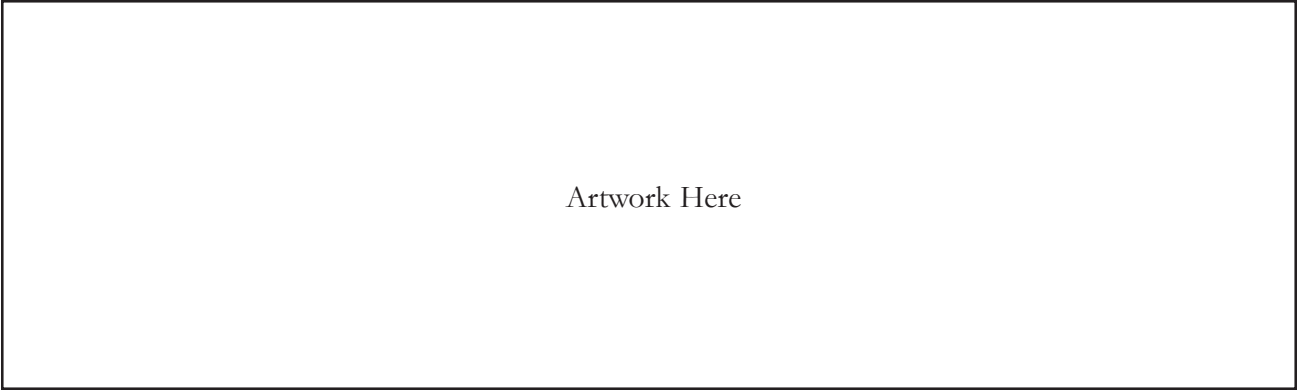
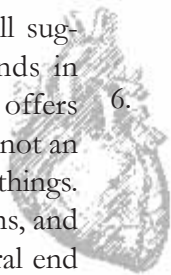
Meaninglessness: A meaningless view of the universe results from the perceived subjectivity of reality, the refusal to accept a singular objective reality. Characters with this view tend to question reality and dismiss notions of the universe progressing purposefully.



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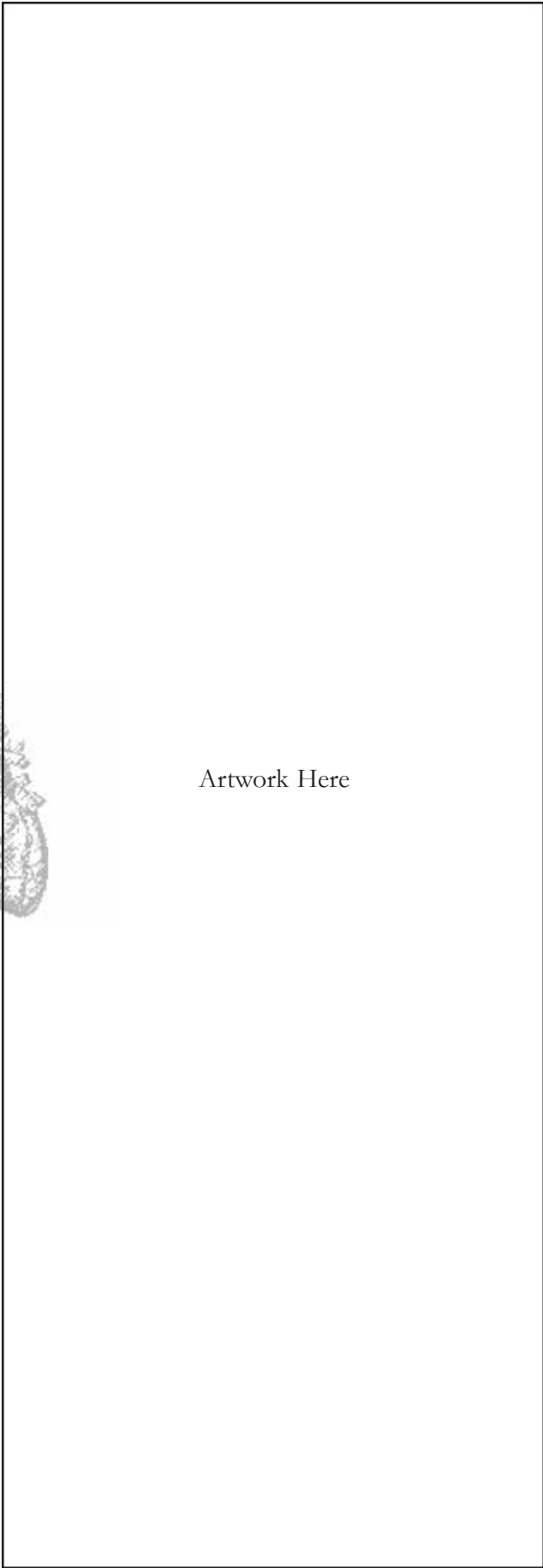
Moral Rationale

1. All activities of characters aim at some good (the end of military science is victory, of medicine is health, of science is knowledge, etc.).
2. While studying ethics and morality, we must be content with broad, general outlines. Outlines hold true, while specificity poses problems. For example, truthfulness is clearly moral. However, in a specific instance, should truthfulness be practiced if it is known that such practicing will incite a war responsible for many undue deaths? No, but aside from this specific instance, yes, it should generally be practiced.
3. Everyone agrees the good for characters is happiness, though no one agrees on its meaning. To some it is the pursuit of pleasure and the avoidance of pain, others wealth, etc. These common thoughts, however, are not consistent; they vary with the topic and its conditions. Further, all suggestions prove to be means not ends in themselves, for a true end in itself offers more finality. For example, wealth is not an end in itself, but a means to other things. Happiness, then, is an end not a means, and is only truly experienced at the natural end of a character's uninterrupted life. Therefore, we must live not for today, not for tomorrow, but for tomorrow so that we are content with or do not regret today. This is conclusively the final and self-sufficient good to which all of our character's actions aim, whether we are aware or not.
4. To achieve happiness, we must understand that happiness in this sense is unique to sentient beings, derived from abstract contemplative reasoning and Wisdom. Further, as happiness is an end state, no one is born with it, and arguably children are not "happy," though they possess this in potentiality, because to be "happy," we must be satisfied with choices we've made based on experiences, though children lack sufficient experiences. Therefore, no character is born moral, and we all may become moral or immoral depending on our choices. It is the consistency of our choices that forms our habits, our habits then forming our disposition.
5. Therefore, we must learn of morality and immorality, and strive in our choices to exercise morals. Typically, if we practice a moral and we experience pleasure in its practice, then we are being moral, while experiencing pain indicates our internal preference for immorality.
6. Morals are all mathematically mean states on their continua, while the extremes are all immoral. One immorality is the deficiency of the morality, the other exceeding it. For example, absolute fear (cowardliness) is an immorality deficient from courage, while confidence (the polar opposite of fear) is courage in excess. The extremes are opposed to both each other and the mean. Further, one absolute extreme will be farther from the mean than the other, this is the greater immorality. In the above example, absolute fear is the greater immorality, while absolute confidence is the lesser immorality.



7. Finally, to be moral three guidelines are offered:
1. Always be wary of pleasure.
 2. All things being equal and when you are unsure, avoid the greater immorality.
 3. Assess where you are on the continuum (let's say I believe I am closer to absolute fear) and instead of simply aiming at the proper mark (which is difficult enough), as a carpenter straightens a warped board by bending it beyond where he wants it for a short duration, you should aim beyond the mark for a while (so, then if I am closer to fear then I should try to make decisions slightly exceeding in confidence to temper myself).

Morality		
Deficiency	Mean	Excess
Fear (cowardliness)	Courage	Confidence (rashness)
Insensibility	Temperance	Self-Indulgence
Meanness	Liberality	Prodigality
Niggardliness	Magnificence	Tastelessness and Vulgarity
Undue Humility	Proper Pride	Empty Vanity
Inirascibility	Good-Temper	Irascibility
Mock Modesty	Truthfulness	Boastfulness
Boorishness	Ready-Wittedness	Buffoonery
Quarrelsomeness and Surliness	Friendliness	Obsequiousness or Flattery
Shamelessness	Modesty	Bashfulness
Spite	Righteous Indignation	Envy
Unambitiousness	Unnamed Balance	Ambitiousness

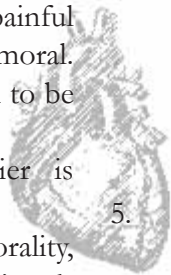


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Dimensions of Morality (mean):

Courage: A mean between fear and confidence, the courageous character stands their ground before awe-inspiring terrible things; though they fear, they face things as they ought and as is appropriate. The character who faces and fears the right things and from the right motive, in the right way and at the right time, and who feels confidence under the corresponding conditions is courageous. A courageous character is keen in the moment of action and quiet beforehand (while rash characters wish for dangers beforehand but draw back while they are in them.) It is also thought to be the mark of a courageous character to be undisturbed in sudden alarms than to be so in those that are foreseen; for it must have proceeded more from a state of disposition, because less from preparation; acts that are foreseen may be chosen by calculation and rule, but sudden actions must be in accordance with a character's disposition. It is for facing what is painful, then, that characters are called courageous. Further, if they take pleasure in facing what is painful then they are expressing and practicing this moral. Following are five types commonly mistaken to be courageous, though they are not:

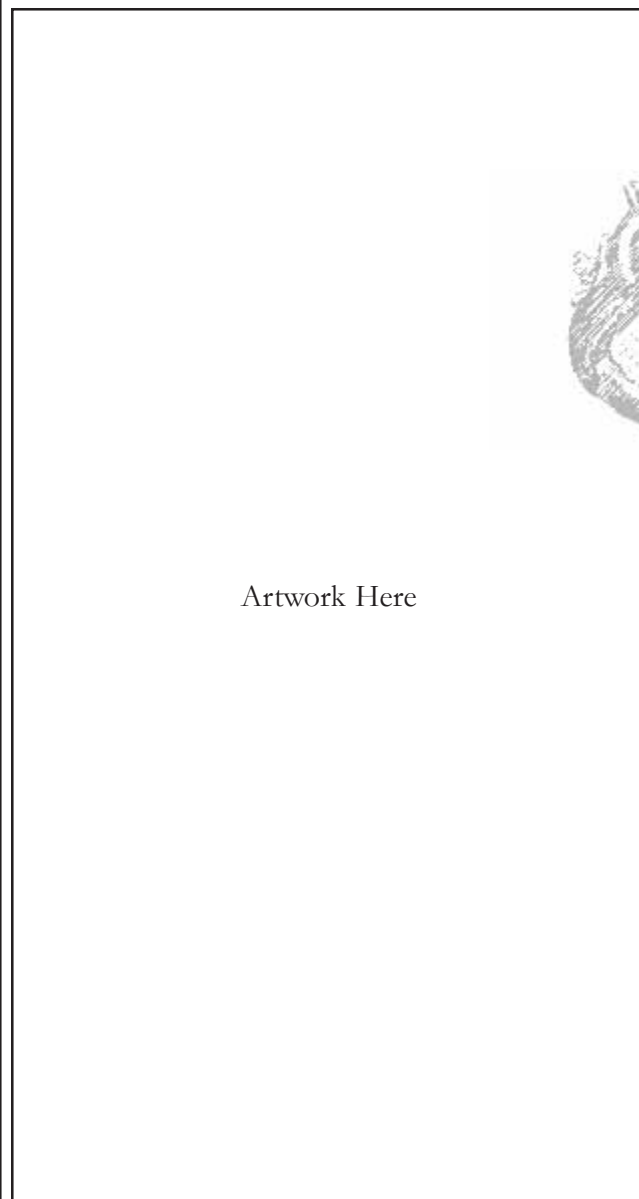
1. The courage of the citizen-soldier is most like true courage for it is due to morality, but not if they are compelled by their rulers or are encouraged by officers behind them or fight in trenches (because trenches physically discourage retreat.)
2. Experience with regard to particular facts is also thought to be courage. In war, of which those who have had the most comprehensive experience, they seem courageous, because the others do not know the nature of the facts.



3. Passion also is sometimes reckoned as courage; those who act from passion, like wild beasts rushing at those who have wounded them, are thought to be brave, because courageous characters also are passionate. Now courageous characters act for honor's sake, but passion aids them; while wild beasts act under the influence of pain; for they attack because they have been wounded or because they are afraid. Characters, then, as well as beasts, suffer pain when they are angry, and are pleased when they exact their revenge; those who fight for these reasons, however, are pugnacious but not courageous; for they do not act for honor's sake, but from strength of feeling; they have, however, something akin to courage.
4. Nor are sanguine characters courageous. For they are confident in danger because they have conquered often and against many foes, they think they are the strongest and can suffer nothing. (Drunken people also behave in this way; they become sanguine.) When their adventures do not succeed, however, they run away.
5. Characters who are ignorant of danger also appear courageous, and they are not far removed from those of a sanguine temperament, but are inferior inasmuch as they have no self-reliance while these have. Hence also the sanguine hold their ground for a time; but those who have been deceived about the facts flee if they know or suspect that these are different from what they supposed.



Temperance: A mean between insensibility and self-indulgence or a mean regarding pleasures of taste and touch, or food, drink, and sexual intercourse, which is the kind of pleasures in which the other animals share. The temperate character is not pained at the absence of what is pleasant and at their abstinence from it. They neither enjoy the things that the self-indulgent character enjoys most – but rather dislike them – nor in general the things that they should not, nor do they feel pain or craving when they are absent, or do so only to a moderate degree, and not more than they should. The exercise of appetite increases its innate force, and if appetites are strong and violent they even expel the power of calculation. Hence they should be moderate and few.



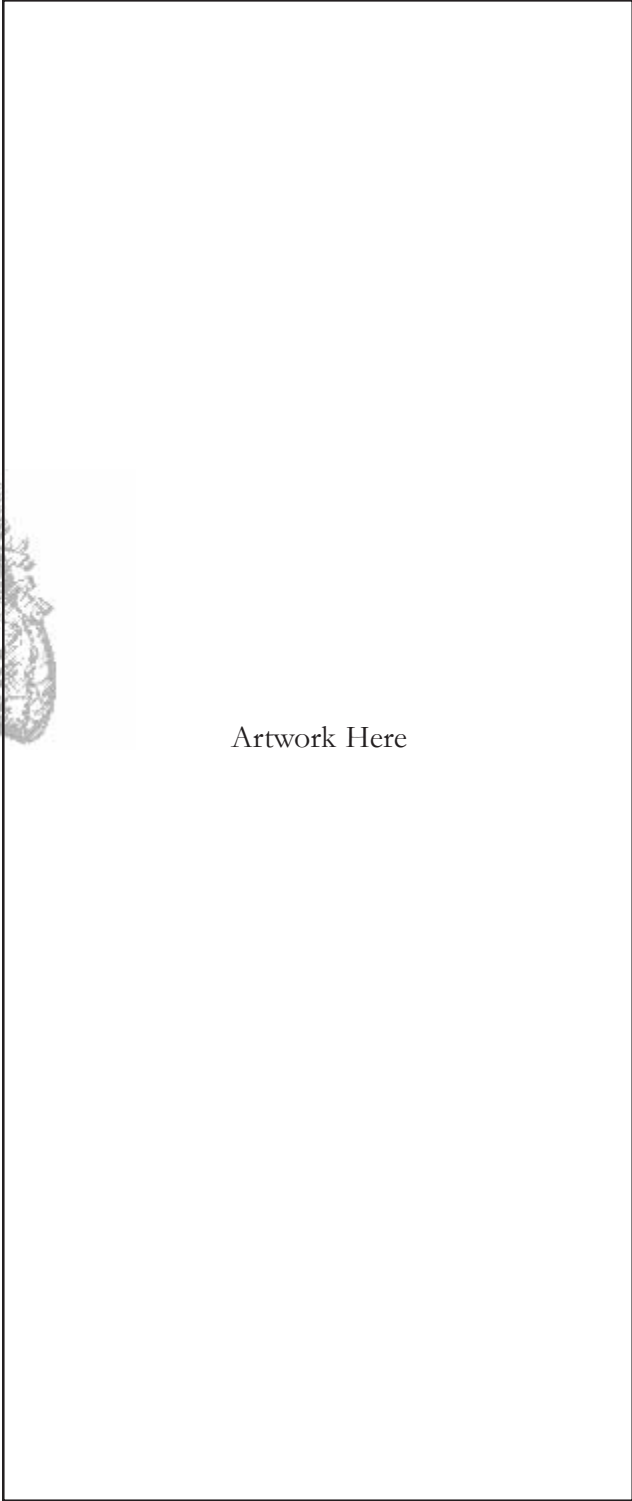
Liberality: The mean with regard to wealth; but with regard to the giving and taking of wealth, and especially in respect of giving. Now by ‘wealth’ we mean all the things whose value is measured by money. Riches, therefore, will be used best by the character who has this moral concerned with wealth; and this is the liberal character. It is more the mark of a liberal character to give to the right people than to take from the right sources and not to take from the wrong. And the liberal are almost the most loved of all moral characters, since they are useful; and this depends on their giving. The liberal character, like other moral characters, will give for the sake of the noble, and rightly; for they will give to the right people, the right amounts, and at the right time, with all the other qualifications that accompany right giving; and that too while experiencing pleasure or without experiencing pain. But no more will the liberal character take from the wrong sources; for such taking is not characteristic of the character who sets no store by wealth. Nor will they be a ready asker; for it is not characteristic of a character who confers benefits to accept them lightly. Nor will they neglect their own property, since they wish by means of this to help others. And they will refrain from giving to anybody and everybody, that they may have something to give to the right people at the right time. It is highly characteristic of the liberal character to go to excess in giving, so that they leave too little for themselves; for it is the nature of the liberal character not to look to themselves. There is nothing to prevent the character who gives less from being the more liberal character, if they have less to give. Further, those are thought to be more liberal who have not made their wealth but inherited it. The liberal character does not value wealth for its own sake but as a means to giving. Further, the liberal character is easy to deal with in money matters; for they can be got the better of, since they set no store by money, and are more annoyed if they have not spent something that they ought than pained if they have spent something that they ought not.

Magnificence: Like liberality, this also seems to be a moral concerned with wealth; but it does not, like liberality, extend to all the actions that are concerned with wealth, but only to those that involve expenditure; and in these it surpasses liberality in scale. For, as the name itself suggests, it is a fitting expenditure involving largeness of scale. The character who in small or middling things spends according to the merits of the case is not called magnificent (e.g. not the character who can say ‘many a gift I gave the wanderer’), but only the character who does so in great things. For the magnificent character is liberal, but the liberal character is not necessarily magnificent. The magnificent character is like an artist; for they can see what is fitting and spend large sums tastefully. And they will consider how the result can be made most beautiful and most becoming rather than for how much it can be produced and how it can be produced most cheaply. Magnificence is an attribute of expenditures of the kind which we call honorable, e.g. votive offerings, buildings, and sacrifices, and all those that are proper objects of public-spirited ambition, as when characters think they ought to entertain the city in a brilliant way. Hence a poor character cannot be magnificent, since they have not the means with which to spend large sums fittingly; and those who try are fools, since they spend beyond what can be expected of them and what is proper, but it is the right expenditure that is moral. Of private occasions of expenditure the most suitable are those that take place once and for all, e.g. a wedding or anything of the kind, or anything that interests the whole city or the people of position in it, and also the receiving of foreign guests and the sending of them on their way, and gifts and counter-gifts; for the magnificent character spends not on themselves but on public objects. A magnificent character will also furnish their house suitably to their wealth (for even a house is a sort of public ornament).

Proper Pride: Pride seems even from its name to be concerned with great things. Now the character is thought to be proud who thinks themselves worthy of great things, being worthy of them; for they who do so beyond their deserts are fools. The proud character, then, is an extreme in respect of the greatness of their claims, but a mean in respect to the rightness of them; for they claim what is in accordance with their merits. Now the proud character, since they deserve most, must be good in the highest degree; for the better character always deserves more, and the best character most. Therefore the truly proud character must be moral. If we consider point by point, we shall see the utter absurdity of a proud character who is immoral. Pride, then, seems to be a sort of crown of the morals; for it makes them greater, and it is not found without them. At honors that are great and conferred by moral characters, the proud character will be moderately pleased, thinking that they are coming by their own or even less than their own. Honor from casual characters and on trifling grounds they will utterly despise, since it is not this that they deserve, and dishonor too, since in their case it cannot be just. Not even toward honor (the greatest of the external goods) does the proud character bear themselves as if it were a very great thing. And for them to whom even honor is a little thing the others must be so too. Hence proud characters are thought to be disdainful. The goods of fortune also are thought to contribute toward pride. For characters who are wellborn are thought worthy of honor; and so are those who enjoy power or wealth; for they are in a superior position and everything that has a superiority in something good is held in greater honor. Disdainful and insolent, however, even those who have such goods become. Thinking themselves superior to others, they despise others and themselves do what they please. For the proud character despises justly (since they think truly), but the many, the masses, do so at random. The proud character does not run into trifling dangers, nor are they fond of danger, because they honor few things; but they will face great dangers, and when they are in danger they are unsparing of their life, knowing that there are conditions on which life is not worth having. And they are the sort of character to confer ben-

efits, but they are ashamed of receiving them; for the one is the mark of a superior, the other of an inferior. And they are apt to confer greater benefits in return; for thus the original benefactor besides being paid will incur a debt to him, and will be the gainer by the transaction. They seem also to remember any service they have done, but not those they have received (for one who receives a service is inferior to one who has done it, but the proud character wishes to be superior), and to hear of the former with pleasure, of the latter with displeasure. It is the mark of a proud character also to ask for nothing or scarcely anything, but to give help readily, and to be dignified toward characters who enjoy high position and good fortune, but unassuming toward those of the middle class; for it is a difficult and lofty thing to be superior to the former, but easy to be so to the latter, and a lofty bearing over the former is no mark of ill-breeding, but among humble characters it is as vulgar as a display of strength against the weak. The proud character will hold back except where great honor or a great work is at stake, and to be a person of few deeds, but of great and notable ones. They must also be open in their hate and in their love (for to conceal one's feelings, i.e. to care less for truth than for what people will think, is a coward's part), and must speak and act openly; for they are free of speech because they are contemptuous, and they are given to telling the truth, except when they speak in irony to the vulgar. They must be unable to make their life revolve around another, unless it is a friend. For this reason all flatterers are servile and characters lacking in self-respect are flatterers. Nor are they given to admiration; for nothing to them is great. Nor are they mindful of wrongs; for it is not the part of a proud character to have a long memory, especially for wrongs, but rather to overlook them. Nor are they a gossip; for they will speak neither about themselves nor about another, since they care not to be praised nor for others to be blamed; nor again are they given to praise; and for the same reason they are not an evil-speaker, even about their enemies, except from haughtiness. With regard to necessary or small matters they are least of all characters given to lamentation or the asking of favors. They are one who will possess beautiful and profitless things rather than profitable

and useful ones; for this is more proper to a character that suffices to itself. Further, a slow step is thought proper to the proud man, a deep voice, and a level utterance; for the man who takes few things seriously is not likely to be hurried, nor the man who thinks nothing great to be excited, while a shrill voice and a rapid gait are the results of hurry and excitement.



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Good Temper: The mean with respect to anger, this is the character who is angry at the right things and with the right people, and, further, as they ought, when they ought, and as long as they ought; they are praised. For the good-tempered character tends to be unperturbed and not to be led by passion, but to be angry in the manner, at the things, and for the length of time that the rule dictates; but they are thought to err rather in the direction of deficiency; for the good-tempered character is not revengeful, but rather tends to make allowances. It is not easy to judge what is appropriate to each instance; sometimes we praise those who exhibit the deficiency, and call them good-tempered, and sometimes we call angry characters manly.

Truthfulness: Of those who pursue truth and falsehood alike in words and deeds and in the claims they put forward, the character who observes the mean is one who calls a thing by its own name, being truthful both in life and in word, owing to what they have, and neither more nor less. For each character speaks and acts and lives in accordance with their disposition, if they are not acting for some ulterior object. And falsehood is in itself mean and culpable. The character who in the matters in which nothing is at stake is true both in word and in life because their disposition is such. For the character who loves truth, and is truthful where nothing is at stake, will still be more truthful where something is at stake; they will avoid falsehood as something base, seeing that they avoided it even for its own sake; and such a character is worthy of praise. They incline rather to understate the truth; for this seems better in taste because exaggerations are wearisome.

Ready-wittedness: The kind of characters one is speaking or listening to will also make a difference in life. Those who joke in a tasteful way are called ready-witted, which implies a sort of readiness to turn this way and that. To this middle state also belongs tact; it is the mark of a tactful character to say and listen to such things as befit a moral and well-bred character; for there are some things that it befits a character to say and to hear by way of jest, and the well-bred character's jesting differs from that of a vulgar character, and the joking of an educated character from that of an uneducated. The kind of jokes they will listen to will be the same; for the kind they can put up with are also the kind they seem to make. There are, then, jokes they will not make; for the jest is a sort of abuse, and there are things that lawgivers forbid us to abuse. The refined and well-bred character, therefore, will be as we have described, being as it were a law to themselves.

Friendliness: This moral, this middle state between (obsequiousness and flattery) and (quarrelsomeness, surliness, and contentiousness), has been known as laudable – a character who will put up with, and will resent, the right things and in the right way; but no name has been assigned to it, though it most resembles friendship. For the character who corresponds to this middle state is very much what, with affection added, we call a good friend. But the state in question differs from friendship in that it implies no passion or affection for one's associates. For they will behave so alike toward those they know and those they do not know, toward intimates and those who are not so, except that in each of these cases they will behave as is befitting. For, wherever it is not honorable, or is harmful, for them to contribute pleasure, they will refuse, and will choose rather to give pain. For the sake of a great future pleasure, too, they will inflict small pains.

IDEM VELLE ATQUE IDEM NOLLE,
EA DEMUM FIRMA AMICITIA EST.

Desiring the same things and disliking the same things,
that is what true friendship is.

Modesty: Shame is defined as a kind of fear of dishonor and produces an effect similar to that produced by fear of danger; for characters who feel disgraced blush, and those who fear death turn pale. Both, therefore, seem to be in a sense bodily conditions, which is thought to be characteristic of feeling rather than of disposition. The feeling is not becoming to every age, but only to youth. For we think young characters should be prone to the feeling of shame because they live by feeling and therefore commit many errors, but are restrained by shame; and we praise young characters who are prone to this feeling, but an older character no one would praise for being prone to the sense of disgrace, since we think they should not do anything that need cause this sense.

Righteous Indignation: The mean between spite and envy, righteous indignation is an emotion characteristic of a moral character. It is being distressed at the evidence of unworthy success. And generally, those who think themselves deserving of things that do not believe others deserve are prone to indignation. Thus, the servile, the worthless, and the unambitious are not given to indignation, for there is nothing of which they regard themselves as worthy.

Unnamed Balance of Ambitiousness: This moral is related to pride by way of honor as liberality is to magnificence, i.e. the balanced character here is not on a grand scale, but with middling and unimportant things.



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Dimensions of Immorality (deficiency): (GE = greater evil)

Fear (courage) (GE): One who exceeds in fearlessness would be a sort of madman or insensible character if they feared nothing. The character who exceeds in fear is a coward. They also lack in confidence; the coward, then, is a despairing sort of character; for they fear everything. To die to escape from poverty or love or anything painful is not the mark of a courageous character, but rather of a coward.

Insensibility (temperance): Characters who fall short with regard to pleasures and delight in them less than they should are hardly found; for such insensibility is not human. If there is anyone who finds nothing pleasant and nothing more attractive than anything else, they must be something quite different from a human.

Meanness (liberality) (GE): Those who care more than they ought for wealth have meanness. One who is not liberal and gives and experiences pain from that act of giving; for they would prefer the wealth to the noble act. Meanness falls short in giving and exceeds in taking, except in small things. But meanness is both incurable (for old age and every disability is thought to make mean characters) and more innate in characters than prodigality; for most characters are fonder of getting money than of giving. It also extends widely and is multi-form, since there seem to be many kinds of meanness. It is not found complete in all characters but is sometimes divided; some people go to excess in taking, others fall short in giving. Those who are called by such names as ‘miserly’, ‘close’, ‘stingy’, all fall short in giving, but do not covet the possessions of others nor wish to get them. Others again exceed in respect of taking by taking anything and from any source (those who ply sordid trades, pimps and all such characters, and those who lend small sums and at high rates). For all of these take more than they ought and from wrong sources. What is common to them is evidently sordid love of gain. (Despots when they sack cities and spoil temples, we do not call them mean but rather wicked, impious, and unjust.) But the gamester and the bandit belong to the class of the mean.

Niggardliness (magnificence) (GE): The niggardly character, regarding great expenditures, is less concerned with beauty, but more concerned with how much it can be produced for and how it can be produced most cheaply. The niggardly character falls short in everything in magnificence, and after spending the greatest sums of money will spoil the beauty of the result for a trifle, and whatever they are doing they will hesitate and consider how they may spend least, and lament even that, and think they are doing everything on a bigger scale than they ought.

Undue Humility (proper pride or honor) (GE): The character who thinks themselves worthy of less than they are really worthy are unduly humble. The unduly humble character falls short both in comparison with their own merits and in comparison with the proud character’s claims. For the unduly humble character, being worthy of good things, robs themselves of what they deserve, and seems to have something bad about them from the fact that they do not think themselves worthy of good things, and seems also not to know themselves. Yet such characters are not thought to be fools, but rather unduly retiring. Such a reputation, however, seems actually to make them worse; for each class of people aims at what corresponds to its worth, and these people stand back even from noble actions and undertakings, deeming themselves unworthy, and from external goods no less. Undue humility is more opposed to pride than is vanity; for it is both commoner and worse.

Inirascibility (anger): Those who are not angry at the things they should be angry at are thought to be fools, for such a character is thought not to feel things nor to be pained by them, and, since they do not get angry, they are thought unlikely to defend themselves; and to endure being insulted and put up with insult to one’s friends is slavish.

Mock Modesty (truthfulness in social intercourse): Of those who pursue truth or falsehood alike in words and deeds and in the claims they put forward, the mock modest character disclaims what they have or belittle it. Those who understate things seem more attractive (compared to boasters); for they are thought to speak not for gain but to avoid parade; and here too it is qualities which bring reputation that they disclaim. Characters who disclaim trifling and obvious qualities are called humbugs and are more contemptible and sometimes this seems to be boastfulness.

Boorishness (pleasantness in the giving of amusement in social intercourse): Characters who can neither make a joke themselves nor put up with those who do are thought to be boorish and unpolished. The boor is useless for such social intercourse; for they contribute nothing and find fault with everything. Relaxation and amusement are thought to be a necessary element in life.

Quarrelsomeness and Surliness (pleasantness exhibited in life in general in social intercourse): In social life and the interchange of words and deeds, a character who opposes everything and cares not a whit about giving pain is called churlish and contentious.

Shamelessness (shame) (GE): Stemming from not admiring or despising others, shamelessness is a lack of feeling a sort of pain and agitation concerning the class of immoralities, whether past, present, or future. For example, it may be characterized as providing services of the body or engaging in shameful actions, of which physically violating others is one.

Spite (righteous indignation): The spiteful character is an impediment to another's wishes, not to get anything themselves but so that the other does not. Since, then, there is no gain for themselves, they belittle the other.

Unambitiousness (unnamed balance): We blame the unambitious character as not willing to be honored even for noble reasons.



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Dimensions of Evil (excess):

Confidence (courage): The character who exceeds in confidence about what is terrible is rash. The rash character, however, is also thought to be boastful and only a pretender to courage; at all events as the courageous character is with regard to what is terrible, so the rash character wishes to appear; and so they imitate them in situations where they can. Rash characters are precipitate, and wish for dangers beforehand but draw back when they are in them (while brave characters are keen in the moment of action, but quiet beforehand.) Sanguine characters, for example, are confident in danger only because they have conquered often and against many foes, thinking they are strongest and can suffer nothing. Yet they closely resemble courageous characters, because both are confident. (Drunken characters also behave in this way; they become sanguine.)

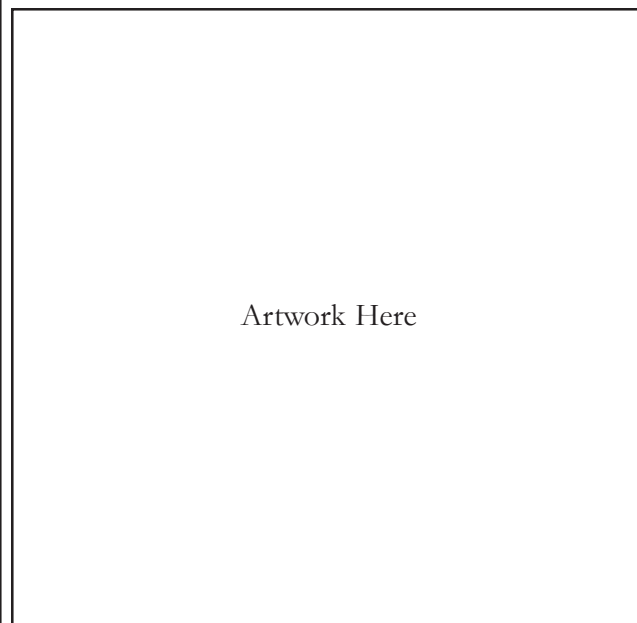
Self-Indulgence (temperance) (GE): To exceed in pleasures of taste and touch, to delight in such things, then, and to love them above all others, is brutish, as these are the pleasures of the other animals. In the natural appetites few go wrong, and usually in one direction, that of excess; for to eat or drink whatever offers itself until one is surfeited is to exceed the natural amount, since natural appetite is the replenishment of one's deficiency. The self-indulgent character is pained more than they ought at not getting pleasant things (even their pain being caused by pleasure). The self-indulgent character, then, craves for all pleasant things or those that are most pleasant, and is led by their appetite to choose these at the cost of everything else; hence they are pained both when they fail to get them and when they are merely craving for them (for appetite involves pain). The name self-indulgence is applied to childish faults; children in fact live at the beck and call of appetite, and it is in them that the desire for what is pleasant is strongest.

Prodigality (liberality): We call those characters prodigals who are incontinent and spend money on self-indulgence. Hence they are thought the poorest of characters; for they combine more immoralities than one. A 'prodigal' means a character who has a single immoral quality, that of wasting their substance; since a prodigal is one who is ruined by their own fault, and the wasting of substance is thought to be a sort of ruining of oneself, life being held to depend on possession of substance. Now prodigality exceeds in giving and not taking, and falls short in taking. A prodigal is thought not to have a bad disposition; it is not the mark of a wicked or ignoble man to go to excess in giving and not taking, but only of a foolish one. But most prodigal characters also take from the wrong sources, and are in this respect mean. They become apt to take because they wish to spend and cannot do this easily; for their possessions soon run short.

Tastelessness and Vulgarity (magnificence): To not go to excess in the amount spent on right objects, but by showy expenditure in the wrong circumstances and the wrong manner is tastelessness. The character who goes to excess and is vulgar exceeds in spending beyond what is right. For on small objects of expenditure they spend much and display a tasteless showiness; e.g. they give a club dinner on the scale of a wedding banquet. And all such things they will do not for honor's sake but to show off their wealth, and because they think they are admired for these things, and where they ought to spend much they spend little and where little, much.

Empty Vanity (proper pride or honor): One who thinks themselves worthy of great things, being unworthy of them, is vain; though not every one who thinks themselves worthy of more than they really are worthy is vain. The vain character goes to excess in comparison with their own merits, but does not exceed the proud character's claims. Vain characters are fools and ignorant of themselves; for, not being worthy of them, they attempt honorable undertakings, and then are discovered; and they adorn themselves with clothing and outward show and such things, and wish their strokes of good fortune to be made public, and speak about them as if they would be honored for them.

Irascibility (anger) (GE): This excess can be manifested in numerous points, for one can be angry with the wrong characters, at the wrong things, more than is right, too quickly, or too long, yet all are not found in the same character. Now hot-tempered character get angry quickly and with the wrong characters and at the wrong things and more than is right, but their anger ceases quickly – which is the best point about them. This happens to them because they do not restrain their anger but retaliate openly owing to their quickness of temper, and then their anger ceases. By reason of excess, choleric characters are quick-tempered and ready to be angry with everything and on every occasion; whence their name. Sulky characters are hard to appease, and retain their anger long; for they repress their passion. But it ceases when they retaliate; for revenge relieves them of their anger, producing in them pleasure instead of pain. If this does not happen they retain their burden; for owing to its not being obvious no one even reasons with them, and to digest one's anger in oneself takes time. Such characters are most troublesome to themselves and to their dearest friends. We call bad-tempered those who are angry at the wrong things, more than is right, and longer, and cannot be appeased until they inflict vengeance or punishment. The excess is more opposed to good-temper than the deficiency, for not only is it commoner (since revenge is the more human), but bad-tempered characters are worse to live with.



Boastfulness (truthfulness in social intercourse) (GE): Of those who pursue truth or falsehood alike in words and deeds and in the claims they put forward, the boastful character, then, is thought to be apt to claim the things that bring glory, when they have not got them, or to claim more of them than they have. One who claims more than one has with no ulterior object is a contemptible sort of fellow (otherwise they would not have delighted in falsehood), but seems futile rather than bad; but if one does it for an object, one who does it for the sake of reputation or honor is (for a boaster) not very much blamed, but one who does it for money, or the things that lead to money, is an uglier character (it is not the capacity that makes the boaster, but the purpose); as one character is a liar because they enjoy the lie itself, and another because they desire reputation or gain. Now those who boast for the sake of reputation claim such qualities that win praise or congratulation, but those whose goal is gain claim qualities that are of value to one's neighbours and one's lack of which is not easily detected, e.g. the powers of a seer, a sage, or a physician. For this reason, it is such things as these that most characters claim and boast about; for in them the above-mentioned qualities are found. It is the boaster that seems to be opposed to the truthful character; for the boaster is worse.

Buffoonery (pleasantness in the giving of amusement in social intercourse) (GE): Those who carry humor to excess are thought to be vulgar buffoons, striving after humor at all costs, and aiming rather at raising a laugh than at saying what is becoming and at avoiding pain to the object of their fun. The ridiculous side of things is not far to seek, however, and most characters delight more than they should in amusement and in jesting, and so even buffoons are called ready-witted because they are found attractive; but that they differ from the ready-witted character, and to no small extent, is clear. The buffoon is a slave of their sense of humor, and spares neither themselves nor others if they can raise a laugh, and say things none of which a character of refinement would say and to some of which they would not even listen.

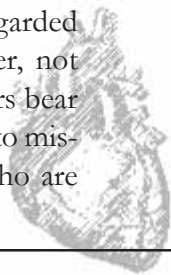
Obsequiousness and Flattery (pleasantness exhibited in life in general in social intercourse):

Those who are obsequious, as defined here, are those who in social life and the interchange of words and deeds are those who give pleasure, praising everything without opposition, but think it their duty 'to give no pain to the characters they meet.' Of those who contribute pleasure, the character who aims at being pleasant with no ulterior motive is obsequious, but the character who does so in order that they may get some advantage in the direction of money or the things that money buys is a flatterer.

Bashfulness (shame): Shame is the imagination about a loss of reputation from those they admire or do not despise. Characters feel more shame at things done before these character's eyes and in the open; hence, too, the proverb "Shame is in the eyes," meaning both that shame may be observed in the eyes of the guilty as well as the eyes of those who have been disappointed. Characters who have been physically violated or raped are regarded as shamed and exhibit bashfulness. Further, not standing up under labors that older characters bear is an example. Also, those who have fallen into misfortune do not want to be seen by those who are their rivals.

Envy (righteous indignation): The excess of righteous indignation, the small-souled are envious; for all things seem great to them. Envy is defined as a certain kind of distress at apparent success on the part of one's peers in attaining the good things that have been mentioned, not that a character may get anything for themselves but because of those who have it. Characters envy whoever has acquired whatever naturally belongs to themselves or what they once had. This is why the older envy the younger. Those who have spent much money envy those who have spent little for the same object. And those who got something with difficulty or did not get it at all envy those who got it quickly.

Ambitiousness (unnamed balance): We blame the ambitious character both as aiming at honor more than is right and from wrong sources, who loves honor more than most characters.



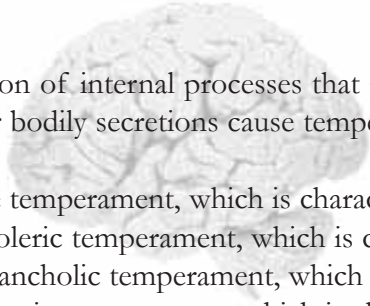
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Chapter 5: Mind

Concerning the physical mind, this chapter is comprised of temperament and mental illness. Since ancient times, sentient creatures have classified themselves and others according to perceptions of mental health.

Temperament

Temperament is a combination of internal processes that are determined at birth and affect the moods and lives of characters. Four bodily secretions cause temperament:



- **Blood** causes the sanguine temperament, which is characterized as warm and pleasant.
- **Yellow Bile** causes the choleric temperament, which is characterized as hot-tempered.
- **Black Bile** causes the melancholic temperament, which is characterized as sad and depressed.
- **Phlegm** causes the phlegmatic temperament, which is characterized as apathetic.

A well-balanced ratio of the four secretions in the human body is believed to be related to sanity and health. The secretions and their predominant temperaments are related to the elements, seasons, the four winds, and much more. Below is a table that corresponds the four bodily secretions with the appropriate temperament and other associations:

Table 5-1

Temperament:	Sanguine	Choleric	Melancholic	Phlegmatic
Secretion	Blood	Yellow Bile	Black Bile	Phlegm
Element	Air	Fire	Earth	Water
State	Liquid	Gaseous	Dense	Solid
Quality	Hot-Moist	Hot-Dry	Cold-Dry	Cold-Moist
Age	Childhood	Youth	Maturity	Old Age
Season	Spring	Summer	Autumn	Winter
Wind	South	East	North	West
Part of Body	Head, Neck, Shoulder	Upper Body	Lower Body	Thigh, Knee, Foot

No character may be defined with only one temperament. Generally, characters have a dominant and a secondary temperament, while the other two remain recessive. Every character has a unique combination of the four temperaments. Theorists believe that perfection is a state in which no temperament predominates, but instead when all are proportionate within a character.

Determining Temperament

To determine the temperament of a character, roll percentile dice for each of the four temperaments and note the results on your character sheet. The higher the roll, the more of that particular temperament is innate in the character. Ideally, a healthy and mentally balanced character has rolls of 50 or 51 in each of the temperaments. Observe the dominant and secondary temperaments, ignore the other two, and read the generalizations below about the temperament of the character.

Alternate Method

A test exists to determine temperament. If the MM concurs, a player may use the results from the Temperament Test for their character.

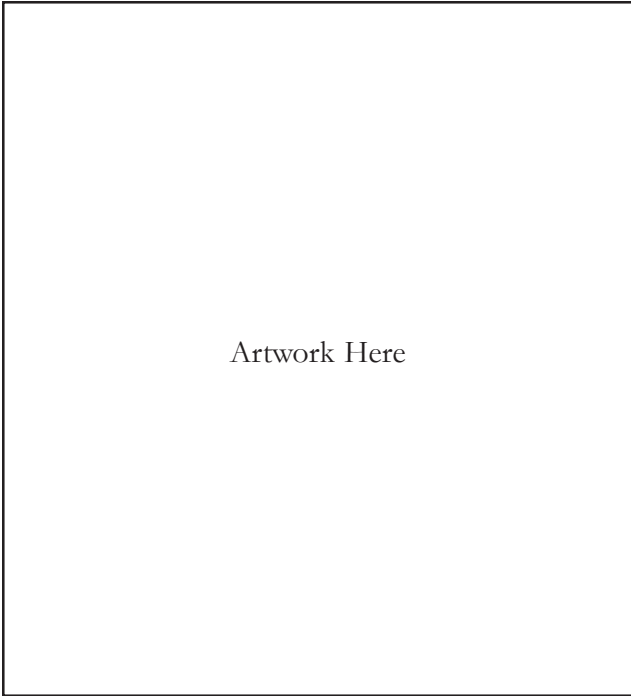
Sanguine

This temperament is associated with extroverts, talkative characters, and optimists. These characters have appealing personalities and are the life of any party. They have good senses of humor and are usually gifted at Storytelling (see *Chap. 8: Skills*). Sanguine characters are enthusiastic, expressive, and emotional. Wide-eyed, innocent, and curious, these characters live in the present and are always sincere at heart. Sanguine characters manage to find the humor in disasters, are always cheery, and are well-liked by others. Creative and colorful, these characters look great on the surface and have energy and enthusiasm in all that they do. Thriving on compliments, sanguine characters make friends easily and love others. These characters seek to prevent dull moments by providing excitement, and they never hold grudges. Sanguine characters are compulsive talkers with loud voices. Remembering names is difficult for these characters, and they are prone to complaining. It is possible these characters appear too happy to others and, seeming fake, scare them away. Driven by their inner child, sanguine characters are naïve and get angry easily. Sanguine characters are disorganized and would rather talk than act. Further, they often forget obligations, have fading confidence, and are undisciplined. Many decisions are based upon feelings. Hating to be alone and needing attention, these characters seek center stage by dominating conversations and energetically interrupting others. These characters often make excuses and have a tendency to repeat stories. It is assumed that the sanguine temperament is caused by blood.

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Choleric

This temperament is associated with extroverts, doers, and optimists. A born leader, choleric characters are active and have a compulsive need for change. Driven to correct wrongs, they are not easily discouraged and may be unemotional. These characters exude confidence and are strong-willed and decisive. This temperament causes characters to be well organized and task-oriented. Insisting on the productivity of others, these characters seek practical solutions to problems and move quickly to action. Thriving on opposition, these characters have little need for friends or groups and excel during emergencies. Unfortunately, choleric characters may be bossy, impatient, quick-tempered, unable to relax, and refuse to give up even when clearly losing. These characters are too intense, come on too strong, and are inflexible and uncomplimentary. Choleric characters dislike tears and emotions, and are generally unsympathetic. These characters give answers too quickly, dominate more than is good, and are often too busy for their families. Also, choleric characters are impatient with poor performance and have little tolerance for mistakes. These characters are often rude, tactless, and manipulate others. Though these characters may often be right, which they always insist upon, this also makes them unpopular with others. It is assumed that the choleric temperament is caused by yellow bile.



Melancholic

This temperament is associated with the introvert, thinker, and pessimist. Melancholic characters tend to be deep, thoughtful, and analytical. They are serious, purposeful, and prone to genius. Often, they are talented and creative, with an artistic or musical inclination. Melancholic characters may be philosophical, poetic, and appreciate beauty. Sensitive to others, they may be self-sacrificing, conscientious, or idealistic. This temperament causes characters to set high standards and want everything done right. Their homes are in good order, and otherwise they are persistent, thorough, orderly, organized, and always neat and tidy. This powerful drive is often characterized negatively by others, but melancholic characters often solve problems and surprise others with creativity. Melancholic characters need to finish what they start. Socially, this temperament causes characters to make friends cautiously and stay in the background to avoid attention. These characters are faithful, devoted, and listen well to complaints. Unfortunately, they can be moody and depressed, often remembering or emphasizing the negative. Further, they are self-centered, often in another world, and may have a low opinion of themselves. Melancholic characters are not people-oriented, and prefer to deal with things rather than people. Also, these characters prefer analysis to work. Having a deep need for approval, these characters are hard to please and often set standards too high. Often withdrawn and remote, melancholic characters are critical of others and withhold affection. In characters, this temperament can cause them to be antagonistic and vengeful because they are suspicious of others and dislike those in opposition. This temperament causes characters to be unforgiving and skeptical of compliments. It is assumed that the melancholic temperament is caused by black bile.

Phlegmatic

This temperament is associated with the introvert, the watcher, and the pessimist. Having a low-key personality, phlegmatic characters are relaxed, calm, cool, and easy going. Their lives are well-balanced and consistent. They are quiet but witty, sympathetic, and kind. A good parent, phlegmatic characters are able to take the bad with the good, keep their emotions hidden, and are never in a hurry. Phlegmatic characters are competent, steady, agreeable, and are good under pressure, though they often seek the easiest way to get things done. These

characters are easy to get along with, pleasant, and inoffensive. However, since they are unenthusiastic, they may be feared or others may worry about them, especially since they are indecisive and avoid responsibility. This temperament causes characters to be too shy, compromising, and self-righteous. These characters are lax on discipline, lack motivation, and are not goal-oriented. They can be lazy, careless, and discouraging to others. These characters would rather watch than become involved. While they watch, however, they are judgmental, sarcastic, and resistant to change. It is assumed that the phlegmatic temperament is caused by phlegm.



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Table 5-2

Temperament Strengths			
Sanguine	Choleric	Melancholic	Phlegmatic
Appealing personality	Born leader	Thoughtful	Low-key
Talkative	Dynamic and active	Analytical	Easy-going
Good sense of humor	Compulsive need to change	Serious and purposeful	Relaxed
Enthusiastic	Must correct wrongs	Genius prone	Cool, calm and collected
Cheerful	Strong-willed	Talented and creative	Patient
Curious	Decisive	Artistic or musical	Quiet, but witty
Sincere	Unemotional	Philosophical/Poetic	Sympathetic
Turns disaster into humor	Not easily discouraged	Appreciates beauty	Keeps emotions hidden
Volunteers for jobs	Independent	Sensitive to others	All purpose person
Creative and colorful	Self-sufficient	Self-sacrificing	Makes good parent
Inspires others easily	Confident	Conscientious	Is not in a hurry
Makes friends easily	Can run anything	Idealistic	Can take good with bad
Loves people	Goal oriented	Perfectionist	Doesn't get upset
Thrives on compliments	Sees the whole picture	Schedule oriented	Competent and steady
Envied by others	Organizes well	Detail conscious	Peaceful and agreeable
Doesn't hold grudges	Seeks practical solutions	Persistent	Administrative ability
Apologizes quickly	Moves quickly to action	Orderly and Organized	Mediates problems
Spontaneous	Delegates work	Neat and tidy	Avoids conflicts
	Insists on production	Economical	Good under pressure
	Stimulates activity	Sees the problems	Finds the easy way
	Thrives on opposition	Finds creative solutions	Good listener
	Has little need for friends	Makes friends cautiously	Has many friends
	Will work for group activity	Avoids causing attention	Inoffensive
	Will lead and organize	Faithful and devoted	Dry sense of humor
	Is usually right	Compassionate	Has compassion & concern
	Excels in emergencies	Seeks ideal mate	

Table 5-3

Temperament Weaknesses			
Sanguine	Choleric	Melancholic	Phlegmatic
Compulsive talker	Bossy	Moody/Depressed	Unenthusiastic
Exaggerates	Impatient	Enjoys being hurt	Fearful
Elaborates	Quick tempered	False humility	Worried
Dwells on trivia	Can't relax	Off in another world	Indecisive
Can't remember names	Too impetuous	Remembers negatives	Avoids responsibilities
Scares others off	Enjoys controversy	Low self-image	Quiet will of iron
Too happy for some	Argumentative	Selective hearing	Selfish
Has restless energy	Won't give up if losing	Self-centered	Too shy
Egotistical	Comes on too strong	Too introspective	Too compromising
Complains	Inflexible	Guilt feelings	Self Righteous
Naïve	Is not complimentary	Persecution complex	Not goal oriented
Has loud voice and laugh	Dislikes tears/emotions	Tends to hypochondria	Lacks Self Motivation
Controlled by circumstances	Little tolerance for mistakes	Not people oriented	Hard to get moving
Angers easily	Unsympathetic	Bothered by imperfection	Resents being pushed
Seems phony to some	Doesn't analyze details	Chooses difficult work	Lazy and careless
Never grows up	Bored by trivia	Hesitant to start projects	Discourages others
Forgets obligations	May be rude	Plans too much	Would rather watch
Doesn't follow through	May make rash decisions	Prefers analysis to work	Dampens enthusiasm
Looses confidence	Manipulates others	Hard to please	Stays uninvolved
Undisciplined	Demanding of others	Standards too high	Indifferent to plans
Priorities out of order	Workaholic	Deep need for approval	Judges others
Decides by feelings	Demand loyalty	Lives through others	Sarcastic and teasing
Easily distracted	Tends to use people	Insecure socially	Resists change
Hates to be alone	Dominates others	Withdrawn/remote	
Needs to be center stage	Can do everything better	Critical of others	
Wants to be popular	Knows everything	Holds back affection	
Looks for credit	Too independent	Dislikes those in opposition	
Dominates conversations	Decides for others	Suspicious of people	
Interrupts	Possessive	Antagonistic	
Doesn't listen	Can't say 'I'm Sorry'	Vengeful	
Fickle and forgetful	May be right, but unpopular	Unforgiving	
Makes excuses		Full of Contradictions	
Repeats stories		Skeptical of compliments	

How to Interpret Multiple Temperaments

Interpretation of the various degrees of the four temperaments in each character is often a form of art. Scholars are working frantically to unify competing theories. Currently, most temperament theorists disregard the two recessive temperaments of a character, no matter how close they may be to the dominant and secondary temperaments.

For instance, a character named Vellicatus may have rolls of 52 for Sanguine, 73 for Choleric, 83 for Melancholic, and 44 for Phlegmatic. Clearly, the dominant temperament of Vellicatus is Melancholic and his secondary temperament is Choleric. Despite the numeric proximity of his Sanguine temperament, both his Sanguine and Phlegmatic temperaments are considered recessive or as hardly contributing to his overall temperament.

Much debate remains, however, concerning the strength of each temperament and its relation to the other temperaments. Many scholars note that the difference between the dominant and secondary temperaments of a character is an important consideration. Most claim that the degree that each temperament deviates from the norm is the most significant factor. For this reason, the player must consult with the MM about their character's temperament so that a sensical understanding can be reached.

Twelve combinations of temperaments result when considering the dominant and secondary temperaments of a character. Below are the twelve combinations of temperament, listed with the dominant temperament first, followed by the secondary temperament:

Sanguine-Choleric

Clearly, this type of character is an extrovert who is predominantly positive and in a good or happy mood, though they are also known at times to be exacting and unemotional, driven, intense, and manipulative. The easiest thing to notice about sanguine-choleric characters is that usually they are driven by emotion, yet sometimes are completely unemotional. It is this conflict between emotion and lack of emotion that is striking.

Sanguine-Melancholic

Since sanguine and melancholic temperaments are opposites, this character feels an inordinate amount of tension in life, usually happy and excited, but occasionally has bouts with depression and pessimism, withdrawing into themselves. These characters are moody, but since they are predominantly sanguine, their moodiness is more public than private, and is observed by others more than any other combination of temperaments.

Sanguine-Phlegmatic

On the outside, this character is happy, emotional, expressive, and a joy to others. However, these characters are very selective of which emotions they show, and behind closed doors they are characterized as unenthusiastic. It is this contrast that causes others to consider their happiness to be fake.

Choleric-Sanguine

Oftentimes, this combination of temperaments results in a leader or figure of authority who is liked and respected. While they are predominantly driven to get the job done well and without mistakes, they seem to be very objective and unemotional. Occasionally, emotions shine through and their momentary happiness assures those around them of their competency as a leader who will be effective, but personable.

Choleric-Melancholic

These characters are likely to become leaders who relentlessly drive others. They view people as tools to get the job done, and more than any other type of character, demand that the tasks of their followers be performed flawlessly. Some people respect this type of individual or leader because they and their followers are productive, though they may personally dislike them as this character's low opinion of others becomes evident. With most people, reactions are more extreme, usually a combination of admiration and hate. Choleric-melancholic characters are extremely competitive, forceful, and often successful.

Choleric-Phlegmatic

This combination of temperaments produces characters who are likely to succeed and become leaders or authority figures who care about the finished product, but prefer instead to delegate the responsibility of the task to others of importance around them. Since this leader rarely makes themselves visible or known, some people consider this type of character to be a disinterested leader. They are driving, but unenthusiastic, and often harbor resentment and bitterness.

Melancholic-Sanguine

This type of character withdraws from everyone and is exacting, but often is very happy, expressive, or emotional when alone or about their work. While alone, the creative side of these characters often emerges, such as with art or music. These characters are capable, but rarely venturesome, so they usually work well for others.

Melancholic-Choleric

In most situations, this character is an introvert, though some situations elicit strong responses, which are usually either negative, critical, driving, or manipulative. Ironically, it is during these responses or outbursts when the melancholic-choleric character is happiest. These characters usually prepare twice as well as their opponents, so they rarely lose in contests. This combination of temperaments produces characters who are extremely difficult to please,

rarely satisfying even themselves, which can make them intolerable to live with. Some of these characters become manic-depressive or sadistic. Melancholic-choleric characters become angry often. Regarding their families, they emote disapproval and are driven to castigate them for failures and correct their mistakes, though this condemnation and criticism usually accomplishes the opposite effect.

Melancholic-Phlegmatic

These characters are perhaps the most withdrawn of all, often preferring or wishing for a solitary existence. However, when alone as desired, they are unenthusiastic about almost everything.

Phlegmatic-Sanguine

This blend of temperaments results in a non-abrasive character who is the easiest to get along with. They are unenthusiastic, calm, relaxed, yet when inspired they become emotional, expressive, and happy. However, they are highly disorganized.

Phlegmatic-Choleric

These characters are unenthusiastic and avoid responsibility, yet are prone to be irritable, commanding, and leader-like. This type of character does not explode with anger, but just refuses to cooperate. When characters with this temperament become angry, they often restrain their anger, becoming utterly silent, yet clearly upset.

Phlegmatic-Melancholic

This combination of temperaments causes characters to speak rarely and often makes them gentle. It is common for others to take advantage of phlegmatic-melancholic characters. These characters are rarely angry or hostile, and are often gracious.

Mental Illness

Mental illnesses are disorders characterized by disturbances of a character's thoughts, emotions, or behavior. Various mental illnesses not only exist, but are widespread. Most are unrecognized in the terminology that follows and are simply considered madness, the result of sorcery or witchcraft, evil spirits, demons, or devils. The mentally ill usually become objects of religious inquisition and barbaric treatment. It is for this reason that witch-hunts are popular. Conversely, some believe that instead of having its roots in evil or magic, mental illness is the physical result of imbalances in blood, just like temperament: black bile, yellow bile, phlegm, a poor diet, and grief. This information is amassed so that MM's may apply it as necessary. Since characters may acquire or encounter these illnesses, they are compiled and listed below, followed by a table to facilitate the random selection of a mental illness:

Abasiophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction to lame or crippled partners. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character afflicted with abasiophilia sees a lame or cripple, they must pass a Drive check at TH 80 or engage in socially unacceptable sexual behavior.

Acrotomophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction to the amputated stump of a partner; the stump itself is arousing. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character afflicted with acrotomophilia sees an amputated stump on another, they must pass a Drive check at TH 80 or engage in socially unacceptable sexual behavior.

Anorexia Nervosa

This mental illness affects one percent of young women. Nearly one in five die of starvation. This condition is the intense fear of gaining weight or becoming obese.

If afflicted with anorexia nervosa, roll percentile dice. Results from 01-20 indicate the character is doomed to die of starvation in 1d100 weeks. Afflicted characters experience an increase of 2d20 to Melancholic Temperament.

Antisocial Personality Disorder

Characters with this disorder act in a way that disregard the feelings and rights of other characters. Antisocial personalities often break the law, and they may use or exploit other characters for their own gain. They may lie repeatedly, act impulsively, and get into physical fights. They may mistreat their spouses, neglect or abuse their children, and exploit their employees. They may even kill other characters. Characters with this disorder are also sometimes called sociopaths or psychopaths. Antisocial personalities usually fail to understand that their behavior is dysfunctional because their ability to feel guilty, remorseful, and anxious is impaired. Guilt, remorse, shame, and anxiety are unpleasant feelings, but they are also necessary for social functioning and even physical survival. Antisocial personality disorder affects 3 percent of males and 1 percent of females.

Afflicted characters experience an increase of 3d20 to Choleric and 2d20 to Melancholic Temperament.

Autoabasiophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction to oneself being lame or crippled. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with autoabasiophilia, they must pass a Drive check at TH 30 or attempt to amputate a limb and experience sexual excitement.

Avoidant Personality Disorder

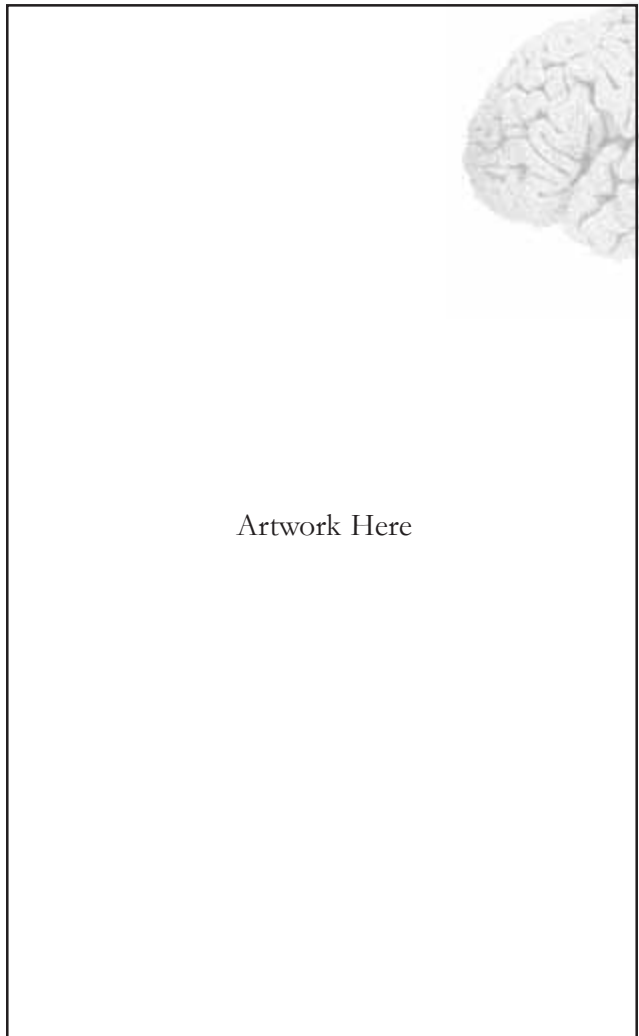
Avoidant personality disorder is characterized by social withdrawal due to intense, anxious shyness. Characters with avoidant personalities are reluctant to interact with others unless they feel certain of being liked. They fear being criticized and rejected. Often they view themselves as socially inept and inferior to others.

Afflicted characters lose 2d20 points in Sanguine Temperament.

Bipolar Disorder (Manic-Depressive)

Characters who suffer from bipolar disorder switch back and forth between depression and mania. Each morning, a die is rolled to determine whether depression or mania will be the dominant mood for the day. During stressful circumstances, this must be determined every hour.

Afflicted characters experience an increase of 2d20 to Choleric and Melancholic Temperaments.



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Borderline Personality Disorder

Characters with borderline personality disorder experience intense emotional instability, particularly in relationships with others. They may make frantic efforts to avoid real or imagined abandonment by others. They may experience minor problems as major crises. They may also express their anger, frustration, and dismay through suicidal gestures, self-mutilation, and other self-destructive acts. They tend to have an unstable self-image or sense of self. As children, most characters with this disorder were emotionally unstable, impulsive, and often bitter or angry, although their chaotic impulsiveness and intense emotions may have made them popular at school. At first they may impress characters as stimulating and exciting, but their relationships tend to be unstable and explosive. About 2 percent of all characters have borderline personality disorder. About 75 percent of characters with this disorder are female.

Characters afflicted with borderline personality disorder experience an increase of 2d20 in Melancholic Temperament. Further, afflicted characters must roll under their Sanguine score on a daily basis or engage in (1-30%) an act of self-mutilation or (31-100%) a self-destructive act. The socially unacceptable episode will occur while experiencing frustration. The character will not know it is going to happen until they are unable to stop themselves.

Callomania

Over a period of (5 + 1d100) months, the character experiences an irrationally inflated self-impression regarding the sub-ability of Bodily Attractiveness and the ability of Charisma. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with callomania, they must behave accordingly.

Choreomania

Over a period of (5 + 1d100) months, the character experiences a recurrent and intense obsession to dance (see *Chap. 8: Skills*). This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with choreomania and it is possible to dance at the moment, a Drive check at TH 50 must be passed or the character begins to dance and will dance until exhausted or sufficiently interrupted. While dancing, the character will not pay attention to their surroundings.

Coprophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction with defecation, either giving or receiving. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 97. Whenever a character is afflicted with coprophilia and they are involved in a sexual activity or they are near defecation, they must pass a Drive check at TH 80 or engage in socially unacceptable sexual behavior regarding defecation.

Dementia

This mental illness is characterized by impaired memory and difficulties in such functions as speaking, abstract thinking, and the ability to identify familiar objects.

Characters afflicted with dementia suffer a -40 penalty to the sub-abilities of Rhetorical Charisma, Analytic Intelligence, Reflection, and whenever they must identify familiar objects, they must pass a Reflection Check at TH 80 or swear they have never seen it before.

Dependent Personality Disorder

This disorder involves severe and disabling emotional dependency on others. Characters with this disorder have difficulty making decisions without a great deal of advice and reassurance from others. They urgently seek out another relationship when a close relationship ends. Alone, they feel uncomfortable.

Characters afflicted with this disorder must pass a Drive Check at TH 80 for them to be alone. If failed, they will seek companionship, no matter how annoying their behavior.

Depersonalization Disorder

These characters experience an unwelcome sense of detachment from their own bodies. They may feel as though they are floating above the ground, outside observers of their own mental or physical processes. Other symptoms may include a feeling that they or other characters are mechanical or unreal, a feeling of being in a dream, a feeling that their hands or feet are larger or smaller than usual, and a deadening of emotional responses. These symptoms are chronic and severe enough to impede normal functioning in a social, school, or work environment. Depersonalization disorder is a relatively rare syndrome thought to result from severe psychological stress.

Characters afflicted with this disorder must pass a Common Sense Check at TH 40 every day, or at a random time during the day {at the 1d12 hour of either a.m. [1-3] or p.m. [4-6], at the minute of [(1d6 - 1) and 1d10 (which creates a range of 01-59)]}, an episode will occur that involves (01-20%) the feeling of floating, being an observer outside one's body (21-40%), being sure that other characters are mechanical (41-60%), being sure that other characters are not real (61-80%), feeling like they are in a dream (81-85%), sure that their hands are larger than usual (86%), sure that their feet are larger than usual (87%), sure that their hands are smaller than usual (88%), sure that their feet are smaller than usual (89%), or (90-100%) they feel a deadening of emotional responses. The episode will last for 1d100 minutes. Finally, those afflicted experience a loss of 2d20 points from their Sanguine, Choleric, and Melancholic Temperaments.

Depression

Different than the feelings of sadness and loneliness that everyone feels from time to time, depression is a deep, unshakable sadness and disinterest in nearly all activities. Common feelings are despair, hopelessness, worthlessness, as well as thoughts of committing suicide. Some characters are only affected by depression during autumn and winter. A common mental illness, roughly ten percent of the population suffers from depression, though females are between two and three times as susceptible. Depression usually develops during young adulthood over a period of months or years, though it may erupt suddenly in a few weeks or days. Sudden developments are often called nervous breakdowns. Depressed characters feel sad every day and may cry often. Characters, work, and activities that used to bring them pleasure no longer do. A bout of depression typically lasts eight months. Any character who has experienced one bout of depression is highly likely to experience one in the future. Appetite and sleep may be affected, sometimes increased but usually decreased. Stressful events can trigger depression in those who are predisposed to it.

Those afflicted experience an increase of 2d20 points in Melancholic Temperament and a decrease of 2d20 points in Sanguine Temperament.

Dissociative Fugue

These characters forget their personal identity and unexpectedly wander away from home. In many cases, characters with this disorder travel to a distant location and adopt a new identity, complete with a new name, personal history, and place of residence. They may wander hundreds of miles, leaving their families mystified about their disappearance. Sometimes they appear in foreign churches unable to explain who they are. Characters with this disorder usually appear normal and do not attract public attention. Dissociative fugue typically occurs after serious psychological stress of some kind, such as the death of a family member, the loss of a job, or a failed relationship. This disorder is quite rare, and in many cases, fugue victims will suddenly “wake up,” failing to remember any of the events that occurred while in the fugue state.

Dissociative Identity Disorder (Multiple Personality Disorder)

A character with this disorder has (1d4 + 1) distinct (1-50%) identities or (51-100%) personality states (temperament and disposition) that recurrently take control of the character’s consciousness and behavior.

If the character has distinct identities, the character often gives the alternate identities their own personal names; these identities may have characteristics that differ sharply from the primary identity of the character. If the character has multiple personality states, then each personality state consists of a randomly determined temperament and disposition.

A character with this disorder experiences some degree of amnesia, in that one identity or personality usually will not recall what occurred when another identity or personality controlled the character. With this disorder, a character experiences sudden shifts in consciousness, identity, and memory. For instance, the character may find themselves in a strange environment, not knowing how they got there.

Those afflicted with this disorder must roll under the score of their primary temperament with percentile dice in order to remain in it. Otherwise, an identity (determined by the MM) or another personality state (determined randomly) emerges for 1d100 minutes.

Egomania

Over a period of (5 + 1d100) months, the character experiences an inflated opinion concerning their abilities, as well as exhibiting extreme self-interest. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with egomania, they must behave as though they believe that each of their sub-ability scores is 2d20 points higher than what it is. An egomaniac is disinterested in others.

Eleutheromania

Over a period of (5 + 1d100) months, the character experiences recurrent and intense impulses to seek freedom. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with eleutheromania and involved in a situation in which they perceive their freedom to be restrained, they must pass a Drive check at TH 30 or they will be overcome by an urge to seek freedom. The method adopted to seek freedom varies with the situation. Usually, speech is enacted, though violence may be deemed appropriate as well.

Erotomania

Over a period of (5 + 1d100) months, the character is compelled to tell exaggerated lies about their sexual behavior. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a character is afflicted with erotomania, they must pass a Drive check at TH 30 to avoid telling exaggerated lies about their sexual behavior whenever someone begins talking to them.

Erotophonophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving lustful murder. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever afflicted with erotophonophilia, a character must pass a Drive check at TH 30 or attempt to lustfully murder the first character seen, fixating upon their death. If the check is failed, an attempt will be made on the character's life. If others are around, the erotophonophiliac must make another check each minute in order to not murder them on the spot and wait until they may kill them with privacy. Those afflicted experience an increase of 2d20 points in Choleric Temperament.

Esthesiomania

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sensory hallucinations and perceived moral superiority. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with esthesiomania and involved in a discussion or debate about morality, this character must pass a Drive check at TH 30 or they will be overcome by an urge to debate morality with others and demonstrate their own superior morality. Even if others demonstrate that the position of the esthesiomaniac is contradictory or that their own morality is higher than that of the esthesiomaniac, the esthesiomaniac will not be affected. Esthesiomaniacs often suffer delusions that their deity has contacted them or sent them a message in their dreams.

Exhibitionism

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the exposure of their genitals to an unsuspecting stranger. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Exhibitionists primarily desire to frighten their subject, though other motives may be to startle them, see admiration, and demonstrate superiority through displaying.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a character is afflicted with exhibitionism, they must pass a Drive check at TH 30 every day or they will go into public and expose their genitals to strangers.

Formicophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction when smaller animals, insects, etc. crawl upon parts of the body. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases to 100. Whenever a character is afflicted with formicophilia and involved in a sexual situation, they must pass a Drive check at TH 30 or they will be overcome by an urge to place animals or insects on their bodies and experience sexual excitement.

Frotteurism

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving touching and rubbing against a non-consenting character. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a character is afflicted with frotteurism and they encounter a member of the opposite sex with a Bodily Attractiveness of 120 or higher, they must pass a Drive check at TH 30 or rub them against their will.

Generalized Anxiety Disorder

This disorder causes characters to feel anxious most of the time and worry about routine events and circumstances in their lives. Although they recognize their anxiety to be disproportionate with actual events, they are unable to control their worrying. Their worries often interfere with their ability to concentrate on or perform tasks. Physical symptoms include disturbed sleep, irritability, muscle aches, and tension.

Whenever a character is afflicted with this disorder during any event that may be construed as a cause of anxiety, they must pass a Drive check at TH 30 or all Skill Checks requiring performance of any kind will suffer - 10.

Histrionic Personality Disorder

Characters with this disorder constantly strive to be the center of attention. They may act overly flirtatious or dress in ways that draw attention. They may also talk in a dramatic or theatrical style and display exaggerated emotional reactions.

Hypersomnia

This disorder is characterized by excessive sleepiness that lasts for at least (3 + 1d12) weeks as evidenced by either prolonged sleep episodes or daytime sleep episodes that occur almost daily. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This disorder cannot be accounted for by an inadequate amount of sleep.

Whenever a character is afflicted with hypersomnia, they must pass a daily Drive check at TH 80 or need to sleep (1d12 + 7) hours.

Hypoxyphilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual asphyxia. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever a character is afflicted with hypoxyphilia, they must pass a Drive check at TH 80 during all sexual activity or attempt to choke their partner (01-30%) into unconsciousness and experience sexual pleasure while they choking them.

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Intermittent Explosive Disorder

This disorder is characterized by several discrete episodes of failure to resist aggressive impulses that result in serious acts of assault or destruction of property. The degree of aggressiveness expressed during the episodes is grossly out of proportion to any precipitating stressors.

Whenever a character is afflicted with this disorder and experiences anything that may be perceived as a stressor, they must roll higher than their Choleric Temperament score or respond to it violently for 2d4 rounds. Further, those afflicted experience an increase of 2d20 points in Chronic Temperament.

Kleptomania

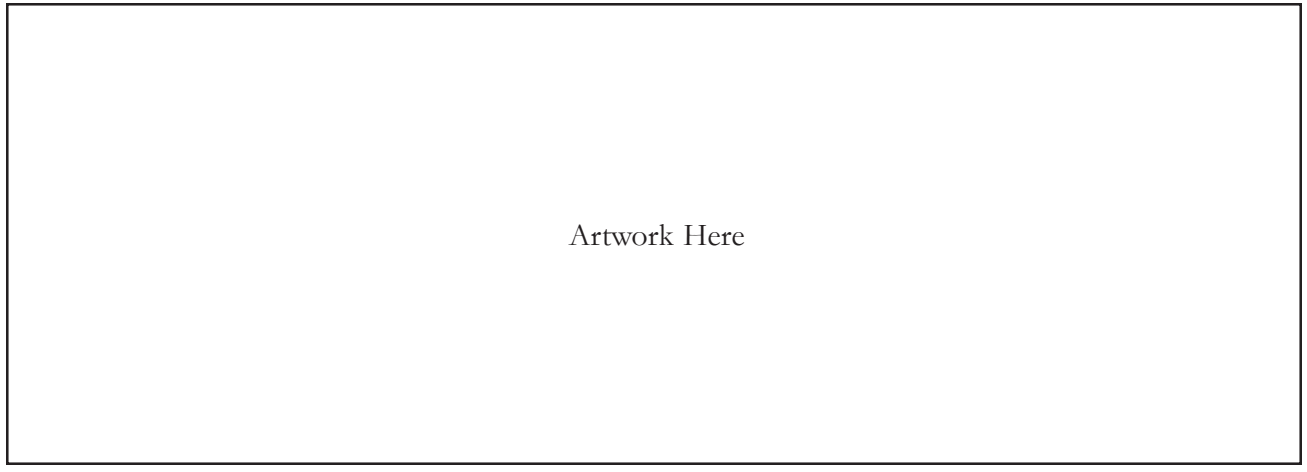
This is a recurrent failure to resist the impulse to steal objects not needed for personal use or their monetary value. There is an increasing sense of tension preceding the unplanned theft, followed by a relief at the time of the theft. The theft is not done with others and not done out of anger or vengeance. Because kleptomaniacs obtain gratification from the act of stealing rather than from possession of the stolen articles, they often steal objects of little value that they could easily purchase.

Whenever a character is afflicted with kleptomania and they are around objects of little value in someone else's possession, they must pass a Drive check at TH 80 or attempt to steal a worthless object.

Mania

Mania may be characterized by an elevated or irritable mood, exaggerated self-importance, racing thoughts, and hyperactivity. Characters with mania typically feel intoxicated with themselves and with life. They may display an indiscriminate enthusiasm for manipulating characters, spending money, and pursuing sexual adventure. Manic characters may also display impatience or hostility toward other characters. If frustrated, they may physically abuse their friends, children, or spouse. Characters with mania often have inflated self-esteem and self-confidence, and assume they have more wit, courage, imagination, and artistry than everyone else. Severe mania may include delusions of grandeur, such as the belief that one is chosen by their deity for a special mission. Mania typically involves a decreased need for sleep, so manic characters often wake up early in a highly energized state. Mania makes characters extremely talkative. Their loud, rapid-fire speech sometimes continues unabated without regard for others. Mania also involves a flight of ideas, racing thoughts that cause speech to go off in many different directions. Characters in a manic state become easily distracted by irrelevant sights, sounds or ideas, which further disrupts thinking and speech.

Characters with mania may also devise grandiose plans or engage in reckless self-indulgence. For example, they may invest indiscriminately in risky projects, get involved in many different social activities, flirt to the point of indecency, and intrude in other character's private lives to the point of being obnoxious. Manic characters display many signs of impaired judgment and self-destructive behavior.



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Megalomania

Over a period of (5 + d100) months, the character experiences a recurrent and intensely inflated self-impression in one respect. Commonly called a character who suffers a delusion of grandeur, a megalomaniac believes they are superior to everyone they meet in one respect. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with megalomania, they will believe they are superior to others in whatever is most important or enjoyable to them. For some, this may be a sub-ability, for others it will be how well they perform a given skill, and for others it will be their aptitude in an occupation. The MM must determine the specific respect.

Narcissistic Personality Disorder

Characters with this disorder have a grandiose sense of self-importance. They seek excessive admiration from others and fantasize about unlimited success or power. They believe they are special, unique, or generally superior to others. However, they often have very fragile self-esteem.

Narratophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the use of dirty or obscene words to a partner. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 10. Whenever a character is afflicted with narratophilia and alone with their partner, they must pass a Drive check at TH 80 or begin talking filth to their partner and become sexually excited, or request their partner to speak obscenities.

Necrophilia

This is an abnormal fascination with death and the dead, especially an erotic attraction to corpses.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases to 100. Whenever a character is afflicted with necrophilia and they are close to a corpse, they must pass a Drive check at TH 80 or be unable to resist their urges to copulate with the corpse.

Noctomania

Over a period of (5 + d100) months, the character experiences a recurrent and intense impulse to avoid the day and experience the night. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a character is afflicted with noctomania, behaviors will occur such as attempting to avoid the day and all daylight, such as sleeping during the day and engaging in activity at night.

Nymphomania

Over a period of (5 + d100) months, the female experiences an uncontrollable desire for sexual intercourse. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This disorder only affects females, and is also known as lagnoperissia. It is not uncommon (40%) for nymphomaniacs to also be afflicted with phallophilia, which ranges from a preference (01-60%) to an obsession (61-100%) regarding exceptionally large penises.

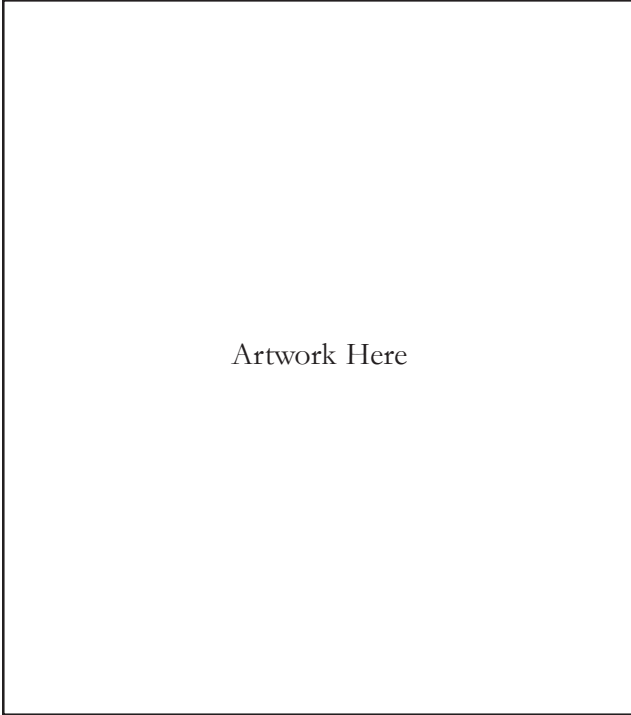
Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever a female is afflicted with nymphomania and around a male with a Charisma exceeding 110, she must pass a Drive check at TH 80 or attempt to solicit sex, usually inquiring about the size of their manhood.

Obsessive-Compulsive Disorder

Different than the disorder following this one, these characters persistently experience intrusive thoughts or images, or feel compelled to perform certain behaviors. Obsessions may include unwanted thoughts about inadvertently poisoning or injuring others. Common compulsions include repetitive hand washing or mental actions like repeated counting. These obsessions or compulsions consume a large amount of their time and interfere with their daily routine. Most characters with this disorder recognize the irrationality of it, but are unable to change. The disorder usually develops in adolescence or early adulthood, and affects roughly 1% of the population.

Obsessive-Compulsive Personality Disorder

Different than the Obsessive-Compulsive Disorder listed previously, this disorder is characterized by a preoccupation with details, orderliness, perfection, and control. Characters with this disorder often devote excessive amounts of time to work and productivity and fail to take time for leisure activities and friendships. They tend to be rigid, formal, stubborn, and serious. Those afflicted experience an increase of d20 points in Choleric and Melancholic Temperaments.



Oniomania

Over a period of $(5 + 1d100)$ months, the character experiences a recurrent and intense desire to purchase goods or equipment. Oniomania results in compulsive shopping behavior and is characterized by a lack of control. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Between 2 and 10 percent of the population are oniomaniacs. The impulse to purchase things is irresistible, and failure to spend leads to anguish. Soon after the purchase, guilt and regret follow. Anything can trigger the impulse, such as a fight with a loved one. Often, oniomaniacs do not consider whether or not they can afford the object, whether or not they need it. Oniomania occurs more frequently in females than males. The MM must roll 1d4 to determine how many conditions can trigger the impulse. The MM must determine what conditions will activate the impulse. When the oniomaniacal character fulfills one of these conditions, they must pass a Drive check at TH 80 or be compelled to purchase the next thing seen. The oniomaniacal character receives a - 5 to the Haggling skill while feeling the impulse.

Onomatomania

Over a period of $(5 + 1d100)$ months, the character experiences a recurrent and intense desire to repeat certain words or sounds. This causes significant distress or impairment in social, occupational, or other important areas of functioning. The impulse to repeat certain words or sounds is irresistible, and failure to repeat them leads to anguish. The MM must roll percentile dice to determine whether the onomatomaniac has an obsession with a (01-50) word or (51-100) sound. If it is a word, then the MM must devise a random means of selecting a word from an available dictionary. If it is a sound, then the MM must devise a random means of selecting a sound. The MM must invent a trigger upon which the onomatomaniac must pass a Drive check at TH 80 or repeat the word or sound until the Drive check is passed. Drive may be checked once per round.

Panic Disorder

These characters experience repeated, unexpected panic attacks and persistent anxiety concerning the reoccurrence of panic attacks. Panic attacks are periods of intense fear, apprehension, or discomfort, and they usually occur without warning. Symptoms include a racing heart, trembling, shortness of breath, choking, etc. Panic attacks may last from a few seconds to a few hours, but most peak in ten minutes and end within a half hour. The condition affects twice as many females as males, and only affects about 2% of the population. Often, these characters experience panic attacks daily or weekly. Often, a phobia triggers the attack. Many become reluctant to leave home. Those afflicted experience a decrease of 2d20 points in Phlegmatic Temperament.

Paranoia

This is a type of psychosis in which a character suffers from logically consistent delusions of (1-50%) persecution or (51-100%) grandeur. Usually, it is characterized as an extreme distrust of others. For instance, the paranoid character may believe that everyone, even close friends or family, are intending to kill him or her. Those afflicted experience a loss of 2d20 points of Sanguine Temperament.

Paranoid Personality Disorder

These characters feel constant distrust and suspicion toward other characters. They believe that others are against them and constantly look for evidence to support their suspicions. They are hostile toward others and react angrily to perceived insults. Those afflicted experience a loss of 2d20 points of Sanguine Temperament, and an increase of 2d20 points of Choleric Temperament.

Pathological Gambling

This is a behavior disorder in which a character becomes progressively unable to resist the impulse to gamble. This disorder affects 3 percent of the adult population, and 80% of those afflicted are male. They are usually competitive, hardworking, and bright characters, and show little interest in passive games of chance.

Pedophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual activity with a prepubescent child or children, generally age 13 or under for humans. This causes significant distress or impairment in social, occupational, or other important areas of functioning. To qualify as a pedophile, a character must be at least 16 years old and at least five years older than the child or children. Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25.

Phobia

Phobias are excessive and enduring fears of clearly defined objects or situations that interfere with a character's normal functioning. Although they know their fear is irrational, they still try to avoid the source of their fear. A comprehensive list of phobias is available as *Appendix 4: Phobias* in the end of this book. A phobia may be randomly determined from this list.

Regardless of the specific phobia, physiological symptoms include a rapid and pounding heartbeat, stomach disorders, nausea, diarrhea, frequent urination, choking feelings, flushing of the face, perspiration, tremulousness, and faintness. Roughly 10% of characters have a phobia.

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Post-Traumatic Stress Disorder

This disorder typically occurs after characters experience or witness traumatic or catastrophic events such as physical or sexual assaults, rape, torture, natural disasters, accidents, and wars. Characters with this disorder relive the traumatic event through recurrent dreams or intrusive memories called flashbacks. They avoid places or things associated with the trauma and may feel emotionally detached or estranged from others. Other symptoms include difficulty sleeping, irritability, and trouble concentrating. The disorder can last for years and severely disrupt the life of a character. Those affected experience a loss of 1d20 points in Sanguine Temperament.

Psychosis

Psychotic characters lose contact with reality and have difficulty in everyday life. Unlike characters with less severe mental illnesses, psychotic characters do not recognize that their mental functioning is disturbed. Three kinds of psychotic symptoms occur: hallucinations, delusions, and bizarre behavior. Hallucinations refer to hearing, seeing, smelling, feeling, or tasting something when nothing in the environment actually caused the sensation. Delusions are false beliefs that are obviously untrue to other people in the culture of that character. Finally, bizarre behavior is behavior that is incomprehensible to others who know the character. Psychedelic mushrooms can cause psychosis, and brain tumors may lead to psychotic symptoms. Some psychotic characters (10%) are unable to develop new memories.

Pyromania

This is a mental illness in which fires are repeatedly and deliberately set, without anger and not for monetary gain or other benefit, because the character cannot resist the impulse to set fires. The character experiences tension before setting the fire and pleasure, relief, or erotic gratification after setting the fire. Legally, pyromaniacs are considered arsonists.

Raptophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the act of raping. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This is also called biastophilia.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 50. Whenever a character with raptophilia is near a character who is attractive to them (usually, with a Charisma of at least 110), they must pass a Drive check at TH 50 or attempt to isolate and rape the attractive character. For rules on rape, see the section on overbearing in the Wrestling skill (see *Chap. 8: Skills*) and the Intimidation skill.

Satyromania

Over a period of (5 + d100) months, the male experiences an uncontrollable desire for sexual intercourse. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This disorder only affects males. Satyromaniacs are also known as sex maniacs.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever a male is afflicted with satyromania and around females with a Charisma exceeding 110, he must pass a Drive check at TH 80 or attempt to solicit sex, usually making lecherous comments about her body.

Schizoid Personality Disorder

This disorder involves social isolation and a lack of desire for close personal relationships. Characters with this disorder prefer to be alone and seem withdrawn and emotionally detached. They seem indifferent to praise or criticism from other people. Those afflicted experience an increase of 2d20 points in Phlegmatic Temperament and a decrease of 2d20 points each in Sanguine, Choleric, and Melancholic Temperament.

Schizophrenia

Meaning 'split mind', but not to be confused with split personality or multiple personality, schizophrenia is characterized by a variety of symptoms, including:

1. loss of contact with reality
2. bizarre behavior
3. disorganized thinking and speech
4. decreased emotional expressiveness
5. social withdrawal

Usually only some of these symptoms (1d6) occur in any one schizophrenic character. To observers, schizophrenia seems like madness or insanity. Schizophrenics have a hard time distinguishing between the real and unreal, logical and illogical, and appropriate and inappropriate, and accordingly suffer penalties of - 40 in the sub-abilities of Analytic Intelligence as well as Common Sense. Further, some (10%) pose a danger to themselves and may be suicidal. Once inflicted, schizophrenia usually remains for life, though it usually grows less severe as they age. Psychotic symptoms are popular in schizophrenic characters.

Scoptophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual pleasure from watching others have sex. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a scoptophiliac observes, or has the chance to observe, others having sex, they must pass a Drive check at TH 80 to sexually control themselves, such as refrain from touching themselves.

Sexual Masochism

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the act of being humiliated, beaten, bound, or otherwise made to suffer. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 90. Whenever a sexual masochist participates, or is likely to participate, in a sexual situation, they must pass a Drive check at TH 70 to control themselves and not request to be beaten, bound, humiliated, or otherwise made to suffer.

Sexual Sadism

Over a period of 5(+ 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving acts in which the psychological or physical suffering (including humiliation) of the victim is sexually exciting to the character. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Sadists are usually males who receive sexual gratification from inflicting injuries on others. In sadists, retarded ejaculation and impotence are common. Older, archaic sexual feelings arise in sadists that would normally be subdued. In the brain, erections and aggressions are very closely related.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 70. Whenever a sexual sadist participates, or is likely to participate, in a sexual or violent situation, they must pass a Drive check at TH 70 to control themselves and not cause pain to evoke their sexual satisfaction. Those afflicted experience an increase of 2d20 points in Choleric Temperament, and a decrease of 2d20 points in Sanguine Temperament.

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Sleepwalking Disorder

This disorder is characterized by repeated episodes of rising from the bed during sleep and walking about, usually occurring during the first third of the major sleep episode. While sleepwalking, the character has a blank, staring face, is relatively unresponsive to the efforts of others to communicate, and can be awakened only with great difficulty. Upon awakening, the character has amnesia regarding the episode. Each night, those with this disorder have a 10% chance of sleepwalking for 1d100 minutes. Their actions during sleepwalking episodes are determined by the MM, who may make directional decisions randomly with the aid of dice.

Somnophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving having sex with a partner who is asleep. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25. Whenever a somnophiliac is near a sleeping character whom they find attractive (usually, with a Charisma of at least 110), they must pass a Drive check at TH 70 to control themselves. Otherwise, they will sneakily and quietly attempt sex with the sleeping character.

Trichotillomania

These characters suffer from an impulse control disorder that causes them to pull out their own hair, resulting in notable hair loss. They experience pleasure, gratification, and relief upon pulling out their hair.

Urophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the sexual attraction to urine and acts of urinating. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 97. Whenever a urophiliac has a full bladder and has the potential to be in a sexual situation, they must pass a Drive check at TH 70 to control themselves. Otherwise, they do everything in their power to be able to urinate on someone, and they are extremely satisfied if they can urinate in someone's mouth. A urophiliac will enjoy using the skill for Urinating (see *Chap. 8: Skills*).

Vaginismus

A recurrent or persistent involuntary spasm of the musculature of the outer third of the vagina interferes with sexual intercourse. This disturbance causes marked distress and interpersonal difficulty. Those afflicted experience a loss of 1d20 points of Sanguine Temperament. Obviously, vaginismus only affects females.

Vomerophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the sexual attraction to the act of vomiting. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases to 100. Whenever a vomerophiliac senses vomit, they must pass a Drive check at TH 70 to control themselves. Otherwise, they begin to sexually touch themselves while fantasizing about the vomit.

Voyeurism

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the act of observing an unsuspecting character who is naked, in the process of disrobing, or engaging in sexual activity. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 5. Whenever a voyeur observes, or has the chance to observe, someone naked, disrobing, or engaging in sexual activity, they must pass a Drive check at TH 80 to sexually control themselves, such as refrain from touching themselves.

Zoophilia

Over a period of (5 + 1d100) months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual acts with animals. This disorder is also referred to as bestiality. Zoophilia causes significant distress or impairment in social, occupational, or other important areas of functioning. Sometimes (01-30%) a character is affected by zoophilia regarding only a particular animal, though it could encompass several fetishes (31-60% regarding 1d6 animals). Popular animals for zoophiliacs are (1) horses, (2) ponies, (3) donkeys, (4) mules, (5) goats, (6) dogs, and (7) pigs. If appropriate, roll 1d8 to determine the animal listed above. Due to this mental illness, the Debauchery (see *Chap. 6: Sociality*) of this character increases by 25.



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Random Mental Illness

Below is a table that allows the MM to randomly determine a mental illness. To randomly select a mental illness, roll 1d1000 and consult the table below:

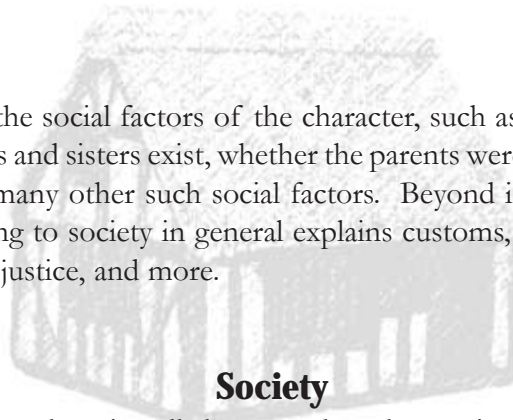
Table 5-4: Random Mental Illnesses

Roll	Result	Roll	Result
001	Abasiophilia	401-405	Narratophilia
002	Acrotomophilia	406-410	Necrophilia
003-011	Anorexia Nervosa	411-420	Noctomania
012-050	Antisocial Personality Disorder	421-450	Nymphomania (female only)
051	Autoabasiophilia	451-460	Obsessive-Compulsive Disorder
052-91	Avoidant Personality Disorder	461-470	Obsessive-Compulsive Personality
92-100	Bipolar Disorder	471-475	Oniomania
101-120	Borderline Personality Disorder	476-480	Onomatomania
121-122	Callomania	481-500	Panic Disorder
123	Choreomania	501-550	Paranoia
124-128	Coprophilia	551-570	Paranoid Personality Disorder
129-133	Dementia	571-590	Pathological Gambling
134-140	Dependent Personality Disorder	591-600	Pedophilia
141-145	Depersonalization Disorder	601-700	Phobia
146-250	Depression	701-710	Post-Traumatic Stress Disorder
251-255	Dissociative Fugue	711-730	Psychosis
256-260	Dissociative Identity Disorder	731-760	Pyromania
261-265	Eleuthomania	761-800	Raptophilia
266-270	Egomania	801-849	Satyromania
271-275	Erotomania	850-864	Schizoid Personality Disorder
276-280	Erotophonophilia	865-894	Schizophrenia
281-285	Esthesiomania	895-899	Scoptophilia
286-300	Exhibitionism	900-924	Sexual Masochism
301-305	Formicophilia	925-949	Sexual Sadism
306-310	Frotteurism	950-971	Sleepwalking Disorder
311-330	Generalized Anxiety Disorder	972-973	Somnophilia
331-335	Histrionic Personality Disorder	974-975	Trichotillomania
336-340	Hypersomnia	976-977	Urophilia
341-345	Hypoxyphilia	978	Vaginismus (female only)
346-350	Intermittent Explosive Disorder	979	Vomerophilia
351-370	Kleptomania	980-989	Voyeurism
371-390	Mania	990-998	Zoophilia
391-395	Megalomania	999	Reroll once
396-400	Narcissistic Personality Disorder	1000	Reroll twice

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Chapter 6: Sociality

Sociality, here, means the social factors of the character, such as socio-economic status (SES) or social class, how many brothers and sisters exist, whether the parents were legally married at the character's birth, wealth, education, and many other such social factors. Beyond information relevant to character creation, information pertaining to society in general explains customs, chivalry, courtly love, communities, governments, systems of justice, and more.



Society

Unless the MM declares otherwise, all characters have been raised in a society of their race, except for anakim, who are raised in a human society. Some ogres and trolls have no society. Information on each society is presented later in this chapter.

Birthday

To determine a character's birthday in a format of (month/day/year), simply apply the following formula $\{1d12 / [(1d12 + 1d20) - 1] / [5100 - \text{age}]\}$.

Birth Status

To many, whether or not a character's parents were legally married is an important factor worthy of note. If born the result of rape, such as with the vast majority of anakim, the child is obviously a bastard. Ogres and trolls do not have a marriage ceremony. Otherwise, roll 1d100 and consult the following table:

Roll	Status	Modifier for Social Class (see below)
01-20	Illegitimate (bastard)	- 2
21-100	Legitimate	-

Social Class

Roll 1d100 and consult the following table that is appropriate to the race of the character. A character's initial financial savings is determined by their social class.

Slave - A slave has no social class or legal rights. For more information on slaves, see *Chapter 7: Occupations*. To purchase slaves, see *Chapter 9: Equipment*.

Peasant - A peasant is any character who is not free. Different than a slave, a peasant has some rights. Peasants do not live in towns or cities, only hamlets and villages. Peasants may be considered lower class.

Serf - A serf is a free character. In human societies, very few serfs live in hamlets or villages, most live in towns or cities. Serfs may be considered middle class.

Noble - A noble is a free character from a wealthy family. Nobles may be considered upper class, and most do not work for a living.

Royalty - A royal character is a free character from a wealthy family. Moreover, a royal character has authority over members of society. This authority is either inherited or granted. Royalty is upper class.

Bugbear			
Roll	Social Class	Starting Funds	Education
<11	Slave	Clothes on back	Illiterate
11-20	Slave	1d4 s.p.	Illiterate
21-30	Slave	1d6 s.p.	Illiterate
31-40	Slave	1d8 s.p.	Illiterate
41-50	Peasant	Clothes on back	Illiterate
51-60	Peasant	1d4 s.p.	Illiterate
61-70	Peasant	1d6 s.p.	Illiterate
71-80	Peasant	1d8 s.p.	Illiterate
81-94	Peasant	1d10 s.p.	Illiterate
95-97	Serf	1d20 s.p.	Illiterate
98-99	Serf	1d100 s.p.	Literate
100	Royalty	2d100 s.p.	Literate

Dwarf*			
Roll	Social Class	Starting Funds	Education
<11	Serf	Clothes on back	Literate
11-20	Serf	1d6 s.p.	Literate
21-30	Serf	1d8 s.p.	Literate
31-40	Serf	1d10 s.p.	Literate
41-50	Serf	1d12 s.p.	Literate
51-60	Serf	1d20 s.p.	Literate
61-70	Serf	1d100 s.p.	Literate
71-80	Serf	1d1000 s.p.	Literate
81-94	Serf	2d1000 s.p.	Literate
95-97	Serf	3d1000 s.p.	Literate
98-99	Nobility	4d1000 s.p.	Literate
100	Royalty	5d1000 s.p.	Literate

*Brown dwarves do not receive starting funds.

Elf			
Roll	Social Class	Starting Funds	Education
<11	Serf	Clothes on back	Literate
11-20	Serf	1d4 s.p.	Literate
21-30	Serf	1d6 s.p.	Literate
31-40	Serf	1d8 s.p.	Literate
41-50	Serf	1d10 s.p.	Literate
51-60	Serf	1d12 s.p.	Literate
61-70	Serf	1d20 s.p.	Literate
71-80	Serf	1d100 s.p.	Literate
81-94	Serf	2d100 s.p.	Literate
95-97	Serf	3d100 s.p.	Literate
98-99	Nobility	5d100 s.p.	Literate
100	Royalty	1d1000 s.p.	Literate

Human*			
Roll	Social Class	Starting Funds	Education
<11	Slave	Clothes on back	Illiterate
11-20	Slave	1d4 s.p.	Illiterate
21-30	Slave	1d6 s.p.	Illiterate
31-40	Peasant	Clothes on back	Illiterate
41-50	Peasant	1d10 s.p.	Illiterate
51-60	Peasant	1d12 s.p.	Illiterate
61-70	Peasant	1d20 s.p.	Illiterate
71-80	Peasant	2d20 s.p.	Literate
81-94	Serf	1d100 s.p.	Illiterate
95-97	Serf	2d100 s.p.	Literate
98-99	Nobility	3d100 s.p.	Literate
100	Royalty	5d100 s.p.	Literate

*Anakim receive a modifier of - 20 to Social Class.

Birthplace

Roll 1d100 and consult the following table that is appropriate to the race and social class of the character: All dwarves and elves are born in their kingdom.

Kobold			
Roll	Social Class	Starting Funds	Education
<11	Slave	Clothes on back	Illiterate
11-20	Slave	1d4 s.p.	Illiterate
21-30	Slave	1d6 s.p.	Illiterate
31-40	Slave	1d8 s.p.	Illiterate
41-50	Slave	Clothes on back	Illiterate
51-60	Slave	1d4 s.p.	Illiterate
61-70	Peasant	1d6 s.p.	Illiterate
71-80	Peasant	1d8 s.p.	Illiterate
81-94	Peasant	1d10 s.p.	Illiterate
95-97	Peasant	1d20 s.p.	Illiterate
98-99	Serf	1d100 s.p.	Illiterate
100	Royalty	3d100 s.p.	Literate

Ogre, Base, Cliff, Gruagach, or Kinder			
Roll	Social Class	Starting Funds	Education
<11	Slave	Clothes on back	Illiterate
11-20	Peasant	1d4 s.p.	Illiterate
21-30	Peasant	1d6 s.p.	Illiterate
31-40	Peasant	1d8 s.p.	Illiterate
41-50	Peasant	1d10 s.p.	Illiterate
51-60	Peasant	1d12 s.p.	Illiterate
61-70	Peasant	1d20 s.p.	Illiterate
71-80	Peasant	1d100 s.p.	Illiterate
81-94	Peasant	2d100 s.p.	Illiterate
95-97	Peasant	3d100 s.p.	Illiterate
98-99	Peasant	4d100 s.p.	Illiterate
100	Peasant	5d100 s.p.	Illiterate

Troll, Subterranean			
Roll	Social Class	Starting Funds	Education
<11	Slave	1d4 s.p.	Illiterate
11-20	Slave	1d6 s.p.	Literate
21-30	Slave	1d8 s.p.	Literate
31-40	Slave	1d10 s.p.	Literate
41-50	Peasant	1d12 s.p.	Literate
51-60	Peasant	1d20 s.p.	Literate
61-70	Peasant	1d100 s.p.	Literate
71-80	Peasant	1d1000 s.p.	Literate
81-94	Peasant	2d1000 s.p.	Literate
95-97	Serf	3d1000 s.p.	Literate
98-99	Serf	4d1000 s.p.	Literate
100	Royalty	5d1000 s.p.	Literate

Slave: Anakim, Bugbear, Human, Kobold, and Troll	
Roll	Birthplace
01-20	Hamlet
21-40	Village
41-60	Town
61-90	City
91-100	Capitol City

Peasant: Anakim, Bugbear, Human, Kobold, and Troll	
Roll	Birthplace
01-33	Hamlet
34-66	Village
67-100	Town

Serf: Bugbear, Dwarf, Elf, Human, Kobold, and Troll	
Roll	Birthplace
01	Hamlet
02	Village
03	Town
04-80	City
81-100	Capitol City

Nobility: Dwarf, Elf, and Human	
Roll	Birthplace
01-70	City
71-100	Capitol City

Royalty: Bugbear, Dwarf, Elf, Human, Kobold, and Troll	
Roll	Birthplace
01-20	Hamlet
21-40	Village
41-60	Town
61-80	City
81-100	Capitol City

Ogre Slave and Peasant

Roll	Birthplace
01-90	Hamlet
91-100	Village

Siblings

Siblings are to be determined by rolling 1d100 and consulting the following table. Anakim do not have siblings, bugbears receive a modifier of - 10, dwarves - 25, elves - 25, kobolds + 5, ogres - 20, and trolls - 15:

Roll	Siblings
01-10	Only child
11-30	1d6 brothers
31-65	1d6 sisters
66-86	1d4 brothers and 1d4 sisters
87-95	1d6 brothers and 1d6 sisters
96-100	1d8 brothers and 1d8 sisters

Birth Rank

Observe the table above and roll an appropriate die to determine the birth rank of the character. If there is an odd number, such as 3 brothers, use the closest die that is large enough, and reroll any numbers that are too large, such as a 4 on a d4 regarding 3 brothers.

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Marital Status

Marriage¹ is the union of an adult male and female for life. Not all races value marriage; kobolds, ogres, and trolls do not recognize matrimony. For those who do, most characters marry young. The following odds apply to both newly created characters as well as other characters in general. Roll 1d100 and consult the following table to determine a character's marital status:

Roll	Marital Status
01	Divorced
02-03	Separated
04-43	Unhappily Married
44-83	Single
84-100	Happily Married

Most characters marry young. By law, a human bride must be twelve and a human groom must be fourteen. Bugbears have no law concerning age, but females are usually at least fourteen and males at least twenty. For dwarves and elves, marriage is legal once the female is in puberty and the male in young adulthood (see *Chap. 3: Body*). In less than 15% of human cases, the husband is younger than the wife.

Marriage is recognized between slaves and all social classes. However, no culture condones an inter-racial marriage. Nonetheless, some inter-racial couples have fallen in love and pledged their lives to each other, and some have found or coerced a priest into legally marrying them.

The marriage of noble females is very different from peasants. With peasant females, personal choice and attraction are factors, and marriage commonly follows pregnancy. The marriages of noble females are too important to be left to predilection. Also, females should not be disparaged, meaning married to a character of lower social class.

Across cultures, the norm is that a marriage is arranged by the parents, though consent is emphasized. Bugbear culture, however, does not care about the consent of the bride.

1. Information on marriage has been referenced from [Life in a Medieval Castle](#), [Life in a Medieval City](#), [Life in a Medieval Village](#), [Medieval Prostitution](#), and [Reign of the Phallus](#). For more information, see the References section at the end of this book.

Marriage ceremonies differ depending on the deity and their religion, as well as the race or species. There is no special bridal costume. She simply wears her best clothes. The groom is also dressed in his best. Most weddings are public events and the ceremonies are detailed. By making a wedding a public event, social pressure may help to ensure the duration of the marriage.

Males are valued far more than females. For this reason, a dowry exists. A dowry is a fund that the family of the bride pays the groom to take the daughter.

A custom of some human villages is to annually auction all marriageable females. The money attained from the sale of the beautiful females goes into a local fund, which later serves as a dowry to ensure that the more homely females marry as well.

A wife is the property of her husband. However, a wife is allowed the right to sue her husband, represent herself in court, and own property. However, a wife cannot plead in court without her husband or make a will without his consent.

Nonetheless, the dominant understanding of marriage is that two characters dedicate their lives to each other, remain faithful, and raise a family as a result of their love. Even though the wife is property, it is still ideal to have a relationship defined by respect, passion, and intimacy. Married characters are expected to treat each other with respect, and many human husbands and wives only refer to each other as Sir and Madam.

Bugbear society considers marriage differently from human society. Bugbears truly consider a wife to be the property of her husband. She is not allowed to leave the house and has no legal rights. Although a female is given a name at birth, no other bugbears ever address a wife by her name. Instead, such an address refers to her as property.

Except for white dwarves and light elves, wife-beating is common and corporeal punishment is the norm. Arguably, wives do not necessarily get the worst of it. Husbands rarely have mastery over their wives; nearly everywhere wives dominate their husbands.

Due to the unified influence of both religion and government, human characters rarely get divorced. Divorce is only permitted on the grounds that the union has broken one of three laws of marriage: age, consent, or incest.

Adultery is a crime against marriage. If a wife commits adultery, then she is often disgraced and repudiated, and her lover is mutilated or killed. Adultery with the wife of royalty is considered treason.

If a husband dies, the widow inherits one-third of his worldly possessions. The remainder goes to the local ruler.

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Language

A language is a means of communicating by manipulating symbols. For meaningful communication to occur, the meaning of the symbols must be understood by both the sender and the receiver of the communication. Each language consists of a series of symbols known as an alphabet. The alphabet for each language is appropriate to the speech capabilities of its race or species. If a language is learned that belongs to a different species, then no matter how fluent a character becomes in it, it will always be obvious to those of the original species.

As a language is developed, rules emerge to guide those who communicate with it. Various types of rules emerge, such as grammatical, syntactical, and stylistic conventions.

Following are a list of languages that characters may both learn to speak and encounter as they adventure.

Angelic - This is a language that has progressed through three alphabets. The current alphabet has 22 letters. The alphabet is: Cheth, Zain, Vau, He, Daleth, Gimel, Beth, Aleph, Samech, Nun, Mem, Lamed, Caph, Iod, Theth, Tau, Schin, Res, Kuph, Zade, Pe, and Ain. The characters consist of lines and often small circles. Naturally spoken Angelic occurs at frequencies higher than human ears are capable of hearing. Angelic is characterized by infinite irregularities, perhaps making it the most difficult language, along with Demonic. For this reason, characters are unable to learn Angelic.

Cigan - This is a simple, guttural language. Cigan is a language of few words, and those who speak it often have difficulty expressing themselves. Few rules exist in Cigan. Cigan mostly has small words of no more than five letters. Larger words are typically the combination of two smaller words. This language has only nouns and verbs; for example, no adjectives or adverbs exist. Cigan is very different from Underworld, since Cigan has some soft sounds and it is predominantly guttural. Those fluent in Cigan are able to growl and snarl. Cigan is also different from Kobold, namely because Cigan has no clicking sounds. Because this language is so simple, it has been around since ancient times.

Demonic - This language belongs to immortal and immoral beings. The most common letter is an inverted pentagram, which symbolizes the power to dominate nature. Naturally spoken Demonic occurs at frequencies lower than human ears are capable of hearing. Demonic is characterized by infinite irregularities, perhaps making it the most difficult language, along with Angelic. For this reason, characters are unable to learn Demonic.

Dragon - Since dragons were the first mortal creatures of the world, their language is also the oldest language of the world. When spoken, the language of dragons sounds merely like a loud roar to those who are unfamiliar. To those familiar with Dragon, the roar contains numerous nuances of a very fine degree. Dragon is guttural, but it also contains a plethora of rules. Only characters with a Language Intelligence and Enunciation of at least 130 have the ability to learn introductory Dragon. While a dragon may laugh or be offended when a humanoid attempts to speak its language, if the humanoid has the ability and the fluency, then the dragon will understand them even though their voice cannot possibly go low enough.

Dwarven - This language is difficult to learn due to the numerous rules. Each verb and noun must be adjusted to the context of the sentence in which it is inserted. Dwarven developed from Kobold by eliminating the guttural and clicking sounds, and adding parts of speech such as adjectives and adverbs. Though it is harsh, this language allows for better expression than Kobold.

Elven - An ancient tongue, Elven does have its share of rules, but more than anything it may be characterized as a capricious language that is beautiful and seems to flow beautifully. Instead of being concerned with grammatical and syntactical rules, those who speak Elven are more concerned with stylistic conventions and clever manipulations thereof. Elven developed from Kobold by eliminating the guttural and clicking sounds, and adding parts of speech such as adjectives and adverbs. Words are pronounced so softly, they almost seem whispered even when voiced loudly.

Ephesia Grammata - This is the language and scripture of ceremonial magic. Oftentimes when spells are cast, these phrases must be uttered with precision. Familiarity with this language does not assist a mage in casting spells more fluently, but it does assist them in magical research. When the symbols are viewed, Ephesia Grammata is often confused with Angelic. However, the languages are very different. The rules of Ephesia Grammata are fairly extensive, but the irregularities are few so it may be mastered as long as the student has ability and patience.

Kobold - This language developed from its predecessor, Cigan. Kobold has no soft sounds and is guttural. Many words are longer than five letters. A characteristic feature of Kobold is a clicking sound produced by the tongue. Even though words are usually larger in Kobold than words in Cigan, the Kobold language typically has sentences of only three words: subject, verb, and object.

Sapian - This is the language of humans. While local variations exist, with a little effort, most who speak Sapian can understand each other. Sapian is the most common language in use. Sapian has an alphabet with 26 letters. The rules of Sapian are fairly simple so it is easy to learn, though a number of irregularities make the language somewhat difficult to master. Sapian is also called Common, since it is the language used most by sentient beings of the world.

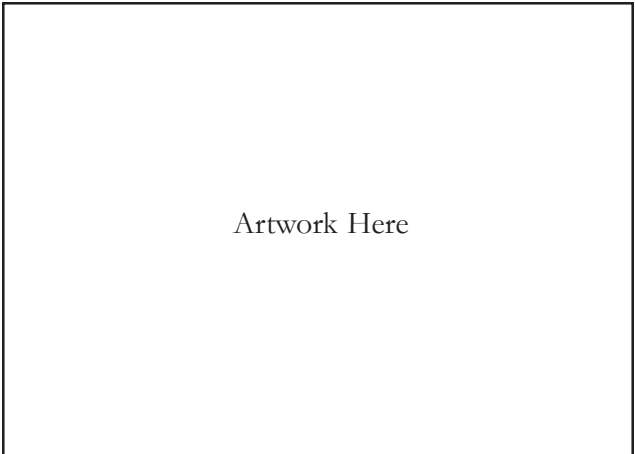
Underworld is a language that is spoken in some regions of the lower planes of existence. Moreover, it is the most common language below. Underworld is easy to learn. The words are small, typically no longer than five letters, though Underworld is thoroughly unrelated to Cigan or Kobold. Larger words are uncommon, but when they do occur they are merely the union of two smaller words. The rules of Underworld are few, and hardly any irregularities exist. Underworld is not guttural like Cigan, but simply harsh. No soft sounds exist in Underworld. Those below who do not have the ability to learn a complicated language like Demonic, simply learn Underworld. In fact, Underworld developed by those unable to speak Demonic.

Sexuality

The preference for a type of sexual partner is sexuality. Heterosexuals prefer the opposite sex and are the social norm. Homosexuals prefer the same sex. Bisexuals enjoy both sexes equally. Finally, asexuals prefer to avoid sexual encounters altogether. To randomly determine a character's sexuality, roll 1d100 and consult the table below:

Sexuality Modifiers	
Race	Modifier
Anakim	+ 1
Bugbear	+ 5
Dwarf	+ 5
Elf	- 5
Human	-
Kobold	+ 5
Ogre	+ 5
Troll	+ 5
Ability	Modifier
Male Strength over 130	+ 1 for every 5 Strength over
Male Strength under 70	- 1 for every 5 Strength under
Female Strength over 115	- 1 for every 5 Strength over
Female Strength under 55	+ 1 for every 5 Strength under
Body	Modifier
Female w/A or AA cups	- 4
Female w/D or DD cups	+ 4

Sexuality	
Roll	Sexuality
<02	Asexuality
02-03	Homosexual ¹
04-05	Bisexual
>05	Heterosexual



1. Percentages of homosexuality were estimates reported in Microsoft Encarta Encyclopedia, listed under Homosexuality.

Debauchery

Debauchery is the willingness of a character to indulge sexual desire. Some characters refuse all sex, while others are willing to do anything. A Debauchery Score cannot fall below 1 or rise above 100. When role-playing sexual encounters, such as when a character enters a brothel, it is useful to know the degree of debauchery of the character and the whore. Roll percentile dice, consider the gender of the character, and consult the following table to determine debauchery. Each character is generally willing to do whatever the result and all acts below it, but refuses to do what is above the result.

Debauchery Modifiers	
Roll	Modifier
Anakim	+ 30
Bugbear	-
Dwarf	- 10
Elf	- 10
Human	-
Kobold	+ 10
Ogre	- 10
Troll	+ 10

Female Debauchery	
Roll	Result
01-05	Refuse all sex
06-10	Give handjob
11-15	Give oral sex
16-20	Give oral sex and swallow
21-25	Receive fingering
26-55	Receive vaginal sex
56-60	Receive mammary sex
61-65	Receive oral sex
66-70	Entertain multiple partners
71-72	Give pain
73-75	Be bound
76-91	Receive anal sex
92-93	Urinate on partner
94	Receive pain
95	Be urinated on
96	Defecate on partner
97	Be defecated on
98	Drink urine
99	Eat defecation
100	Do anything

Male Debauchery	
Roll	Result
01	Refuse all sex
02	Receive handjob
03	Receive oral sex
04	Give vaginal sex
05-25	Give fingering
26-50	Give oral sex
51-60	Entertain multiple partners
61-70	Give anal sex
71-80	Give pain
81-87	Urinate on partner
88-90	Be bound
91	Receive pain
92-94	Be urinated on
95-96	Defecate on partner
97	Be defecated on
98	Drink urine
99	Eat defecation
100	Do anything

Offspring Number

To determine the number of births per pregnancy¹, collect several ten-sided dice, roll 1d10,000,000 and consult below:

Offspring Number	
Roll	Result
0000001	Quintuplets
0000002-0000088	Quadruplets
0000089-0007658	Triples
0007659-0666161	Twins
0666162-10000000	Single

Offspring Gender

To determine whether or not a newborn child is male or female, roll 1d100 and consult below:

Roll	Result
Anakim	+ 10
Ogre	+ 10
Troll	+ 10
Roll	Offspring Gender
<53	Female
>52	Male

1. Proportions of multiple births are referenced from Microsoft Encarta Encyclopedia, listed under Multiple Birth.

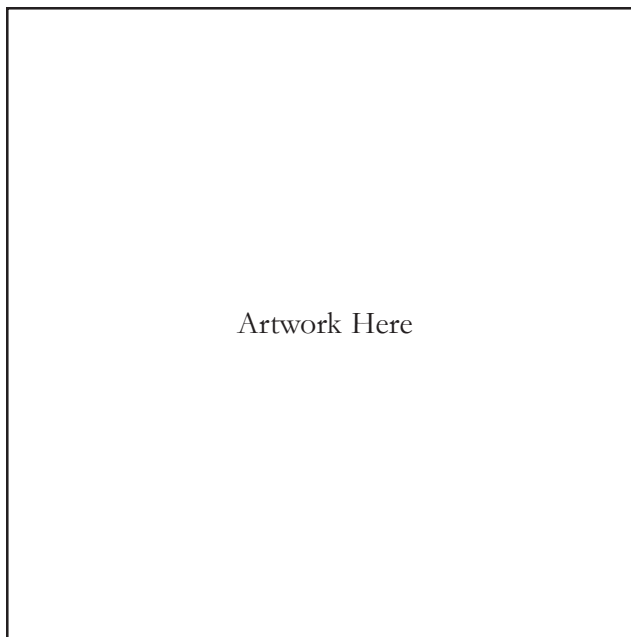
Offspring Becoming Characters

Should it be necessary to determine abilities and bodily features of offspring, their abilities and bodily features are determined as adults, just as with player characters. Thereafter, the offspring character may be modified according to age category as necessary.

However, the parents do impact their offspring. For each ability, determine the average of the relevant ability between the mother and father. This is the basis of the ability of the offspring. From here, the basis may be modified. Roll 1d100 and consult below:

Roll	Result
01	Decrease by $(80 + 1d20)\%$
02-04	Decrease by $(60 + 1d20)\%$
05-10	Decrease by $(40 + 1d20)\%$
11-22	Decrease by $(20 + 1d20)\%$
23-48	Decrease by $(1d20)\%$
49-52	No Change
53-77	Increase by $(1d20)\%$
78-90	Increase by $(20 + 1d20)\%$
91-96	Increase by $(40 + 1d20)\%$
97-99	Increase by $(60 + 1d20)\%$
100	Increase by $(80 + 1d20)\%$

Perform the same routine as above for height, weight, most attractive/repulsive features, skin color, hair color, hair thickness & type, eye color, vision, and appropriate sexual features. Rare features may correlate as well.



Chivalry

Chivalry is a system of knighthood. Not every culture or religion honors chivalry. While only moral knights are required to live by the code of chivalry (outlined below), the uneducated masses often romanticize its tenets.

For more information on the occupation of being a knight, see *Chapter 7: Occupations*. From the moment of being knighted, a knight must observe the following code of chivalry or the local ruler may rescind his status as a knight, among other punishments.

The Ten Commandments of the Code of Chivalry

Below are ten core tenets of the code from which no knight may falter without incurring a severe penalty. Inconsistencies may arise depending on the religion to which the knight adheres. When an inconsistency arises, consult the MM.

1. Thou shalt believe all that thine religion teaches, and shalt observe all its directions.
2. Thou shalt defend thine religion.
3. Thou shalt respect all weaknesses, and shalt constitute thyself the defender of them.
4. Thou shalt love the country in which thou wast born.
5. Thou shalt not recoil before thine enemy.
6. Thou shalt make war against the infidel without cessation, and without mercy.
7. Thou shalt perform scrupulously thy feudal duties, if they be not contrary to the laws of thine god.
8. Thou shalt never lie, and shall remain faithful to thy pledged word.
9. Thou shalt be generous, and give largess to everyone.
10. Thou shalt be everywhere and always the champion of the ethical and the moral against unethicity and immorality.

The Code of Chivalry

The following list constitutes every chivalric ideal. If a knight breaks any of the following, consequences may range from insignificant to severe, and may vary according to the religion to which the knight adheres, circumstances regarding the local ruler or country, etc. When in doubt, consult the MM.

- Live to serve king and country.
- Live to defend crown and country and all it holds dear.
- Live one's life so that it is worthy of respect and honor.
- Live for freedom, justice and all that is good.
- Never attack an unarmed foe.
- Never use a weapon on an opponent not equal to the attack.
- Never attack from behind.
- Avoid lying to your fellow man.
- Avoid cheating.
- Avoid torture.
- Obey the law of king, country, and chivalry.
- Administer justice.
- Protect the innocent.
- Exhibit self-control.
- Show respect to authority.
- Respect women.
- Exhibit courage in word and deed.
- Defend the weak and innocent.
- Destroy evil in all of its monstrous forms.
- Crush the monsters that steal our land and rob our people.
- Fight with honor.
- Avenge the wronged.
- Never abandon a friend, ally, or noble cause.
- Fight for the ideals of king, country, and chivalry.
- Die with valor.
- Always keep one's word of honor.
- Always maintain one's principles.
- Never betray a confidence or comrade.
- Avoid deception.
- Respect life and freedom.
- Die with honor.
- Exhibit manners.
- Be polite and attentive.
- Be respectful of host, women, and honor.
- Loyalty to country, King, honor, freedom, and the code of chivalry.
- Loyalty to one's friends and those who lay their trust in thee.

Artwork Here

Courtly Love

Courtly love¹ is an idealized and often illicit form of love in which a knight or courtier devotes himself to a noblewoman who is usually married and feigns indifference to preserve her reputation. Just as with chivalry, the uneducated masses often romanticize courtly love. Not every culture practices courtly love, but of those that do, the twelve chief rules in love are known by virtually everyone.

The Twelve Chief Rules in Love

If the following rules in love are not observed by a knight or courtier, they may not be considered to be experiencing genuine courtly love, either by themselves or others.

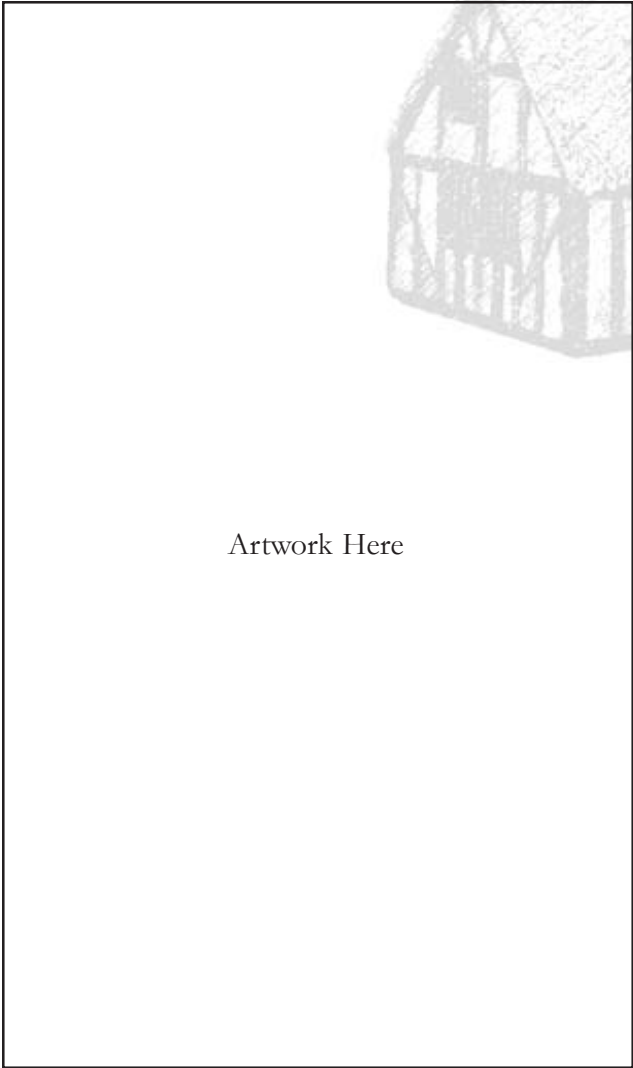
- Thou shalt avoid avarice like the deadly pestilence and shalt embrace its opposite.
- Thou shalt keep thyself chaste for the sake of her whom thou lovest.
- Thou shalt not knowingly strive to break up a correct love affair in which someone else is engaged.
- Thou shalt not choose for thy love anyone whom a natural sense of shame forbids thee to marry.
- Be mindful completely to avoid falsehood.
- Thou shalt not have many who know of thy love affair.
- Being obedient in all things to the commands of ladies, thou shalt ever strive to ally thyself to the service of love.
- In giving and receiving love's solaces let modesty be ever present.
- Thou shalt speak no evil.
- Thou shalt not be a revealer of love affairs.
- Thou shalt be in all things polite and courteous.
- In practicing the solaces of love thou shalt not exceed the desires of thy lover.

The Art of Courtly Love

In cultures that practice courtly love, common folk, as well as knights and courtiers, may practice the art of courtly love, hoping to demonstrate their genuine love for another, by observing the following:

- Marriage is no real excuse for not loving.
- He who is jealous cannot love.
- No one can be bound by a double love.
- It is well known that love is always increasing or decreasing.
- That which a lover takes against the will of his beloved has no relish.
- Boys do not love until they reach the age of maturity.
- When one lover dies, a widowhood of two years is required of the survivor.
- No one should be deprived of love without the very best of reasons.
- No one can love unless he is propelled by the persuasion of love.
- Love is always a stranger in the home of avarice.
- It is not proper to love any woman whom one would be ashamed to seek to marry.
- A true lover does not desire to embrace in love with anyone except his beloved.
- When made public love rarely endures.
- The easy attainment of love makes it of little value: difficulty of attainment makes it prized.
- Every lover regularly turns pale in the presence of his beloved.
- When a lover suddenly catches sight of his beloved his heart palpitates.
- A new love puts an old one to flight.
- Good character alone makes any man worthy of love.
- If love diminishes, it quickly fails and rarely revives.
- A man in love is always apprehensive.
- Real jealousy always increases the feeling of love.
- Jealousy increases when one suspects his beloved.

- He whom the thought of love vexes eats and sleeps very little.
- Every act of a lover ends in the thought of his beloved.
- A true lover considers nothing good except what he thinks will please his beloved.
- Love can deny nothing to love.
- A lover can never have enough of the so-laces of his beloved.
- A slight presumption causes a lover to suspect his beloved.
- A man who is vexed by too much passion usually does not love.
- A true lover is constantly and without intermission possessed by the thought of his beloved.
- Nothing forbids one woman being loved by two men or one man by two women.



Demographics and Occupational Level

While occupations of adventurers are described in the next chapter, the occupational level of both ordinary people as well as adventurers usually correlates well to the population. Observe the table below to determine by occupational level where an individual ranks in a random population:

Occupational Level	Percentile in a Random Population	Number Per Million In Population
1	50%	500,000
2	76%	237,857
3	86%	131,072
4	93%	65,536
5	96%	32,768
6	98%	16,384
7	99.18%	8,192
8	99.59%	4,096
9	99.79%	2,048
10	99.89%	1,024
11	99.94%	512
12	99.974%	256
13	99.987%	128
14	99.993%	64
15	99.9968%	32
16	99.9984%	16
17	99.9992%	8
18	99.9996%	4
19	99.9998%	2
20	99.9999%	1

For instance, out of a million individuals in a given population, there are roughly eight thousand characters with an occupational level of seven, and they rank in the top percent. Similarly, half the characters met randomly are of the lowest occupational level.

This table may be used in conjunction with a table in *Chapter 7: Occupations* so that the average number of a given occupation may be determined within certain cultures.

Customs

While different societies differ in many ways, some customs are common across cultures.

All cultures burn their dead; the dead are not embalmed or buried. The dead are burned because after time, they smell. Some cultures gather the dead into a pile and burn the corpses, while others send the corpses out on burning ships.



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Communities

Ranging in size from hamlets to capitol cities, many characteristics of communities vary widely. Communities are outlined according to size below.

Hamlet

A universal standard, hamlets are comprised of no more than a hundred characters, usually a collection of a few families. Hamlets are too small to have a guild, temple, or a local lord, though a shrine or two may be present. Hamlets never have walls and are constantly rebuilt.

Village

Villages have from 100-1,000 characters. Most villages are too small to have guilds, may have a local lord and a temple or two, and probably have several shrines. If guilds or lords do exist here, they are likely to be negligible in quality and service. In rare exceptions, villages may have walls and are constantly rebuilt.

Town

Towns have a population between 1,000 and 10,000. Towns typically have a handful of guilds, temples, and a local lord of some sort such as a baron, depending of course on the state. Towns usually are not walled.

City

Cities have at least populations of 10,000. Cities have numerous guilds, temples, and at least one local lord such as a duke. Predominantly, cities are walled and have a castle, citadel, or fortress of some type.

Capitol

Capitol cities are the seats of governmental power to a state, usually being the size of a large city. Capitol cities are almost always walled, sometimes having multiple walls, and very well defended. It seems that anything can be found for the right price or if searched for diligently in a capitol city.

Governments

A government is an authoritative unit that is organized to control masses of characters, and is usually classified according to the distribution of power within it. Following are the definitions of several forms of government that may be used by the MM to add realism to a gaming world.

Anarchy

The antithesis to all governments, proponents of anarchy prefer a lack of government, preferring chaos to order and nature to civilization.

Autocracy

A government wherein one character possesses unlimited power is an autocracy. Oftentimes, autocracies are often called dictatorships. If the character with unlimited power centralizes their control, this form of government may be called totalitarianism.

Aristocracy

This is a government wherein the power is vested in a minority consisting of those thought to be best qualified to rule.

Bureaucracy

A bureaucracy is a government wherein the power lies with numerous departments and their heads. It is a systematic administration characterized by the specialization of functions. Bureaucracies are often criticized as an overabundance of government consisting of too many clearly demarcated laws and statutes.

Confederacy

Usually a political balancing act, a confederacy is a government consisting of many smaller units that cooperate, yet prefer to remain independent or distinct. Sometimes these units are called states. Unfortunately, the units often do not cooperate and are subject to divisiveness.

Communism

A government wherein the state owns all property and distributes wealth equally is a communist government.

Democracy

A government wherein the general populace rules is a democracy. Each member of the populace is able to directly vote for policies. Note that this is different from a republic. Oftentimes, a government in the form of a republic will declare itself to be a democracy because it appeals to the people, though safeguards ensure that each character does not truly get an equal vote.

Feudality

A government wherein great landowners or hereditary overlords exact revenue from the land and also exercise the functions of government in their domains is a feudality. Typically, the great landowner is called the lord, and everyone else is a vassal.

Gerontocracy

This is a government wherein elders or old men rule. Many times, the government of a tribe is a gerontocracy.

Gynarchy

A government wherein women rule is a gynarchy. Note that a matriarchy is not necessarily a governmental form, but a social organization such that descent is traced through solely or primarily through the female line.

Hierarchy

This is a government administered by an authoritarian group of characters classified by ability, economic, or social standing.

Magocracy

A government wherein mages rule is a magocracy.

Meritocracy

A meritocracy is a government wherein responsibility is awarded to those who exhibit the most effort.

Monarchy

A government wherein rulership is inherited, such as with a king and queen, is a monarchy.

Oligarchy

A government wherein the few or a small faction rule is an oligarchy.

Ochlocracy

A government wherein the mob rules.

Pedocracy

A government wherein the educated and scholarly rule is a pedocracy.

Plutocracy

This is a government wherein the wealthy rule.

Republic

A government wherein representatives are elected to represent their electorate as they make policy decisions is a republic.

Theocracy

A theocracy is a government wherein rule is administered by a deity or religious officials.

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Society

Different races have different societies. Hereafter, the society of each race is described.

Bugbear

Since the worldly population of bugbears is small, bugbears congregate into communities that are no smaller than cities, though few exist. Bugbears value organization and strictly regulated freedom. Bugbears are ruled by a king and his dukes. Since no bugbear community is smaller than a city, there are no bugbear barons, knights, or lords. Since bugbear society is extremely patriarchal, no queens or duchesses exist who have any power or influence.

Bugbears combine the following types of government: bureaucracy, meritocracy, and monarchy.

Dwarf

Since the worldly population of dwarves is small, dwarves congregate into communities that are no smaller than cities, though few exist. Dwarves value organization and strictly regulated freedom. Dwarves are ruled by a king. Since no dwarven community is smaller than a city, there are no dwarven barons, knights, or lords. Since dwarven society is patriarchal, no queens exist who have any power or influence.

Dwarves combine the following types of government: hierarchy, meritocracy, and monarchy.

Elf

Since the worldly population of elves is small, elves congregate into communities that are no smaller than cities, though few exist. Elves value their forest, freedom, wisdom, and good tricks. Elves are ruled by a king. Since no elven community is smaller than a city, there are no elven barons, knights, or lords. Since elven society is patriarchal, no queens exist who have any power or influence.

Elves combine the following types of government: aristocracy, monarchy, and pedocracy.

Human

Humans congregate into communities that range in size from hamlets to the largest cities. Humans value money and power. For these reasons, human societies have slaves and peasants, in addition to free characters such as serfs, nobles, and royalty. Slaves are exploited. The most common slaves are other humans, though anakim and other slaves are also numerous. Peasants do not live in towns and cities, but only rural communities such as hamlets and villages. Humans are ruled by a king and queen. The king is assisted by a hierarchy of lesser royalty including dukes, barons, and lords; female equivalents also exist. Human society is patriarchal, since their king is male and their sovereign ruler. Males have naturally emerged as the dominating gender of all successful human societies.

Humans are likely to try any type of government. Modern governments tend to involve the following: bureaucracy, communism, feudality, monarchy, and republic.

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Kobold

The only race more populous than kobolds is humans. Kobolds value freedom, power, and laziness. For this reason, a large portion of kobold society is slaves. Kobolds are ruled by a king and queen, and their dukes and duchesses. Each kobold squabbles for more power, then abuses those beneath them with less. Kobold society is patriarchal, since their king is male and their sovereign ruler. Males have naturally emerged as the dominating gender of all successful kobold societies.

Kobolds combine the following types of government: hierarchy and monarchy.

Troll

Since the worldly population of subterranean trolls is small compared to humans. Since these trolls hate noise, they have retreated long ago into caverns where they have created underground palaces. Few palaces exist. Trolls value freedom and money. Trolls are ruled by a king. Troll society is patriarchal, since their king is male and their sovereign ruler. Males have naturally emerged as the dominating gender of all successful troll societies.

Trolls are governed by their troll-king, who establishes himself by and with absolute power. Trolls succumb to autocracy and magocracy.



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Roads

Although roads¹ may differ by culture, the information provided here is meant to be the norm. Roads are formal trails that are made by characters.

Main roads are paved with hewn stones and bolstered underneath by masses of tightly packed sand. Main roads are paved with polygonal paving stones of durable igneous rock such as basalt, granite, or porphyry. Typically, the stones measure 12" across by 8" deep. The stones are fitted together in a cunning pattern to form an absolutely smooth surface. The work on roads is done by the army. The following tools are used: pick, hammer, and spade.

Great thoroughfares have a raised border along each side. Outside the border is an unpaved track. The unpaved track is roughly two feet wide and is used by pedestrians and pack-animals. At intervals, high stones are set along the sides to help a traveller mount a horse or climb into a high-wheeled carriage. All roads have channels along one side or both to divert rainwater.

The width of roads varies. Two-lane roads are at least eight feet wide, but usually ten. Three-lane roads have a width of 14-18 feet. Most roads widen to thirty or more feet near a major central city. In mountainous areas, width is minimized. A single-lane road is about 6 feet wide. Secondary roads are simple, dirt roads.

Main routes are carefully maintained. They are marked with road signs every mile, called milestones. Every six miles exists a guard post that offers protection and the opportunity to communicate with the next down the line by means of fire signals. Mileage is always counted outward from the capitol. Settlements are sometimes named by the stone it is nearest. Each road has its own curator or commissioner charged with keeping it repaired and adequately policed.

Also lining the roadsides are religious monuments. These range from sanctuaries to only mounds of stones. When only a mound of stone, passersby will toss an additional stone on the mound.

Traders travel throughout the year and comprise the largest percentage of travelers. Females on the road wear the same clothes as males, except that their clothes are longer, reaching to the ankles. If females bring jewelry while traveling, they keep it hidden. Only exiles, refugees, and the like travel alone; ordinary voyagers bring at least one slave. When traveling, characters take care to plan their arrival at their destination to occur during daylight.

Inns

An inn¹ is an establishment that allows travelers a place to rest, and usually eat and other necessities. If there are no inns, then a traveler must attempt to appeal to the private hospitality of a local character. Owners of private houses also rent rooms. If allowed to stay, it is expected that guest and host exchange gifts upon the departure of the guest. Since inns are so pervasive, it is rare that a traveler must appeal to private hospitality.

A traveler comes upon inns before they reach the town proper. Inns line the roads outside the city limits. Just inside the gates are more inns, and still more can be found around the center of the town. Inns in town are not hard to identify. Even a traveller who arrives late at night can identify an inn, since inns have lit lanterns over their doors. Often, the innkeeper advertises by hanging a sign with an appropriate picture. Often the picture is of wine jars or erotic scenes. In many establishments, the innkeeper stands in the doorway and attempts to attract customers. Since a female innkeeper is most common, it is likely that she will rave about the charm and cool of her place, and assure passersby that they will not only find bread and wine, but love. Even respectable inns include whores among services offered. The staff of inns are usually slaves, including the doorman (doorwoman), bellboys and porters, waiters, barmaids, and cleaning girls (who double as whores, at the request of a guest).

1. Information on roads and inns has been referenced from [Travel in the Ancient World](#), by Lionel Casson. For more information, see the References section at the end of this book.

In an inn, a traveller strikes a bargain with the innkeeper for each item separately -- bed, drink, meals, whores. Rates including everything are the exception. Inns vary widely in the range and quality of provisions. An inn able to accommodate royalty is called a praetoria, while an inn for peasants is called a hostel. A fully equipped inn offers meals and sleeping quarters, a change of animals, carriages, porters, veterinarians, and cartwrights. Since inns do not include baths, a traveler must go to a public bath.

When ushered to a room, a traveler shares it with as many fellow guests as the innkeeper can cram into it. The furniture is minimal: a bed, chamber-pot, and candleholder. Experienced travelers carefully search the bed for bedbugs. The decor of an inn is minimal as well. Frequently, previous guests vent their feelings by scribbling on the bedroom walls. From history, "Innkeeper, I pissed in the bed. I did wrong, I admit it. Want to know why? There was no chamber-pot!"

A standard inn is 2 stories, roughly 40' x 70', with a short side facing the road. Paralleling one of the long sides is a court for wagons and carriages. The ground floor includes a stable that can handle a dozen or so animals, a repair shop complete with a blacksmith's forge, an office, a kitchen measuring 6.5' by 19.5', and a dining room about the same size. Hot-air ducts under the floor provide heat for a chamber. The upper floor contains the bedrooms.

A large inn is a complex of stables and court and buildings that covers an area of 60' x 216'. There is a court of 36' x 75' surrounded on 3 sides by 2 floors of chambers. Most rooms measure 16.5' x 16.5', and a few are much larger. No heating ducts exist, so the rooms have fireplaces or braziers. Large inns have 30 or more rooms.

A small inn rarely offers more than a dozen rooms to rent. The smallest of inns is a rectangular building about 47.5 feet long and 21 feet wide. It is divided into 3 rooms, a central chamber flanked by a kitchen on one side and a bedroom on the other. The kitchen measures 5' x 12.5' and the bedroom measures 3' x 7.5', leaving most of the space for the central hall. All 3 rooms are heated, the kitchen by its hearth, the bedroom by a fireplace, and the long chamber by a floor fitted with hot-air ducts. The stables, forge, and other facilities are in sheds behind or alongside the inn.

A type of inn of low repute is a caupona. It caters to sailors, carters, and slaves. Its dining room has more the atmosphere of a tavern than a restaurant. The copa (female) or copo (male) is one who runs a caupona. A traveler is completely at their mercy. When a character is robbed here, law declares the character can only find satisfaction from the thief, not the innkeeper.

Cursus Publicus

This is a government post that is part of a network of inns. Every user has to have a diploma signed by the king. A diploma entitles a character to travel with the use of government maintained facilities. A diploma is a prized possession. All along routes at strategic intervals are stations. At a station, a traveler with a diploma may eat, sleep, and change beasts or vehicles. Stations are 25-35 miles apart, the distance of an average day's travel. The king simply selects inns of the required quality and incorporates them into his system, making them stations and requiring them to accommodate any holder of a diploma for free. Selling a diploma to an unauthorized user is punishable by death.

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Public Baths

Not every culture has public baths¹, though cultures with public baths consider their culture to be more civilized because of them. Public baths offer gymnasiums, beauty treatments, concerts, art exhibitions, lectures, promenades, and the chance to meet and talk with practically every character in town.

A traveler undresses in a dressing room, but is advised to make sure that their clothing and possessions are in the care of a character while bathing, since robbing garments from dressing rooms is practically an occupation. Management at public baths assume no responsibility for stolen possessions.

If after sampling the public bath, a character still needs diversion, they can try one of the local brothels. Brothels have oil lamps burning above their door all day and all night. If a character prefers a more restful diversion, they can return to their inn and request one of the cleaning girls, who will double as a whore. In a lonely inn, this is nearly the only available entertainment. Some inns have room service, so a guest can request a meal be brought to them.

Taverns

A tavern¹ is a drinking shop, though much more occurs in a tavern besides drinking. Other names for a tavern include the kapeleia and potisteria. In addition to being a place for drinking, other activities also occur in taverns, such as gambling, watching dancing girls, and prostitution. Tavern-keepers are mostly female. Their chief business is supplying drinks and women. Decent characters do not patronize taverns. Females rarely go to taverns. If they do, it is understood that they must be there to fornicate. In fact, husbands may spend so much time lounging and drinking at taverns that they hardly have any use for their homes or wives, and may rent both of them out to others.

The tankards of most taverns are inscribed with names of gods or other things, such as Love, Health, Joy, etc. An interesting one is Pausikraipalos, meaning 'Stop-the-Hangover.'

Restaurants

Downtown, many restaurants¹ may be found. A taberna is essentially a snack bar. It has a marble counter that opens onto the road and is about 6-8 feet in length. The customer stands in the street and orders are slapped onto the counter before them. Popular orders are bread and wine, and sometimes meat.

If a hungry character wants to sit down to eat, they enter a restaurant, called a popina. Characters prefer to eat while reclining rather than seated. Tables are surrounded on 3 sides by couches, rather than chairs. To dine while seated is considered to be for the poor or hurried. Wine is popularly ordered. A popina also provides entertainment, such as whores and gambling. Most who enter spend the whole evening, if not the whole day. A popina opens about 11 a.m. or earlier. Most of these establishments offer music and dancing. Most supply whores, have erotic scenes on the walls, and are decorated with an erect phallus. A popina caters to muleteers, sailors, pedlars, and the like. Many moral priests are forbidden by their religion to eat at restaurants, except when there is no alternative, such as when one is on the road.

IN VINO VERITAS.

The truth is in wine.
(Drunk characters tell the truth.)

1. Information on public baths, taverns, and restaurants has been referenced from Travel in the Ancient World, by Lionel Casson. For more information, see the References section at the end of this book.

Mail

A government mail¹ service exists. However, it is for governmental use only. The rich, however, often have their own postmen. Among their slaves they have a certain number to serve as couriers. They are called tabellarii or 'tablet-men'. The vast majority of letter-writers, of course, do not have couriers. Their only recourse is to find some traveler who happens to be heading in the right direction. Travelers have no objections to filling the role of postman -- it is, after all, the only way they can get word to anyone themselves. The only writing instrument is a reed pen. The ink is a mixture of lampblack gum and water. Letters are most often written on papyrus or parchment. Writing and sending letters is expensive, due to paper, ink, and couriers. Since it is expensive, lengthy missives are rare. When finished writing, the writer either rolls up the sheet or folds it, keeping the message on the inside, and ties it. Finally, a fixed blob of clay or wax is placed on the tie and a seal is impressed on it. When the wax or clay dries, the address is written on it. The address is very simple, such as 'To Abacenis from his brother Darkosis'. There is no need for anything more. Some characters desire their mail to not be able to be read by others, and so they write a message in ink, though vital information is omitted. Vital information is written with milk, not ink. When the milk dries, it will not be noticed by others. Messages written in milk may be read by spreading ashes over the letter. Milk is commonly called invisible ink.

Mail moves quite fast over short distances. But long distances, especially when crossing water, are another matter. The courier checks the waterfront to determine if any vessels are rowing or sailing in his desired direction. If not, all the courier can do is sit, wait, and hope.

Around Town

Communities have different mores depending on the culture. Information detailed here is meant to be the norm around town¹.

Wheeled traffic is banned in towns during daylight hours. Heavy transport must take place between dusk and dawn. Along the main streets of a town, light is no problem; oil lamps in the open-fronted shops provide plenty of illumination. A typical main street may have 45 shops on either side over the distance of 1,500 feet. Since each shop has one lamp burning, this equates to a light every 30 feet or so. Street lights, distinct from the casual lighting of shops, are limited to main intersections. Side streets are in total darkness at night, and any character who plans to wander there should hire a linkboy to light the path either with a torch or lantern.

In town, daytime has perils for characters who leisurely stroll about the streets. Though there may be no wheeled traffic about which to worry; a character who is carelessly walking may easily be stampeded by a team of horses speeding along at a brisk trot. Further, there are shysters who run about the city and swindle the well-to-do strangers who come to town. Some writers warn that a character must guard with all their might against the whores, since they are a pleasant means to ruin without realizing it.

Since street signs and house numbers do not exist, in some towns and most cities a guidebook exists for strangers. Guidebooks highlight individual places and monuments. These works are commonly entitled "Guidebook of...". They are intended as preparatory reading, not for use on the spot. Since these books are handwritten on relatively thick papyrus or leather sheets, these books are too bulky for casual use; they are also too valuable due to expense. Some tourists are interested in having a pictorial memento of what they see. If they have an aptitude for sketching, they can bring papyrus, reed pen, and ink, or perhaps wax tablets and stylus. Local guides lie in wait for tourists; they are called periegetai, meaning 'leaders around' or exegetai, meaning 'explainers.' They are everywhere; the sight-seer could not avoid them if so desired.

1. Information on mail and around town has been referenced from [Travel in the Ancient World](#), by Lionel Casson. For more information, see the References section at the end of this book.

Education

Formal education¹ consists of attending a religious school until the human age of fourteen. If education is pursued beyond religious school, it is continued at a university.

Religious School

There are no public schools. The elite of the city's youth attend school, mostly the sons of nobles and royalty. Education places them permanently above peasants and ignorant tradesmen. In a religious school, pupils sit on the floor, all ages together. Instruction is predominantly oral. The schoolmaster lectures, and students take notes on oblong wooden tablets coated with black or green wax, using a stylus of bone, ivory, or metal. The whitish scratches it makes can be erased by rubbing with its rounded end.

In drill, pupils repeat in chorus after the teacher and go on repeating an exercise until they have learned it by heart. Since books have to be copied by hand and writing materials are expensive, memory and oral exercises are indispensable. The schoolmaster reads aloud. The attention of the students does not wander, for each of them must recite tomorrow part of what he has heard today. The lecture, the main teaching session of the day, takes place in the early afternoon. Following it, there is a period of free discussion, then drill. The next morning is devoted to the repetition.

Theoretically, the curriculum consists of the seven liberal arts. But schools rarely teach all seven of the arts, and the emphasis is very unequal. These arts are liberal because their purpose is not money-making and because they are worthy of a free man. There are seven mainly because characters are fond of the number seven, one of the keys to a numerologically ordered universe. Liberal arts are divided into the trivium (three roads) and quadrivium (four roads). The trivium is comprised of grammar, rhetoric, and logic. The quadrivium is comprised of the scientific: arithmetic, geometry, astronomy, and music. Recent additions have been the subjects of theology and philosophy. The function of higher education has been absorbed by the universities.

The grammar of religious school embraces not only linguistics but writing, spelling, composition, speech, and general literature, including poetry and history. In grammar, the student is exposed to a series of authors. Anything written in a book has a certain sacredness; all the established authors are considered authorities. Some are surprisingly profane and even erotic, but they are nevertheless studied for their rhetorical artifices.

In geometry, the class studies a map of the circular earth, composed of three continents equal in size, separated by narrow bands of water.

University

Universities are closed to women, but they are equally closed to men except those who are being trained to be a barrister, doctor, or priest. At a university, scholars break for lunch, meeting again in the afternoon for another lecture or disputation. When the day is over, scholars may turn to studying or copying by candlelight, or since all forms of athletics are prohibited, scholars may turn to gaming, drinking, and whoring. Although human scholars usually enter the university at fourteen or fifteen, their private lives are almost entirely unsupervised. There are no university buildings. Classes are held in the masters' houses. Student lodgings, schools, and brothels are cheek by jowl, and sometimes masters and students conduct disputations on the second floor, whores and pimps on the first.

The favorite sport of university students is fighting -- with each other, with the townspeople, or with the provost's guard.

After six years of studying, a student may face the examiners. If the student passes the exams, he receives a license to teach. Otherwise, he may become a scribe, or go on to study medicine or law. In F.A.T.A.L., education is worthwhile.

Wandering scholars drift from one school or one patron to another, passing their days in taverns and living by their wits. Some contribute to worthy literature.

1. Information on medieval education was referenced from Gies' *Life in a Medieval City*, see the References section.

Justice

While cultures differ dramatically in their approaches to justice¹, below are recommendations of common crimes and punishments. However, a suggestion for a simple system is hanging for serious offenses and the pillory or flogging for minor offenses. The crimes listed below are arbitrarily listed in an order of severity.

Treason

Hanging, and then after or near death, they are drawn and quartered. 'Drawn' means the method that they arrive at the gallows (usually dragged there). Once there, they are quartered by four horses, each with a limb tied to them as they speed away from the criminal. However, some cultures prefer burning these criminals to death.

Mass Murder

The mass murderer is buried alive.

Petty Treason (Murder of a Husband by the Wife)

In some cultures, the murderous wife is burned to death atop a pyre of dust-dry straw. These criminals are customarily strangled before being burned, carried out while the flames are lit. Other cultures prefer to bury the murderous wife alive with her head above ground to prolong the agony.

Murder of Wife and Children by the Husband

The murderous husband is to be locked in a dungeon cell, strapped to the ground with roughly 250 lbs. of heavy weights on his chest. No food or drink are given. If he survives for 40 days, he may go free. Most die in about 3 days.

Murder of an Owner by their Slave

The slave and all others owned by the murdered owner must communally be put to death.

Murder by means of Poison

The murderer is to be boiled alive in a cauldron.

Murder

Amputation of the right hand and right foot is the common penalty for murder.

Murder of a Slave by Torture, Poison, or Fire

The penalty for this is death. Though hanging is a popular means, those convicted to hang often plead to the court to behead them instead. If beheading is granted, the executioner commonly raises the severed head before the crowd to prove the deed had been done properly.

Witchery

Some women are hung by their hair while others are also scorched with a flaming torch. Often, witches are put to death on a pyre of dust-dry straw. Occasionally, they are tortured and raped before being burnt. Suspected witches are stripped, shaved, and strapped in a chair for questioning. It is commonly believed that all witches have familiars. Hence, the authorities often observe the witch in her dungeon cell for a duration to see if a beetle, mouse, or rat would approach her, and therefore it must be her familiar. If women have pets, the pets are often perceived as her familiar. Next, the body is closely examined for a witch's or devil's mark. A pin stuck in this mark causes neither pain nor bleeding. Women who take part in wild orgies are often deemed witches. Also, women who cast spells may be considered witches.

Lycanthropy

If someone is discovered to be a werewolf or other lycanthrope, then they will have their skin torn off by red-hot pincers prior to beheading.

1. Information on medieval justice was mostly referenced from Farrington's *History of Punishment and Torture*. For more information, see the References section at the end of this book.

Habitual Felons

First, the habitual felons lose one ear, then the other, and then the stump of the ear is shaved down.

Arson

In some cultures, amputation of the right hand and right foot are the punishment for arson. In other cultures, arsonists are put to death on a pyre of dust-dry straw.

Heresy (Repentant)

Typically, heretics who admit the error of their ways are only required to pray, fast, or take a pilgrimage.

Heresy (Unrepentant)

Heretics are put to death on a pyre of dust-dry straw. The riches and lands of the convicted heretics are donated to the dominant church of the land.

Slave Revolt

All slaves are either hung or crucified. If crucified, see 'Convicted Slave' below.

Adultery (Female)

The adulteress is either burnt alive or beheaded.

Speaking against the Ruler

The tongue is cut out of the criminal to prevent further protests.

Blasphemy (against the dominant church of the area)

Branding on the face with a 'B' is the punishment for blasphemers.

Robbery

Some cultures brand robbers on the face with an 'R'. Other cultures cut off the offending limb or hand. Yet, other cultures hang the highwayman.

Assault while in a Palace, Court, or Church

The right hand is amputated for this offense.

Disturbance in a Church

For this offense, criminals are branded on the face with an 'F' for fray-maker.

Poaching

In some cultures, the offending legs that committed the trespassing are removed from the character to prevent future trespassing. Other cultures pour hot lead into the poacher's ear.

Pimp

Though not illegal in many societies, some consider this a crime worthy of death.

Prostitution (and Female Offenses relating to)

Though not illegal in many societies, some consider this a crime worthy of the pillory. In a pillory, a character stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences are limited, sometimes as short as an hour. If the woman is accused of offenses similar to prostitution, she is tied to the back of a cart, stripped to the waist, and whipped as the cart is driven through town.

Affair between Mistress and Slave

In some cultures, the slave is put to death. In others, the slave is burned alive and the mistress is put to death for her part in the affair. Note that affairs between master and slave, even if he rapes her, are acceptable.

Sex Offenders

This crime entails many things, such as incest, child molestation, man-hating lesbians, and sodomy. In some cultures it is criminal to not be heterosexual, while other cultures are tolerant. These crimes result in the criminal being placed in the pillory, though crowds are usually incited to horrific responses toward sex offenders. In a pillory, a character stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences are limited, sometimes as short as an hour. Extreme mutilation is commonplace with sex offenders, such as plucking out their eyes.

Irreconcilable Civil Dispute

When civil disputes are irreconcilable, they are resolved through a trial by combat. A duel between the disagreeing parties may be fought on foot or horseback with a choice of weapons paid for and offered by the city or state. These duels draw crowds. The accused is permitted to appoint a champion to fight on their behalf. Despite the illustrious title of champion, freelance champions are invariably from the lower class and command little respect.

Slander against a Married Woman or Priestess

These criminals are branded on the face with an 'SL'.

Covetous Eyes

Those convicted as having covetous eyes have their eyes burned out.

Seditious Libel

When damaging statements are made against someone and they are proven to be false, the hand of the criminal is severed by a cleaver.

Infidelity or Bawdy Behavior

Women and men accused of infidelity or bawdy behavior are tied back-to-back on a horse or donkey and paraded through the streets. The crowds jeer and jostle them.

Female with Acid Tongue

For women convicted of having an acid tongue, a metal cage clamps around the head with a built-in gag. The mouthy woman is paraded around town and subjected to jeers and scorn. Frequently, this charge is brought by a disgruntled husband against his wife before court.

Failure to Pay Rent

Those who fail to pay rent are placed in the stocks or pillory. In a pillory, a character stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences are limited, sometimes as short as an hour.

Trifling Debt

These criminals go to jail, where they are herded into cells with no sanitary provisions, heating, or bedding. They are manacled with irons, the heaviest of which weigh 40 lbs. The majority of cells are underground with small slits to access daylight and fresh air. Flogging is a daily occurrence. Sometimes, multiple prisoners are chained together by the neck. There is no gender segregation in these prisons, leading to rampant promiscuity.

Petty Theft

The thief convicted of petty theft will lose a thumb.

Perjury

In many cultures, these criminals are banished from their home and community, often for 7 years. Death almost certainly occurs in the lawless wilderness. Lone travelers, universally loathed and distrusted, are easy prey. Often, the hunting and killing of those who have been banished is encouraged. Sometimes, the character to be banished is transported by seagoing vessel to a distant isle or land. In other cultures, they are sentenced to a pillory. In a pillory, a character stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences are limited, sometimes as short as an hour.

Dishonest Merchants

Dishonest merchants are often put in the pillory. In a pillory, a character stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences are limited, sometimes as short as an hour.

Forgery

Those guilty of forgery are often put in the pillory. In a pillory, a character stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences are limited, sometimes as short as an hour.

Gambling (with Loaded Dice)

Gamblers may be subjected to the pillory. In a pillory, a character stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences are limited, sometimes as short as an hour.

Petty Crimes

These criminals are banished from their home and community, either forever, or for 7 or 14 years. Death almost certainly occurs in the lawless wilderness. Lone travelers, universally loathed and distrusted, are easy prey. Often, the hunting and killing of those who have been banished is encouraged. Sometimes, the character to be banished is transported by seagoing vessel to a distant isle or land. If they are allowed to return in 7 or 14 years, a future offense will result in hanging.

Wives who keep Disorderly Houses

These wives are flogged publicly. She is tied to the back of a cart, stripped down to the waist, and whipped while she is paraded through town.

Vagrancy

These criminals are branded on the face with a 'V' for being a vagrant.

Runaway Slaves

When caught, runaway slaves are smeared with sweet molasses and then tied down as food for ants. So voracious are the insects, they strip the flesh from the bodies.

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Convicted Slave (any crime)

Convicted slaves are candidates for crucifixion, being nailed through the wrists and ankles or strapped to a cross and left to die upon it. Often, floggings precede the crucifixion while the criminal is forced to carry their own cross. Sometimes, the crucified character is mounted onto an upside-down cross, which is more humane since the criminal quickly falls unconscious. Otherwise, crucifixion is horribly slow, often taking more than a day for the criminal to die.

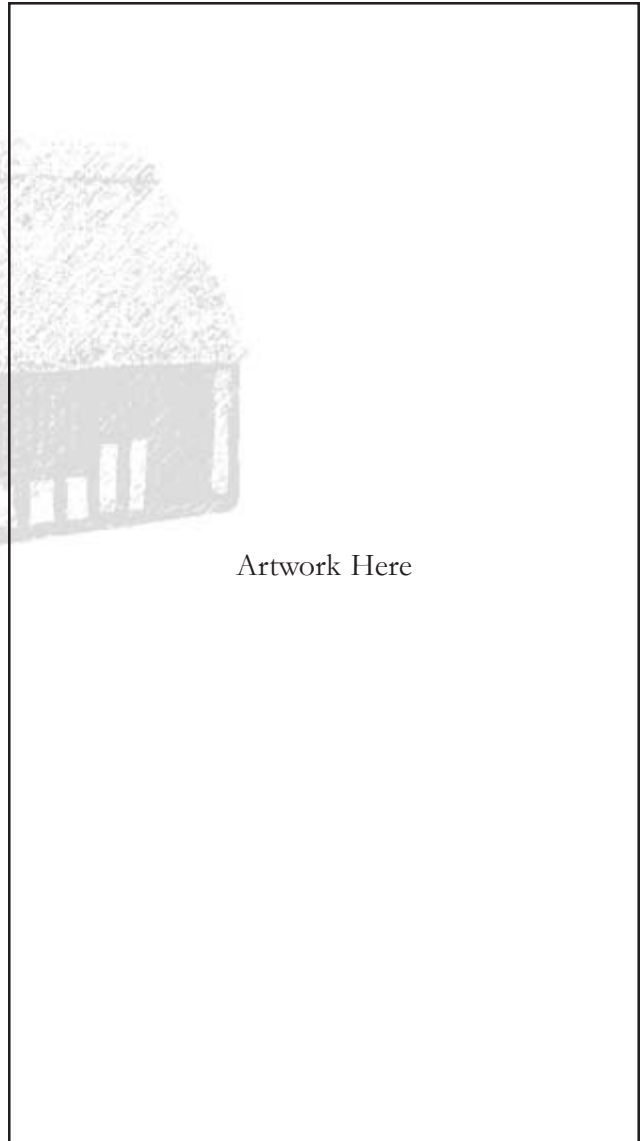
Rape

In an average community, an average of twenty rapes occur annually. In 80% of cases, rapes are committed by between two and fifteen characters. They force the female's door at night, do not disguise themselves, and either rape¹ the victim in her home and in the presence of terrorized witnesses, or drag the victim through the streets into one of their houses, where they have their pleasure all night long. In 80% of cases, the neighbors do not intervene. Almost all rapes involve extreme brutality, though they never attempt to wound or kill her. The rapists come from all levels of society, but the majority are artisans and laborers. Less than 10% of rapes occur by thugs. In 50% of cases, human rapists are between 18 and 24 years old. The group is composed, on average, of 6 characters. Only 20% of the rapes are committed by 10 or more characters. Half the male youth participate at least once in gang rape. Sexual violence is an everyday dimension of community life. There tends to be less in smaller communities such as hamlets and more in larger communities such as cities.

If identified, rapists are imprisoned for weeks, though no more than a month. If the victim withdraws the complaint, the rapist is freed immediately. Imprisonment for rape consists of flogging, unless the rapist is an outsider, in which case the rapist is banished. When freed from imprisonment, a rapist is not considered criminal nor considered to be bad.

The social reaction to rape is rarely favorable to the victim. The human victims of gang rape are between the ages of 15 and 33. Child rape is rare. The rape of a child under the age of 14 or 15 is considered a serious crime. The victim loses her good name in almost all cases, and encounters difficulty in regaining her place in society and family. If the victim of rape is single, then fewer males desire her as a wife. If she is married, her husband may abandon her.

Priests comprise 20% of the clientele at private brothels and public baths. Some priests are even members of nightly gang rapes. The victim of gang rape almost never accuses them of committing sodomy.



1. Information on medieval rape was referenced from Rossiaud's [Medieval Prostitution](#). For more information, see the References section at the end of this book.

Recipes

A recipe is a formula for cooking or preparing something to be eaten or drunk. Herein, a recipe is a list of ingredients and possibly some notes about how to cook or prepare food or drink. Recipes do not include information about quantities of ingredients, optimal cooking temperature, or time. These variables are left to be determined by each cook to their preference. Ingredients below are listed alphabetically.

Aliter Dulcia

Ingredients: Coarsely ground nuts, coarsely ground stone-pine kernels, eggs, ground pepper, honey, milk, minced rue, and sweet wine sauce

Instructions: Mesh the pepper, pine kernels, honey, rue, and sweet wine sauce with milk and eggs, and then boil the dough. Serve topped with honey and sprinkled with pepper.

Dulcia Domestica

Ingredients: Coarsely ground nuts or stone-pine kernels, fresh or dried dates, and salted honey or red wine with honey

Instructions: First, remove the stones from the dates and fill them with nuts or stone-pine kernels. Sprinkle some salt on the filled dates and stew them in honey or honey-sweetened red wine. The dates must be cooked on low heat until their paring begins to come off.

Fabaciae Virides Et Baianae

Ingredients: cumin seeds, minced branch of leek, minced coriander leaves, oil, salted wine, soybeans with pod or green beans

Instructions: Cook the beans with the salted wine, oil, leek, and spices. Serve.

Gingerbrede

Ingredients: breadcrumbs, cloves, ginger, honey, pepper, and sugar

Instructions: Boil honey, then stir in breadcrumbs until evenly mixed. Remove from the heat and stir in ginger and pepper. Let it cool. Then, knead it to evenly distribute the spices. Put it in a box and sprinkle sugar and cloves around the edge. Allow the clove flavor to permeate the bread, but do not eat the cloves with it.

In Mitulis

Ingredients: Cumin, fresh sea mussels, finely minced leek, salt, water, and white wine

Instructions: Water the fresh sea mussels, then clean them. Mix salt, white wine, water, and spices. Boil the broth, then add the fresh sea mussels. Boil until ready.

Makke

Ingredients: beans, onions, salt, and wine

Instructions: Soak the beans overnight then simmer until tender. Drain the beans. Heat wine and add to the beans. Finely chop onions. Upon each dish, apply cooked onions over it.

Mustacei

Ingredients: anise seeds, bay leaves, cumin seeds, grape juice or young wine, lard, grated sheep cheese, and wheat flour

Instructions: Pour some young wine over the wheat, flour, lard, and cheese. Add anise and cumin seeds. Work them together until dough results, producing several rolls. Then bake each roll.

Ova Sfongia Ex Lacte

Ingredients: Eggs, honey, milk, oil, and pepper

Instructions: Mix eggs, milk, and oil until a pancake-like dough results. Fry the dough in a pan and serve topped with honey and pepper.

Rapes in Potage

Ingredients: chicken broth, ginger, onions, rapes (turnips), saffron, salt, and sugar

Instructions: Wash, peel, and quarter the rapes (turnips). Cover the rapes with boiling water. Mince the onions. Drain the rapes and put them with chicken broth and onions in a pot. Bring this to a boil. Add saffron and seasonings to the potage. Cook until the rapes are soft to the touch with a fork.

White Pudding

Ingredients: Breadcrumbs, butter, eggs, milk, and saffron

Instructions: Beat eggs, add milk, and beat again. Grind saffron and add to milk and eggs. Add breadcrumbs. Apply heat, put in a dish, and add butter.

Tiropatinam

Ingredients: Eggs, ground pepper, honey, and milk

Instructions: Sweeten the milk by adding honey. Then, add eggs and mix together until smooth. Cook with low heat until stiff. Finally, sprinkle pepper on it and serve.



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Chapter 7: Occupation



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At the age of ten, most humans begin to learn an occupation. This chapter explicates the various occupations available. First, a player must consider their Social Class (see *Chap. 6: Sociality*). Depending on the Social Class (slave, peasant, serf, noble, or royalty), each player may choose an occupation. The most popular choice is an adventuring occupation, such as an assassin or soldier. The most common choice is to choose the same occupation as their parents. A player may choose any occupation within their Social Class, except for a royal occupation, which is determined randomly. Each player must select an occupation. Whichever occupation is chosen, a character is not forever limited to it. Slaves and peasants are not free, and so their lord or master will not allow them to change their occupation. Serfs and nobles, however, are free to abandon their current occupation at any time and begin another one.

If a character is a slave, then avoid the following tables and proceed directly to the occupation. As each player considers occupations, they must consult with the MM. Some occupations are available only in certain sizes of communities. For example, it is not possible to be a baron in a hamlet. Consider Social Class, and consult the following tables. Then, select an occupation. All occupations are listed alphabetically after guilds and the tables based on Social Class.

Guilds

Hundreds of occupations exist. Human society gradually developed a means of organizing most occupations. A guild¹ is a governing body for an occupation or group of occupations. Historically, alternative names for a guild have been a college, fraternity, and brotherhood. All guilds are owned by the king, though much regulation is internal as well as mandated royally. All members of a guild are either an apprentice, journeyman or journey woman, master or mistress, or guild official.

Apprentice

An apprentice is a character who is learning an occupation from a master. To become an apprentice, a notarized agreement must be signed between the apprentice and master. Once the contract is signed, the apprentice becomes the lowest member of the appropriate guild. An apprentice works for a period of time, in which the apprentice is obliged to learn from the master. Since all masters have a limited right to physically punish and correct their apprentice, most apprentices receive occasional beatings. The daily routine of most apprentices consists of chores, instruction, corporal punishment, and an increase of knowledge and skill. Some apprentices also perform domestic duties unrelated to their occupation. Fewer than 10% of all apprentices are female. When females are employed for physical labor, their wages are usually half of the wages of males. Apprentices work each day as long as their master. Oftentimes, apprentices resent their masters and serve their term 'with a clenched fist,' as they put it. Once the contract is completed, the apprentice is either accepted or rejected as a journeyman in the guild. Usually, a masterpiece must be crafted to demonstrate proficiency in the occupation. If accepted, the apprentice must pay 200 s.p. to the guild, unless they are the son or daughter of a member, in which case the fee is waived.

Journeyman or Journeywoman

A journeyman or journeywoman is a character who has completed an apprenticeship or is otherwise recognized as competent at an occupation. Where a guild exists for a given occupation in a community, a journeyman must be a member of the guild to work legally at their occupation. However, journeymen are not fully members, since they cannot employ their own apprentices. Most journeymen negotiate their daily wage in their employment contracts, though they are hired usually for months and collect their pay weekly. However, in some occupations it is the norm to be paid by piece-rate. The journeyman promises their labor to their master and no one else in the agreed period. Some journeymen are former masters who have reverted due to poverty. A journeyman may not serve as a guild official. There is no limit on how many journeymen a master may employ.

Master or Mistress

A master is a character who is experienced at their occupation, is a full member of their guild, owns a shop, and is self-employed. When employing an apprentice or journeyman, a master has a clerk of the guild write a contract, which will be signed by the master and the employee. Some guilds limit the number of apprentices that each master may have at one time, though immediate family members of the master always have the right to apprenticeship. In the contract between master and apprentice, the master promises to treat the apprentice like their own child. Also, in the contract the master promises to provide work on every day that is not a holy day. Each guild has a list of days considered holy by their guild, and on which members do not work. All masters consider corporal punishment to be part of educating an apprentice, and all masters have a limited right to physically punish and correct their apprentice. When applicable, the master gives a set of tools to each apprentice at the end of their service.

1. Information on guilds has been mostly obtained from Epstein's *Wage Labor and Guilds in Medieval Europe*. For more information, see the References section at the end of this book.

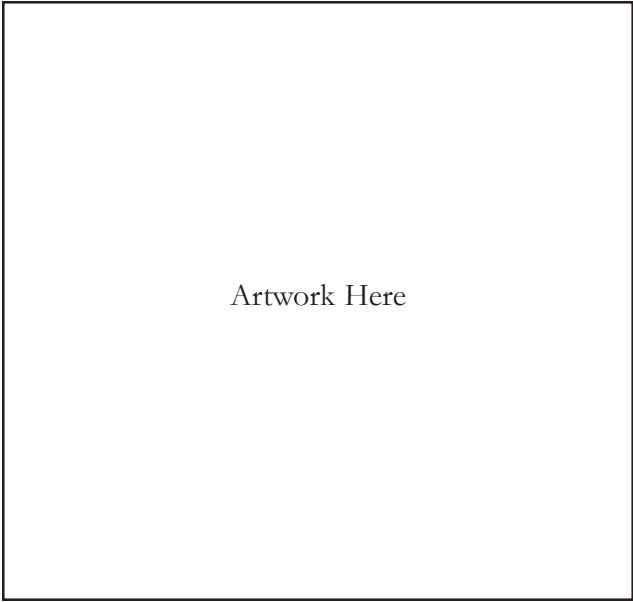
Guild Official

A guild official is a master in a guild who serves a term of one year. During this term, it is the duty of a guild official to inspect members of the guild and ensure that the statutes are being obeyed. In most guilds, inspection is no sham formality. Visits are made unexpectedly and scales are checked. Substandard products are confiscated immediately by guild officials, either to be destroyed or to be given to the poor, while the culprit pays a fine commensurate with the value of the merchandise.

Nonetheless, guild officials make decisions regarding the guild. For example, when an apprentice completes the term of their contract, the guild officials vote as to whether or not to accept the apprentice as a journeyman.

Trademark

A trademark is a method of identifying the shop of origin regarding products. Each master must register their own trademark with their guild. Each master's trademark must be permanently included with the product, according to guild statutes. Characters associate the quality of a product, or lack thereof, with familiar trademarks. A guild uses trademarks to identify masters whose products are below the standard of the guild, and to praise the masters whose products surpass the standard. Noteworthy trademarks may be renowned even in distant lands.



List of Guilds

Not all guilds in the following list exist in all communities. Each community in the gaming world should have a list of its guilds, as well as their size in relation to each other.

- Bakers' Guild
- Bankers' Guild (money-lenders)
- Barbers' Guild
- Bookbinders' Guild
- Bowyers' Guild
- Brewers' Guild
- Brickmakers' Guild
- Butchers' Guild
- Cabinetmakers' Guild
- Carpenters' Guild
- Cartwrights' Guild
- Carvers' Guild
- Chandlers' Guild
- Cheesemakers' Guild
- Colliers' Guild
- Coopers' Guild
- Dancers' Guild
- Dicemakers' Guild
- Drapers' Guild
- Dyers' Guild
- Enamellers' Guild
- Engravers' Guild
- Fishmongers' Guild
- Fletchers' Guild
- Fullers' Guild
- Furriers' Guild
- Gilders' Guild
- Girdlers' Guild
- Glassblowers' Guild
- Glovers' Guild
- Grocers' Guild
- Hatters' Guild
- Herbalists' Guild
- Inkmakers' Guild
- Innkeepers' Guild
- Ironmongers' Guild
- Jewelers' Guild
- Knackers' Guild
- Lacemakers' Guild
- Marblers' Guild
- Masons' Guild

Millers' Guild
 Miners' Guild
 Minters' Guild
 Musicians' Guild
 Papermakers' Guild
 Pawnshopmans' Guild
 Perfumers' Guild
 Potters' Guild
 Poulterers' Guild
 Pursemakers' Guild
 Ropemakers' Guild
 Saddlers' Guild
 Sailmakers' Guild
 Sheathers' Guild
 Shipwrights' Guild
 Skinners' Guild
 Smiths' Guild
 Soapmakers' Guild
 Tailors' Guild
 Tanners' Guild
 Tavernkeepers' Guild
 Thatchers' Guild
 Tilemakers' Guild
 Tinkers' Guild
 Vintners' Guild
 Wainwrights' Guild
 Weavers' Guild
 Wheelwrights' Guild

Family Occupation

Roll 1d1000 and consult the table for the appropriate occupation by Social Class. When children become adults, they tend to do the same occupation as their parents.

Peasant Occupations

A peasant occupation may be selected from the following table. Although there are far fewer peasant occupations than serf occupations, far more peasants exist than serfs. Peasants travel to cities for a faire, where they purchase goods. If it is necessary to randomly determine a peasant's occupation, then roll 1d1000 and consult the following table:

Peasant Occupations	
Roll	Result
001-020	Animal Conditioner
021-040	Baker
041	Bailiff
042-100	Bandit
101-105	Barber
106	Beadle
107-150	Beggar
151-200	Berserker
201-220	Blacksmith
221-230	Bladesmith
231-250	Brewer
251-270	Butcher
271-290	Carpenter
291-295	Carver
296-325	Chambermaid
326-360	Cook
361-365	Cowherd
366-375	Dairymaid
376-380	Dockwalloper
381	Druid
382-700	Farmer
701-750	Gardener
751	Gladiator
752-760	Hewer
761-780	Hierophant
781-830	Laborer
831-860	Laundress
861-865	Messenger
866-870	Miller
871-875	Poulterer
876-879	Ranger
880	Reeve
881-910	Shepherd
911	Sorceror
912-920	Stabler
921-940	Swincherd
941-950	Trapper
951-1000	Whore

Serf Occupations

A serf occupation may be selected from the following table. Although there are far more serf occupations than peasant occupations, far more peasants exist than serfs. If it is necessary to randomly determine a serf's occupation, then roll 1d1000 and consult the following table:

Serf Occupations					
Roll	Result	Roll	Result	Roll	Result
001-002	Acrobat	221-224	Dyer	476-480	Mountaineer
003-007	Animal Conditioner	225-228	Enameler	481-485	Musician/Minstrel
008-011	Appraiser	229-232	Engraver	486-490	Navigator
012-020	Armorer	233-238	Fisherman	491-495	Papermaker
021-024	Artist	239-240	Fishmonger	496-500	Pawnshopman
025-028	Assassin	241-245	Fletcher	501-505	Perfumer
029-035	Baker	246-250	Forester	506-510	Pewterer
036-040	Barber	251-255	Fuller	511-555	Pick Pocket
041-045	Bard	256-260	Furrier	556-560	Potter
046-050	Beggar	261-265	Gardener	561-565	Poulterer
051-055	Blacksmith	266-270	Gemcutter	566-570	Public Executioner
056-060	Bladesmith	271-273	Gilder	571-575	Pursemaker
061-063	Bookbinder	274-278	Girdler	576-580	Ranger
064-070	Bounty Hunter	279-290	Gladiator	581-585	Ropemaker
071-075	Bowyer	291-295	Glassblower	586-590	Saddler
076-080	Brazier	296-300	Glover	591-595	Sage
081-085	Brewer	301-305	Goldsmith	596-600	Sailmaker
086-090	Brickmaker	306-310	Grocer	601-635	Sailor
091-095	Brotheler	311-315	Groom	636-645	Scholar
096-100	Butcher	316-320	Hatter	646-650	Schoolmaster
101-103	Cabinetmaker	321-325	Healer	651-660	Scribe
104-112	Carpenter	326-330	Herbalist	661-665	Sheather
113-115	Carter/Teamster	331-335	Hewer	666-670	Shipwright
116-119	Cartwright	336-340	Hierophant	671-675	Silversmith
120-124	Carver	341-345	Hunter	676-685	Skinner
125-145	Chambermaid	346-350	Inkmake	686	Slave-Trader
146-147	Chandler	351-355	Innkeeper/Hosteler	687-690	Soapmaker
148-149	Charioteer	356-360	Interpreter	691-790	Soldier
150-152	Cheesemaker	361-365	Ironmonger	791-795	Sorceror
153-155	Claspmaker	366-370	Jeweler	796-800	Spy
156-163	Clerk	371-375	Juggler	801-830	Squire
164	Clockmaker	376-380	Knacker	831-835	Stabler
165-170	Cobbler	381-382	Knight	836-840	Tailor
171-172	Collier	383-387	Laborer	841-850	Tanner
173-181	Cook	388-390	Lacemaker	851-865	Tavernkeeper
182-185	Cooper	391-395	Laundress	866-875	Thatcher
186-190	Coppersmith	396-400	Linkboy	876-880	Tilemaker
191-200	Courtesan	401-405	Locksmith	881-885	Tinker
201	Cowherd	406-410	Mage	886-890	Trapper
202	Cupbearer	411-415	Marbler	891-900	Vintner
203-204	Cutler	416-420	Mason	901-905	Wainwright
205-206	Dairymaid	421-440	Mercenary	906-910	Weaponsmith
207-210	Dancer	441-445	Messenger	911-920	Weaver/Embroiderer
211-212	Delouser	446-455	Militiaman	921-945	Wench
213	Dicemaker	456-460	Miller	946-950	Wheelwright
214-216	Dockwalloper	461-465	Miner	951-999	Whore
217-219	Draper	466-470	Minter	1000	Wine-Crier
220	Druid	471-476	Moneylender		

Noble Occupations

A noble occupation may be selected from the following table. If it is necessary to randomly determine a noble's occupation, then roll 1d1000 and consult the following table:

Noble Occupations	
Roll	Result
001-050	Artist
051-075	Assassin
076-100	Bard
101-140	Barrister
141-150	Brotheler
151	Chancellor
152-250	Clerk
251-350	Courtesan
351-400	Doctor
401-410	Druid
411-425	Engineer
426-450	Gladiator
451-550	Hierophant
551-600	Interpreter
601-675	Knight
676-710	Mage
711-750	Money-Lender
751-800	Musician/Minstrel
801-805	Sage
806-810	Schoolmaster
811-875	Scribe
876	Sheriff
877-900	Spy
901-975	Squire
976-1000	Whore

Royal Occupations

The occupation of a royal character may be selected from the following table. If it is necessary to randomly determine a royal occupation, then roll 1d1000 and consult the following table:

Royal Occupations	
Roll	Result
001-800	Lord/Lady
801-975	Baron/Baroness
976-997	Duke/Duchess
998-999	Prince/Princess
1,000	King/Queen

Advancing Levels

Whichever occupation is chosen for a character, the goals are different, yet the same; each character advances by accomplishing goals specific to their occupation. For example, warriors generally advance by attacking opponents in open combat, while wizards advance by casting spells and thereby gain more familiarity with magic. It is the player's responsibility to keep track of what their character has done that counts toward their advancement. At the end of each gaming session, the MM will review the accomplishments of the characters and award points accordingly.

While the goals of each occupation are different, the number of Advancement Points (AP) required to advance in level are the same regardless of occupation. On the table below, regardless of occupation a character must accumulate 1,000 AP to advance to second level, though training may be required (see *Training* later in this chapter).

Level	AP
1	1,000
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	128,000
9	256,000
10	512,000
11	1,024,000
12	2,048,000
13	4,096,000
14	8,192,000
15	16,384,000
16	32,768,000
17	65,536,000
18	131,072,000
19	262,144,000
20	524,288,000

Format

Initially, each occupation is introduced.

Ability Requirements: In order to legitimately be a member of the occupation in question, minimum ability requirements must be met. For instance, warriors generally require Strength. It is possible for a remarkably weak character to consider themselves a warrior, but it is doubtful that the military would hire a weak soldier.

Gender: Sometimes occupations tend to be characterized by one gender over another. For instance, there are no female druids.

Race: As the races offered to players for their characters are diverse, some races are better suited at different occupations. For example, anakim are well-suited to be gladiators.

Disposition: Some occupations tend to be occupied by characters with certain ethical and moral dispositions. For instance, it should be virtually impossible to find an ethical and moral assassin.

Temperament: Some occupations tend to be occupied by characters with certain temperaments. For instance, it should be virtually impossible to find a sanguine thug.

Sociality: Oftentimes, occupations differ according to social class and urbanity. For example, assassins in hamlets are as rare as berserkers in civilized capitol cities.

Religion: Occupations may be characterized by religion. The likelihood, for instance, of finding an atheistic hierophant is very small.

Skills: Certain occupations are better gifted in certain skills, sometimes because they formally train in them, and other times because these are the type of characters attracted to the occupation. The purpose of listing skills here is to grant bonuses in addition to the character's initial roll for Skill Points as determined in the beginning of *Chap. 8: Skills*. If a character switches occupations after already having gained a level in their current occupation, these new skills are not freely gained; instead, Skill Points must be invested as usual after level advancement. Normally, only 5 Skill Points may be initially put into a skill. The granted points in the bonus skills are in addition to this normal limit.

Equipment: Adventuring occupations may limit the type of weapon, armor, or apparel. For example, bards do not play lutes while wearing platemail. Occupations for the general public may have equipment that is necessary for their occupation listed, such as an anvil for a blacksmith.

Magic Points: Usually, both priests (druids and hierophants) and wizards (mages and sorcerors) are able to cast spells. Magic Points are listed here, if applicable.

Advancement Points: Different occupations gain Advancement Points differently. For instance, warriors advance by killing foes on the battlefield, while pick pockets advance by successfully picking pockets.

Training: Before characters of some occupations can receive the benefits of advancing a level, they must train properly. Not all occupations require training prior to advancing an occupational level.

Guild: Some occupations are governed by guilds. Information regarding the structure of guilds and their statutes is listed here, including how many years an apprentice must serve, and whether or not a masterpiece must be produced to become a journeyman.

Acrobat

Acrobats are entertainers who are talented regarding Balance, Agility, Juggling, Jumping, and Climbing. Oftentimes, acrobats travel from town to town, entertaining the public with their daring feats. Daily wages are 5 s.p.

Ability Requirements: Physical Fitness 110, Strength 105, Hand-Eye Coordination 110, Agility 110, Intelligence 80, and Drive 105.

Gender: Female acrobats are uncommon.

Race: Humans are most common; ogres and trolls cannot be acrobats.

Disposition: Any.

Temperament: Acrobats tend not to be phlegmatic.

Sociality: Serf.

Religion: Any.

Skills: Aim + 5, Animal Handling + 5, Balance + 15, Climb + 5, Juggling + 10, Jump + 10, Rope Use + 5, and 1 Weapon (Specific).

Equipment: Adventuring acrobats usually prefer light armor or none at all, so that armor does not restrict their acrobatic movement. The most common weapons of acrobats are throwing knives and a well-balanced quarterstaff.

Magic Points: Not applicable.

Advancement Points: Acrobats gain AP with each successful skill check for the skills listed above when under life-threatening conditions or risk of serious injury. Hence, an acrobat who successfully balances themselves on a chair receives no AP, while one who successfully balances themselves on a tightrope over a starving beast gains AP. The points gained equal the adjusted number that passed the skill check. Acrobats must train to advance.

Training: 1 week. Training consists of learning new feats. An acrobat must train with an acrobat higher in level.

Guild: None.

Animal Conditioner/Handler

This occupation specializes in either training or subduing either domesticated or wild animals. Daily wages are typically 7 s.p.

Ability Requirements: Intelligence 75, Drive 100, and Intuition 110.

Gender: Both males and females are common animal conditioners/handlers.

Race: The most common are humans; ogres cannot condition or properly handle animals.

Disposition: Animal conditioners/handlers may be of any disposition, but are commonly moral.

Temperament: Animal conditioners/handlers tend not to be phlegmatic.

Sociality: Peasant or serf.

Religion: Any.

Skills: Animal Conditioning + 10, Animal Handling + 10, and Grooming + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each animal that has been successfully trained in all respects for at least three months, the animal conditioner acquires 1 AP for every point when the Intelligence of the animal is subtracted from 100. For each subdued domestic animal, an animal handler acquires 3 AP. For each subdued wild animal, an animal handler acquires 10 AP.

Training: None.

Guild: None.

Artwork Here

Appraiser

This occupation specializes in appraising gems and precious metals, not magical items. Having far-sighted Vision is a detriment to any appraiser; a penalty is applied to the Appraise skill check. Daily wages are typically 11 s.p., earning 1 s.p. per item to be appraised.

Ability Requirements: Analytic Intelligence 90 and Intelligence (overall) 75.

Gender: Female appraisers are rare.

Race: The most common are humans and trolls; ogres cannot appraise.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Appraise + 10.

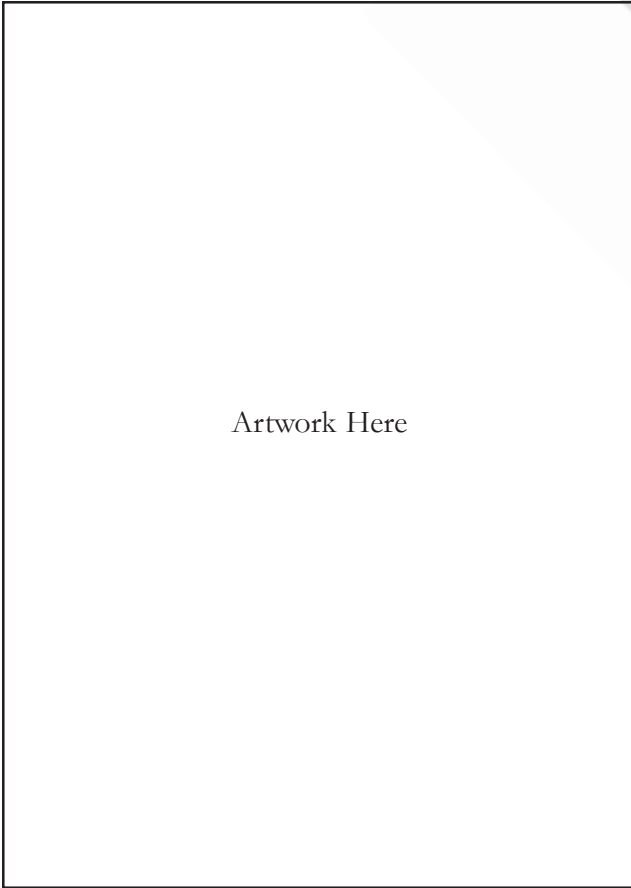
Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each appraisal, the appraiser acquires 1 AP.

Training: None.

Guild: Jewelers' Guild. Each apprentice must serve 10 years.



Artwork Here

Armorer

This occupation demands skill that is more technical than that of a blacksmith. These smiths specialize in the manufacture of armors such as chainmaille and platemail. On average, armorers charge 1 s.p. to clean the rust from each piece of armor. Daily wages are typically 12 s.p.

Ability Requirements: Strength 90, Spatial Intelligence 90, and Intelligence (overall) 85.

Gender: Female armorers are rare.

Race: Some human armorers produce armor of exceptional quality, but trolls are most famous..

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any, but most favor gods of war.

Skills: Armorsmithing + 10, Blacksmithing + 30, and Hagglng + 5.

Equipment: Armorsmithing requires access to a forge, anvil, hammers, tongs, and many fine tools.

Magic Points: Not applicable.

Advancement Points: For each suit of chainmaille crafted, an armorer acquires 5 AP. For each suit of platemail crafted, an armorer acquires 20 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 10 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Artist

This occupation is usually freelance, consisting of those who prefer to sculpt, paint, etc. The artist must choose a specialty. If multiple forms of art are pursued, separate occupations must be noted. Daily wages are typically 4 s.p.

Ability Requirements: Hand-Eye Coordination 110, Spatial Intelligence 100, and Intuition 90.

Gender: Female artists are uncommon.

Race: Humans have produced the most noteworthy art, though trolls are creative as well.

Disposition: Any.

Temperament: Any.

Sociality: Serf or noble.

Religion: Any.

Skills: The skill appropriate to the specific type of art receives a + 10. Possible art forms include: Painting or Sculpture.

Equipment: Either pigments and brushes for painting or a variety of equipment for sculpting, such as material (stone, bronze, clay, etc.), chisels, knives for carving, or possibly a forge for casting.

Magic Points: Not applicable.

Advancement Points: For each piece of artwork completed, 1 AP is acquired per two hours invested.

Training: None.

Guild: Artists' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Artwork Here

Assassin

Thieves are popular both in cities and in the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are five classes of thief, including the assassin, bandit, pick pocket, spy, and thug.

For anyone to hire the expensive services of an assassin, the assassin must have a reputation as above average in requisite abilities; otherwise, any drunk could be hired in a bar. Assassins are thieves, but they are regarded as professionals.

Assassins often develop a favored method of assassination, something of which becomes peculiar to their personal touch or style. For some assassins, a ritual is performed with the cadaver of the victim, such as removing their eyes from their sockets and stuffing them up the victim's nose. For other assassins, they focus on one strict manner of murder, specializing in it beyond all others. For example, throat-slitting with a chosen weapon is a specialized method of murder. Usually, personal style is explored as they practice killing characters and become familiar with the occupation.

Upon advancing an occupational level, all assassins must declare their personal style: either a ritual or a specialized means of murder. Rituals tend to enhance the popularity of an assassin, which usually brings higher wages. A specialized murderous method increases the likelihood of instantly killing the intended victim when the method is employed successfully. The player must announce the specialized murderous method to the MM; popular choices include throat-slitting, eye-gouging, strangulation, hitting the temple of the head, and stabbing into the armpit so the lungs fill with blood and the victim dies within a minute -- drowning from their own blood.

If a character specializes in a specific technique of murder, then everything about this method consumes them; it becomes the goal of their life to master this technique, and it is studied and considered, if not practiced, at every waking opportunity. Specializing in a murderous method, with practice, allows an assassin to instantly kill an opponent regardless of their Life Points upon rolling high enough on their attack roll after they have declared

that they are using their specialized murderous technique. Perfect application of the murderous technique and the instant death of the victim is a Memorable Murder.

Initially, achieving a Memorable Murder only occurs on a 100 when an attack is made, provided that the specialized murderous technique is attempted. If a Memorable Murder results, then the victim instantly dies, regardless of Life Points; the assassin used the murderous technique flawlessly. In later years, assassins are likely to reflect on these murders, forgetting the rest, except for Memorable Mistakes (see below). As occupational level increases, the odds of Memorable Murder increase exponentially, as is listed on the following table:

Memorable Murder	
Level of Assassin	Natural Attack Roll Needed
2-5	100
6-8	99
9	96
10+	92

There may be instances when this is unreasonable and the MM may rule that Memorable Murder does not happen. For example, if an assassin is specialized in strangulation and attacks an adult dragon. No matter how perfected the choking technique becomes, a dragon's neck is simply too big for it to be effectively choked by a humanoid.

The counterpart of a Memorable Murder, however, is a Memorable Mistake. The likelihood of making a Memorable Mistake while an assassin employs their specialized murderous technique decreases as the assassin increases in occupational level; the higher the level of the assassin, the lower the likelihood of a Memorable Mistake. A Memorable Mistake is distinctly different from a Fumble (see *Chap. 10: Combat*). A Memorable Mistake may not have the physical consequences of a Fumble, though at higher levels they both only occur together. A Memorable Mistake is literally a mistake made when attempting to employ the specialized murderous technique. This mistake may not have combat consequences, but it certainly affects the assassin, since the assassin specializes in the chosen technique and therefore invests so much in it. For every attack roll made after the player declares that their assassin will

attempt their murderous technique, results that constitute a Memorable Mistake are listed below:

Memorable Mistake	
Level of Assassin	Natural Attack Roll Needed
2-5	08
6-8	04
9	02
10+	01

For every Memorable Mistake that occurs, the assassin must pass a Common Sense check at TH 20 or acquire a Random Mental Illness (see *Chap. 5: Mind*).

Upon attaining third level as an assassin, and assuming all assassinations have happened within the same town, the average character bumped into on the street will have heard (20% of the time) of the style of murder becoming problematic. This chance increases by 5% per level gained beyond third, though no higher than 90% may be obtained.

Ability Requirements: Physical Fitness 105, Hand-Eye Coordination 110, Agility 110, Reaction Speed 105, Intelligence 85, Drive 105, and Intuition 105.

Gender: Female assassins are rare, though female courtesans have been known to work as assassins.

Race: The most common are human; ogres are too stupid to plan an assassination.

Disposition: Assassins tend to be ethical and are most often immoral.

Temperament: Assassins tend to be melancholic.

Sociality: Serf or noble. Noble assassins are paid more for their services than serf assassins.

Religion: Any immoral deity, though some assassins are irreligious.

Skills: Aim + 5, Disguise + 5, Haggling + 5, Hide + 5, Silence + 5, Toxicology + 10, and 1 Weapon (Specific).

Equipment: Assassins always restrict themselves to light armors such as leather. Favored weapons of assassins tend to be the garrote, dagger, stiletto, and any bow.

Magic Points: Not applicable.

Advancement Points: Assassins gain AP by successfully killing a character whom they have been hired to kill. Points gained equal the target's Life Points multiplied by the equivalent of the agreed-upon wages in silver pieces. An assassin must train to advance a level.

Training: 3 weeks. To train, an assassin must learn better killing techniques and better methods to get close to a victim unnoticed. An assassin must train with an assassin higher in occupational level.

Guild: None.



Bailiff

The duty of a bailiff is to be a chief law officer and manager of a lord's manor. He represents the lord to both the villagers and strangers. Often, he protects local villagers against characters from another lord.

The main concern of a bailiff is management. The bailiff can read and write. A bailiff must make sure that crops and stock are tended properly, and that the manor is supplied from outside of the village. A formidable list of purchases include millstones, iron, building timber and stone, firewood, nails, horseshoes, carts, cartwheels, axles, iron tires, salt, candles, parchment, cloth, utensils for dairy and kitchen, slate, thatch, quicklime, quicksilver, tar, baskets, livestock, and food.

Two other officials are subordinate to the bailiff, but not very common: the macebearer (claviger) and the serjeant. These subordinate officials are soldiers from a nearby town or city. The reeve is the chief official who is subordinate to the bailiff. The bailiff's residence is the lord's manor house. The main room, the hall, is the setting for the manorial court, but otherwise it remains at the disposal of the bailiff. Daily wages are typically 10 s.p.

Ability Requirements: Intelligence 85.

Gender: Male.

Race: Any but ogre.

Disposition: Any, but usually ethical.

Temperament: Any.

Sociality: Peasant.

Religion: Any.

Skills: Etiquette + 5 and Law + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For every legal case won against another village, 10 AP is acquired. For every month that the lord's manor has been properly supplied, 10 AP is acquired.

Training: None.

Guild: None.

Baker

This occupation specializes in baking bread and preparing various edible products. Flour, the main ingredient, is purchased from millers. Prices of different loaves of bread are legally fixed for a baker, as are the weights. Bakers must mark their bread with their own trademark. A baker who cheats on quality is sent to the stocks with one of their fraudulent loaves hung around their neck. Daily wages are typically 7 s.p.

Ability Requirements: Intelligence 75.

Gender: Female bakers are uncommon.

Race: Any but ogre, human are the most common.

Disposition: Any.

Temperament: Any.

Sociality: Peasant or serf.

Religion: Any.

Skills: Cooking + 10 and Haggling + 5.

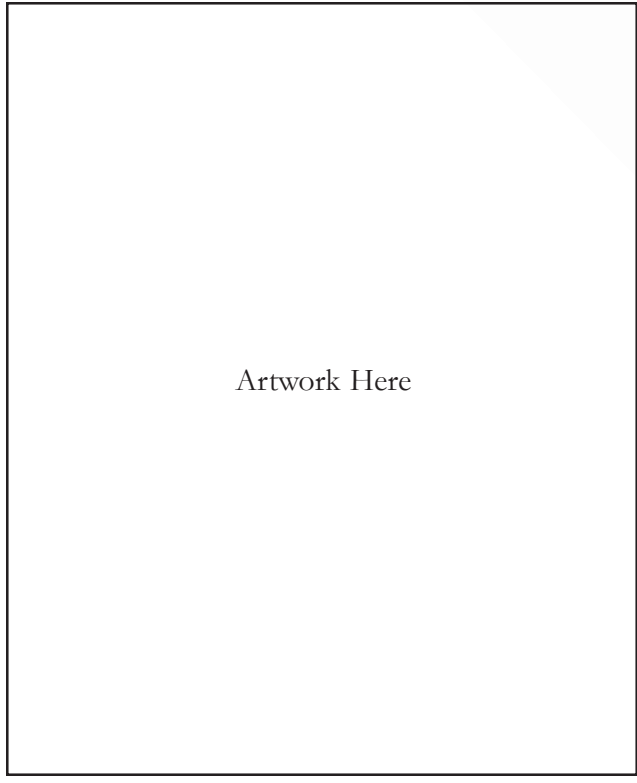
Equipment: Baking requires a hearth.

Magic Points: Not applicable.

Advancement Points: For every loaf of bread baked, 1/10th of 1 AP is acquired.

Training: None.

Guild: Bakers' Guild. Each apprentice must serve 4 years. By guild statute, the maximum allowable profit is 4 s.p. per measure of grain.



Artwork Here

Bandit

Thieves are popular both in cities and in the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are five classes of thief, including the assassin, bandit, pick pocket, spy, and thug.

Also called highwaymen, bandits reside in rural areas and usually ambush and violently rob those who travel through the wrong place at the wrong time.

A pirate is a type of bandit who is sea-going instead of land-based. A pirate is also skilled at sailing and advances both as a bandit and as a sailor.

Ability Requirements: Intelligence 75.

Gender: Females are uncommon.

Race: Any.

Disposition: Bandits tend to be unethical and immoral.

Temperament: Bandits tend to be phlegmatic.

Sociality: Peasant or escaped slave; this is why they need to rob.

Religion: Any. Many are irreligious.

Skills: Aim + 5, Hide + 5, Silence + 5, Tracking + 10, and 2 Weapons (Specific).

Equipment: Bandits prefer light armor so that they may ambush others, react quickly, and be able to move quickly. Bandits prefer bows and usually have cheap weapons, but depending on the circumstances, use whatever is most appropriate.

Magic Points: Not applicable.

Advancement Points: Bandits gain AP by ambushing and robbing characters. For every silver piece or equivalent in treasure stolen in such a way, bandits gain one AP. For every successful attack in an ambush, bandits gain AP equal to half of the amount of damage dealt.

Training: None.

Guild: None.

Barber

This occupation specializes in cutting and styling hair. In some cultures, hairstyles are very important and a sign of affluence. Additionally, a barber shaves male facial hair and pulls teeth as services.

Bloodletting is commonly done by barbers, some of whom have abandoned the shave and a haircut to devote themselves solely to bloodletting. Many also specialize in pulling teeth. Owing to poor diet, teeth are a chronic health problem, more because of bad gums than cavities. Wealthy patients have been known to pay as much as 5 s.p. for an extraction, while barbers get as much as 15 s.p. for a bleeding. Slaves and peasants are spared these luxuries.

By custom, a barber will not shave a character more than once per week. Only a rough shave can be achieved, so faces of adult males are stubbly. Barbers do not shave or cut the hair of slaves or barbarians from uncivilized lands. Barbers are rarely seen in villages or hamlets. Daily wages are typically 8 s.p.

Ability Requirements: Hand-Eye Coordination 100, Spatial Intelligence 100, and Intelligence (overall) 80.

Gender: Female barbers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Peasant or serf.

Religion: Barbers may worship any deity.

Skills: Hagging + 5 and 2 Weapons (Specific). The specific weapons are scissors and knives.

Equipment: Knife and scissors.

Magic Points: Not applicable.

Advancement Points: For every successful styling of hair of a new customer, 1 AP is acquired. For each tooth pulled, the barber acquires 1 AP. For each ten characters shaven, the barber acquires 1 AP.

Training: None.

Guild: Barbers' Guild. Each apprentice must serve 5 years.

Bard

Wandering minstrels seek out adventure so that they may be inspired to craft wondrous ballads and other musical or poetic works. Fame is very important to bards. Daily wages are typically 5 s.p.

Ability Requirements: Charisma 105, Hand-Eye Coordination 105, Enunciation 105, Language 105, Math 90, and Analytic 90.

Gender: Female bards are uncommon.

Race: Any but ogre.

Disposition: Bards of all dispositions are possible, though most are not immoral.

Temperament: Bards tend to be melancholic.

Sociality: Serf or noble.

Religion: Any.

Skills: Acting Drama + 5, Buffoonery (comedy) + 5, Comedy (Pun) + 5, Dance + 5, History Legends + 5, History Local + 5, Music (Counterpoint) + 5, Music Theory + 5, Music Instrument + 5, Persuasion + 5, and Storytelling + 5.

Equipment: If unable to afford a musical instrument, then it is assumed that the bard focuses on singing as their musical instrument. Most bards restrict themselves to light armor or none at all.

Magic Points: Not applicable.

Advancement Points: Bards gain AP with each successful skill check for the skills listed above. For musical skills and performances, the points gained equal the adjusted number that passed the skill check. If a skill check is passed for one of the above skills, but it is not part of a musical performance or skill, then the points gained equal half of the adjusted number that passed the skill check.

Training: None.

Guild: Musicians' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman. The masterpiece must be a musical piece in which it is indisputable to the guild that it was composed as a result of adventure. For example, the apprentice bard may employ musical devices that are foreign, or sing of foreign things that are verifiable to the guild. Finally, the masterpiece must be acceptable both in terms of music theory and counterpoint.

Baron/Baroness

This occupation is for royalty. Only a king or queen can make a character become a baron or baroness. If the character accepts, then the baron or baroness pledges allegiance to their king or queen. Then, the king or queen grants the baron or baroness a castle and shire, which is their fief. A baron or baroness answers to a duke or duchess as well as the king or queen. Otherwise, the baron or baroness may command the characters of their castle and shire as desired, who are their vassals. Each hamlet and village on the land of the baron or baroness will be in the safekeeping of a lord or lady. Each lord and lady on their land is subordinate to the baron or baroness.

Additionally, a baron or baroness is usually a member of a council of the king or queen and must often travel to their court. The daily duties of a baron or baroness are overwhelming. Instead of lounging around their castle, a baron or baroness is busy constantly. Daily wages are typically 50 s.p.

Due to the military nature of this occupation, most barons are experienced knights.

Ability Requirements: Intelligence 85 and Common Sense 115.

Gender: Barons are male, baronesses are female.

Race: Barons are human.

Disposition: Barons tend to be ethical.

Temperament: Barons tend to be choleric and melancholic.

Sociality: Royalty.

Religion: Barons may worship any deity endorsed by their king or queen.

Skills: Cartography + 5, Etiquette + 5, Genealogy + 5, Heraldry + 10, History (Cultural) + 5, History (Local) + 5, History (Military) + 5, Law + 10, and Language (Read/Write).

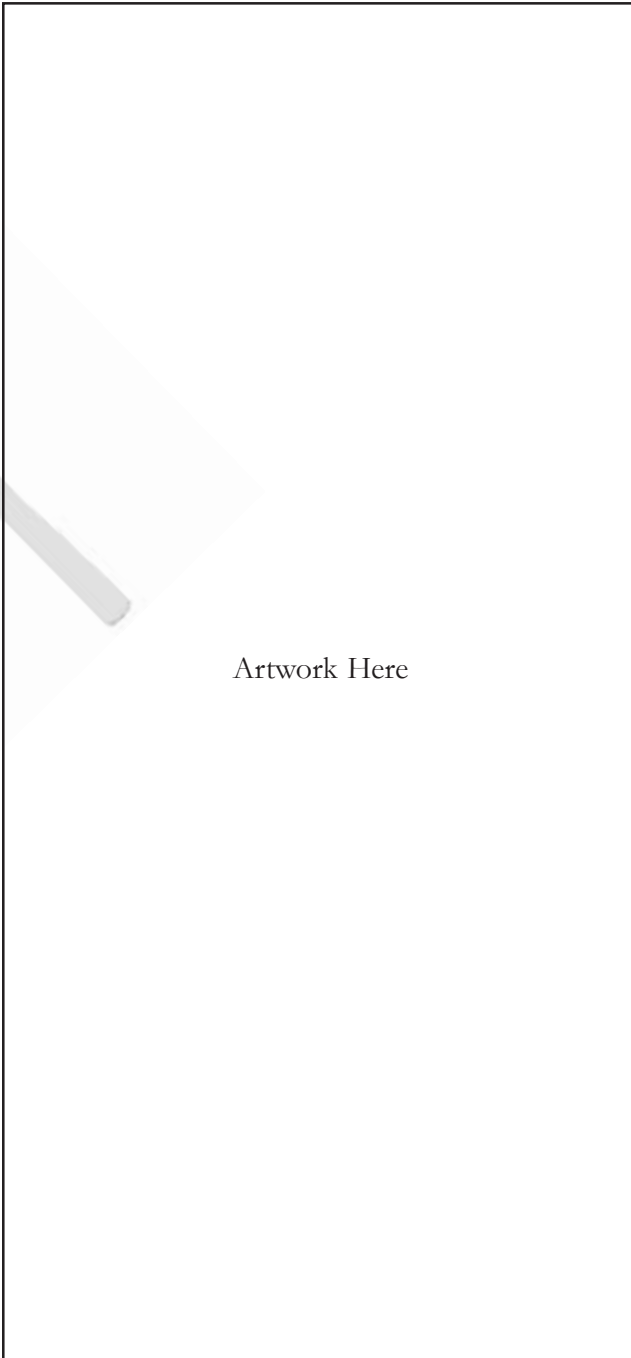
Equipment: None.

Magic Points: Not applicable.

Advancement Points: A baron advances according to the profit and prosperity of their vassals and shire. Every 7 years the wealth of each vassal is recorded. If the wealth of the vassals increases by 5% since the previous record, the baron increases one occupational level. Every six months the economy is recorded, which is comprised of local and foreign trade. If, as a whole, the local or foreign economy increases by 5%, then the baron increases one occupational level.

Training: None.

Guild: None.



Artwork Here

Barrister

This occupation consists of council that is allowed to plead for a defendant in a trial. To be a barrister, a character must have graduated from a university, specializing in law. The manorial court of the lord of a hamlet or village will not allow a barrister to represent a defendant. Not all cultures allow barristers, and many characters despise them since it is not possible for them to be objective regarding the law.

Barristers do not write contracts, such as wills -- this is the duty of a clerk. However, it is common for barristers to negotiate or contest contracts.

Each barrister receives piece-rate wages. Each fee is negotiated between the barrister and their potential client. Daily wages are typically 50 s.p., though this depends on the crime.

Ability Requirements: Rhetorical Charisma 120 and Intelligence 100.

Gender: While a female may represent herself or someone else in court, all barristers are male.

Race: Any but ogre.

Disposition: Any.

Temperament: Barristers tend not to be phlegmatic.

Sociality: Noble.

Religion: Any.

Skills: Acting (Drama) + 5, Etiquette + 10, Hagglng + 10, Law + 10, Logic + 5, Persuasion + 10, Remember Detail + 10, Storytelling + 10, and Trickery + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For every defendant who remains free without penalty due to being represented by the barrister, whether or not the defendant committed a crime, the barrister acquires 10 AP for a trivial offense and 50 for a serious offense.

Training: None.

Guild: None.

Beadle

This occupation specializes in assisting a reeve. A beadle is selected yearly from the population of the hamlet or village. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 75.

Gender: Female beadles are rare.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Peasant.

Religion: Any.

Skills: None.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For every month of service acceptable to the lord, 100 A.P. are acquired.

Training: None.

Guild: None.

Beggar

Arguably not an occupation, beggars literally beg passersby for food and money. Characters who opt to be beggars probably have no money or other options. However, some beggars have money and simply prefer this occupation. Daily, most beggars tend to receive 2 s.p.

Ability Requirements: None.

Gender: Males and females are both equally likely to be beggars.

Race: Any.

Disposition: Any.

Temperament: Beggars tend to be phlegmatic, not sanguine.

Sociality: Slave, peasant, or unemployed serf.

Religion: Any.

Skills: Hagglng + 5.

Equipment: A receptacle for coins is recommended, such as a tankard, bowl, etc.

Magic Points: Not applicable.

Advancement Points: For every 100 silver pieces received, 1 AP is acquired as a beggar.

Training: None.

Guild: None.

Berserker

Fighters are those who are capable opponents, but not formally trained. Three classes of fighters exist as adventurers: berserkers, bounty hunters, and rangers.

The least formally trained of all occupations, berserkers are known as uncivilized and characters who easily lose control. In fact, berserkers are unfamiliar with notions of ethics or morality. A berserker is usually from a barbarian civilization. What makes a berserker distinct from any other class of fighter is that a berserker ingests magic mushrooms prior to battle. While under the influence of the psychedelic drug, the berserker goes berserk. See *Chapter 3: Body* for the effects of magic mushrooms.

Ability Requirements: Strength 110 and Intelligence 75.

Gender: Female berserkers are rare.

Race: Anakim and human.

Disposition: Berserkers must be unethical and are rarely moral.

Temperament: Berserkers tend to be choleric.

Sociality: Berserkers are peasants, as are all uncivilized characters.

Religion: Berserkers are often irreligious.

Skills: Animal Handling + 5, Brawling + 10, Dismemberment + 5, Hunting + 5, Hurl + 5, Intimidation + 10, Mangling + 5, Nature (Animals) + 5, Tanning + 5, Tracking + 5, Trapping + 5, 2 Weapons (Specific), Wilderness Lore + 5, and Wrestling + 5.

Equipment: Most berserkers prefer to only wear hide or leather armor. Favored weapons include the broad sword, longsword, battle axe, bipennis, and pole axe.

Magic Points: Not applicable.

Advancement Points: Berserkers gain AP with each successful attack in combat. The points gained equal the resulting damage done to a foe. Further, if combat occurred as part of a raid and led by the character's barbarian clan or horde, then the berserker earns twice the AP.

Training: None.

Guild: None.

Blacksmith

This occupation specializes in the shaping of metal. For more information, see the Blacksmith skill in *Chapter 8: Skills*. Blacksmiths do not craft weapons or armor because of difficulty. Daily wages are typically 5 s.p.

Ability Requirements: Strength 100, Spatial Intelligence 90, and Intelligence (overall) 75.

Gender: Female blacksmiths are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Peasant or serf.

Religion: Any.

Skills: Blacksmithing + 10 and Haggling + 5.

Equipment: Forge, anvil, hammers, and tongs.

Magic Points: Not applicable.

Advancement Points: For every project successfully completed, a blacksmith earns 1 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Bladesmith

This occupation is a specialized caste of weaponsmiths that shape and forge blades. Swords are only to be sold to knights; it is illegal for characters other than knights to own or carry a sword.

A bladesmith will re-sharpen a blade for 1 s.p. The sharpness of a blade affects damage (see Damage under Weapons in *Chap. 9: Equipment*). Daily wages are typically 10 s.p.

Ability Requirements: Strength 90, Spatial Intelligence 90, and Intelligence (overall) 85.

Gender: Female bladesmiths are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Peasant or serf.

Religion: Any.

Skills: Hagglng + 5 and Weaponsmithing + 10.

Equipment: Forge, anvil, tongs, hammers, etc.

Magic Points: Not applicable.

Advancement Points: For each weapon successfully forged, 1 AP is earned.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 10 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Bookbinder

This occupation specializes in binding books. For more information, see the Bookbinding skill in *Chapter 8: Skills*.

A bookbinder will bind a book for 4 s.p. Daily wages are typically 8 s.p.

Ability Requirements: Hand-Eye Coordination 90 and Intelligence 85.

Gender: Female bookbinders are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Bookbinding + 10 and Hagglng + 5.

Equipment: Whatever is necessary, usually leather, wood, metal, and glue.

Magic Points: Not applicable.

Advancement Points: For each book bound, a bookbinder acquires 1 AP.

Training: None.

Guild: Bookbinders' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman.

Artwork Here

Bounty Hunter

Fighters are those who are capable opponents, but not formally trained. Three classes of fighters exist as adventurers: berserkers, bounty hunters, and rangers. Daily wages are 6 s.p.

Usually, bounty hunters are employed to pursue fleeing villains and return them to justice. Bounty hunters, it must be noted, typically specialize in either urban or wilderness settings, and only those who reach high level boast proficiency in both.

Ability Requirements: Strength 100, Drive 100, Intelligence 85, Intuition 105, and Common Sense 100.

Gender: Female bounty hunters are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Bounty hunters tend not to be sanguine.

Sociality: Serf.

Religion: Bounty hunters are usually not very religious, though they may be fanatical.

Skills: Aim + 5, Brawling + 5, Direction Sense + 5, Intimidation + 5, Rope Use + 5, Search + 5, Sight + 5, Sprint + 5, Tracking + 15, 2 Weapons (Specific), and Wrestling + 5.

Equipment: Usually, bounty hunters do not encumber themselves with heavy armors, but travel lightly so that they may move quickly and quietly when necessary. Every bounty hunter seems to prefer a different weapon.

Magic Points: Not applicable.

Advancement Points: Bounty hunters gain AP by fulfilling the goals of their employer, usually by returning villains to justice. The points gained equal the Life Points of the criminal multiplied by the equivalent of the reward in gold pieces. Further, for every successful attack on a foe, the bounty hunter gains AP equal to half of the damage done to the opponent.

Training: None.

Guild: None.

Bowyer

This occupation specializes in crafting and selling archery bows. Daily wages are typically 7 s.p.

Ability Requirements: Hand-Eye Coordination 100, Spatial Intelligence 100, and Intelligence (overall) 90.

Gender: Female bowyers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Bowyer + 10 and Hagglng + 5.

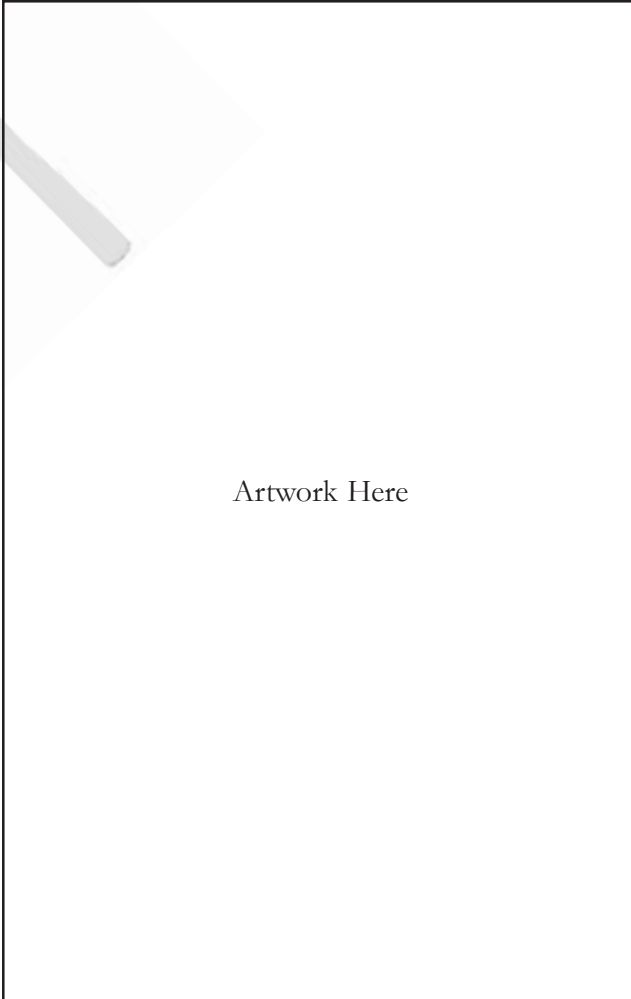
Equipment: Wood and knife.

Magic Points: Not applicable.

Advancement Points: For each archery bow crafted successfully, 1 AP is acquired.

Training: None.

Guild: Bowyers' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman.



Artwork Here

Brazier

This occupation specializes in shaping and selling brass. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 85.

Gender: Female braziers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Brass-smithing + 10 and Haggling + 5.

Equipment:

Magic Points: Not applicable.

Advancement Points: For each project involving the shaping of brass in which it is successfully shaped, 1 AP is acquired by the brazier.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Brewer

This occupation specializes in brewing alcohol. Ale and beer is brewed from barley and cereal grains. Wine is fermented grapes. Mead is fermented honey. The wine made by brewers cannot be sealed from the air. Therefore, wine spoils within 1 year. Hence, there are no vintages of wine. The best medieval wine is fresh.

Every village not only has its brewers, but has them all up and down the street. Many, if not most, are women. Brewing is freely permitted everywhere. Brewers may be fined for weak ale or faulty measure. Not only barley, but oats and wheat are used along with malt as principle ingredients. The procedure is to make a batch of ale, display a sign, and turn one's house into a temporary tavern. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 80.

Gender: Male brewers are uncommon.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Peasant and serf.

Religion: Any.

Skills: Brewing + 10 and Haggling + 5.

Equipment: Different equipment is necessary, depending on whether ale, beer, wine, or mead is brewed. A large cauldron is necessary for ale and beer.

Magic Points: Not applicable.

Advancement Points: For every keg of alcohol successfully brewed, 1 AP is acquired by the brewer.

Training: None.

Guild: Brewers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeyman.

Brickmaker

This occupation specializes in making bricks, which are blocks of clay. Bricks may be dried in the sun, but are often baked in a kiln. In some cultures, city and palace walls are made of bricks. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 75.

Gender: Female brickmakers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Brickmaking + 10 and Hagglng + 5.

Equipment: A

Magic Points: Not applicable.

Advancement Points: For every thousand bricks successfully made by a brickmaker, 1 AP is acquired.

Training: None.

Guild: Brickmakers' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman.

Artwork Here

Brotheler

This occupation specializes in the business of prostitution, namely gathering and training whores. A brotheler¹ gathers females who appear attractive to males. Sometimes, female infants are abandoned. A brotheler may purchase a female infant as a slave, then raise and train the slave to be a whore. Training a whore entails teaching her how to get the most money from a male, and how to please males.

Brothels are popular and profitable far and wide. Most brothelers hire one or more thugs to stand near the exit of the brothel. The thugs ensure that whoever leaves has paid and has not harmed a whore. If a whore is harmed, the thugs will intimidate the customer into paying for their damages. If the customer refuses or is unable to pay, then the thugs will brawl or maim the customer. Future attempts may be made to recover payment for services rendered or injured whores. Daily wages for a brotheler are typically 5 s.p. per whore.

Usually, a brothel is built with public funds, such as taxes, and is leased to a manager, known as a brotheler. The brotheler is responsible for recruiting whores and making sure whores follow rules. Brothelers provide board and lodging. A municipal brothel is called a prostibulum publicum. The municipal brothel is built at one of the main crossroads of its community. It is common for a whole neighborhood to be reserved for prostitution. A brothel is known as a 'good house' or 'great house'.

Public baths also function as brothels. Public baths do not outright employ whores, but chambermaids. At a public bath, chambermaids must be attractive and skilled at both cleaning, Seduction, and Sexual Adeptness. In addition to steam rooms, public baths also have bedchambers. Some public baths have hours reserved for only one gender or the other. Otherwise, bath houses receive both genders.

Aside from the municipal brothel, it is common for a community to have numerous small, privately-owned brothels. The private brotheler retains two or three chambermaids or whores on average. These females may leave to visit their clients, or clients may be received in the private brothel.

1. Information on brothelers has been obtained from [Medieval Prostitution](#), by Jacques Rossiaud. For more information, see the References section at the end of this book.

The municipal brothel and the public baths are closed during epidemics, just as commercial gatherings and dancing throughout the communities are prohibited. Normally, however, brothels are open all day, every day. Some brothelers have their whores undress in front of potential clients while in the brothel, so that the client may make a good decision.

The number of whores in the municipal brothel of a community tends to be 1% of the total population. However, this does not include private brothels, public baths, freelancers and vagabonds, courtesans, and of course, the occasional easy woman with loose morals, called a trollop.

A female brotheler may be a wife who manages whores to improve her family budget with the consent of her husband. A brothel may have a procuress. A procuress is an experienced whore who recruits new whores. A successful procuress must be knowledgeable and persuasive. A procuress recruits rape victims, abandoned females, and solicits wives who feel constrained by marriage, and wives who are beaten. A procuress even recruits new whores at hospitals.

Although brothels do not accept married men, those who are foreign to the community are not turned away. A whore in a brothel rarely mentions clients who demand anal sex. Heterosexual sodomy is more infrequent than bestiality.

The rape of a whore of a public brothel is punishable by a fee of 10 s.p. The rape of easy women who have exposed themselves in public places or in the private brothel is not punishable.

Ability Requirements: Intelligence 85.

Gender: Brothelers may be male or female.

Race: Any but ogre.

Disposition: Brothelers tend not to be moral.

Temperament: Any.

Sociality: Serf or noble.

Religion: Any.

Skills: Haggling + 5 and Intimidation + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For every 500 silver pieces collected from the whores, a brotheler acquires 1 AP.

Training: None.

Guild: None.

Artwork Here

Butcher

This occupation specializes in cutting, preparing, and selling meat. Animals such as chickens are kept alive so that the customer can decide which animal they want butchered. Each morning at sunrise, females who can afford to buy meat go to the butcher to select breakfast for the family. Most often, animals are butchered and preserved in the end of fall so that food may be supplied during the winter. Butchered meat is preserved with salt or by smoking it. Daily wages are typically 9 s.p.

Ability Requirements: Strength 90, Hand-Eye Coordination 100, and Intelligence 85.

Gender: Female butchers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Peasant, serf.

Religion: Any.

Skills: Hagglng + 5, Weapon (Specific). The specific weapon is a cleaver.

Equipment: Cleaver.

Magic Points: Not applicable.

Advancement Points: For every fifty creatures butchered successfully, the butcher acquires 1 AP.

Training: None.

Guild: Butchers' Guild. Each apprentice must serve 8 years. This guild mandates that butchers must not mix the meat of male and female pigs, or male and female horses. Violators must pay 100 s.p. to the guild. The dislike of mixing meat from different sexes is common to most characters.

Cabinetmaker

This occupation specializes in building, decorating, and selling cabinets. Typically, only nobles have cabinets of any kind. Daily wages are typically 10 s.p.

Ability Requirements: Hand-Eye Coordination 90, Spatial Intelligence 90, and Intelligence (overall) 85.

Gender: Female cabinetmakers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf

Religion: Any.

Skills: Carpentry + 10, Hagglng + 5, and Weapon (Specific). The specific weapon is a knife.

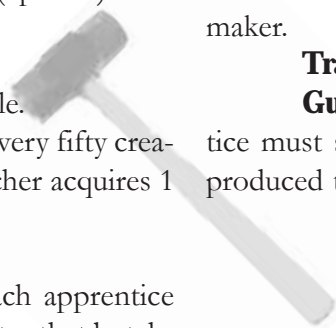
Equipment: Wood and knives.

Magic Points: Not applicable.

Advancement Points: For every cabinet successfully built, 1 AP is acquired by the cabinetmaker.

Training: None.

Guild: Cabinetmakers' Guild. Each apprentice must serve 11 years. A masterpiece must be produced to become a journeyman.



Artwork Here

Carpenter

This occupation specializes in woodworking. Daily wages are typically 7 s.p.

Ability Requirements: Hand-Eye Coordination 90, Spatial Intelligence 90, and Intelligence (overall) 80.

Gender: Female carpenters are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Peasant and serf.

Religion: Any.

Skills: Carpentry + 10, Hagglng + 5, and Weapon (Specific). The specific weapon is a knife.

Equipment: Wood and knives.

Magic Points: Not applicable.

Advancement Points: For every thousand pounds of lumber labored successfully, the carpenter acquires 1 AP.

Training: None.

Guild: Carpenters' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Carter/Teamster

This occupation specializes in driving carts. Carters of raw materials are paid piece-rate, which is 1 s.p. per cartload. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 75.

Gender: Female carters/teamsters are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Slave or serf.

Religion: Any.

Skills: Direction Sense + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For every mile of driving a cart, 1 AP is acquired by the carter/teamster.

Training: None.

Guild: None.

Cartwright

This occupation specializes in building and selling carts. Daily wages are typically 6 s.p.

Ability Requirements: Hand-Eye Coordination 100, Spatial Intelligence 90, and Intelligence (overall) 85.

Gender: Female cartwrights are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Carpentry + 10, Hagglng + 5, and Weapon (Specific). The specific weapon is a knife.

Equipment: Wood and knives.

Magic Points: Not applicable.

Advancement Points: For every cart successfully built, the cartwright acquires 1 AP.

Training: None.

Guild: Cartwrights' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman.

Carver

This occupation specializes in carving figures and designs into wood, metal, and stone. Daily wages are typically 1 s.p.

Ability Requirements: Hand-Eye Coordination 90 and Intelligence 75.

Gender: Female carvers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Peasant and serf.

Religion: Any.

Skills: Weapon (specific). The specific weapon is a knife.

Equipment: A knife.

Magic Points: Not applicable.

Advancement Points: For the successful completion of each project, a carver acquires 1 AP.

Training: None.

Guild: Carvers' Guild. Each apprentice must serve 8 years. A masterpiece must be produced to become a journeyman.

Chambermaid

A chambermaid¹ is a female who is employed to clean. A variety of masters or mistresses may employ chambermaids to perform a variety of duties.

The master of a house may employ a chambermaid to clean his house, assist his wife, and pleasure he and his sons. The primary duty of the chambermaid may be any of the above. Therefore, many chambermaids are employed as whores as well. Numerous chambermaids are impregnated by their master or his sons.

The occupation of chambermaid is distinct from similar occupations, such as laundress. If a chambermaid is required to clean clothing, she will also be required to perform other duties.

A manager (brotheler) of a public bath does not hire whores, but chambermaids who perform the duties of whores, though they do not admit publicly to it. To work at a public bath, a chambermaid must be attractive, and skilled at Cleaning, Seduction, and Sexual Adeptness, if not Contortion, Dancing, and Massage. The average age is 20 for a human chambermaid at a public bath.

Married men who seek pleasure outside of marriage frequent the public bath. Public baths are not subject to visits by the militia, the chambermaid/whores are younger, and adultery is safer in a public bath, because of numerous hiding places. Chambermaids at public baths prefer married male customers, because they pay better and are of better social class, including nobles.

By 30, the age shows of a human chambermaid, and she is considered too old to work as a chambermaid at a public bath. At this age, most chambermaids become married. The unfortunate become beggars.

Daily wages are typically 4 s.p.

Ability Requirements: Common Sense 90.

Gender: Female.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Slave, peasant, or serf.

Religion: Any.

Skills: Cleaning + 10.

Equipment: Depends on duties.

Magic Points: Not applicable.

Advancement Points: For each successful day of cleaning that pleases the master or mistress, a chambermaid acquires 10 AP.

Training: None.

Guild: None.

Artwork Here

1. Information on chambermaids has been obtained from [Medieval Prostitution](#), by Jacques Rossiaud. For more information, see the References section at the end of this book.

Chancellor

A chancellor is the religious leader of the dominant local religion of a city, castle, or citadel. There is only one chancellor per castle. Daily wages are typically 60 s.p.

Ability Requirements: Intelligence 100.

Gender: Either.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Etiquette + 10, Religion (Cultural) + 10, and Religion (Specific) + 10.

Equipment: None.

Magic Points: Determined by god and priesthood.

Advancement Points: For every competing religion that is driven away, converted, or which submits to the religion of the chancellor, the chancellor acquires 100 AP. For each year in which the chancellor maintains the dominance of their religion, the chancellor acquires 100 AP.

Training: None.

Guild: None.

Chandler

This occupation specializes in making and selling candles and soaps. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 80.

Gender: Male chandlers are uncommon.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Candlemaking + 10 and Haggling +

Equipment: Wax and lye.

Magic Points: Not applicable.

Advancement Points: For every thousand candles or soaps made, the chandler acquires 1 AP.

Training: None.

Guild: Chandlers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeyman.

Artwork Here

Charioteer

This occupation specializes in either building or driving chariots. Daily wages are typically 8 s.p.

Ability Requirements: Hand-Eye Coordination 100, Agility 100, and Intelligence 85.

Gender: Female charioteers are rare.

Race: Humans are the most popular charioteers, but others include anakim, bugbears, and kobolds. Ogres and trolls do not use chariots.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Charioteering + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For every chariot successfully built, a charioteer acquires 1 AP. For every chariot driven for 10 miles during competition, combat, or warfare, the charioteer acquires 1 AP.

Training: None.

Guild: None.

Cheesemaker

This occupation specializes in making and selling cheese. Daily wages are typically 6 s.p. For more information on Cheesemaking, see *Chapter 8: Skills*.

Ability Requirements: Intelligence 80.

Gender: Female cheesemakers are rare.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Cheesemaking + 10 and Haggling +

5.

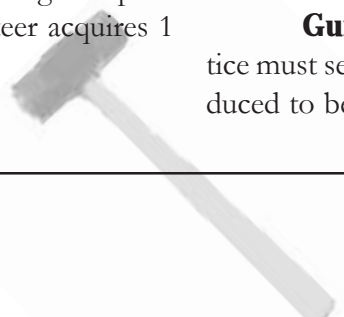
Equipment: Milk.

Magic Points: Not applicable.

Advancement Points: For each batch of cheese produced successfully, a cheesemaker acquires 1 AP.

Training: None.

Guild: Cheesemakers' Guild. Each apprentice must serve 5 years. A masterpiece must be produced to become a journeyman.



Artwork Here

Claspmaker

This occupation specializes in shaping metal into small pieces that serve as clasps and hook together. Clasps are used on a variety of products, including: cabinets, chests, etc. Besides clasps, claspmakers also make buckles, such as for belts. Claspmakers sell their clasps to other occupations or guilds, as well as individual characters. Daily wages are typically 7 s.p.

Ability Requirements: Spatial Intelligence 90, and Intelligence (overall) 75.

Gender: Female claspmakers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Blacksmithing + 5 and Hagglng + 5.

Equipment: Forge, anvil, hammers, and tongs.

Magic Points: Not applicable.

Advancement Points: For each clasp successfully completed, a claspmaker earns 1 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.



Artwork Here

Clerk

This occupation consists of educated assistants, also called notaries, who perform clerical duties for churches, guilds, and governments.

Clerks are in the business of drawing up commercial contracts and other personal matters, such as marriage agreements and wills. Notarial cartularies are large books in which clerks or notaries copy the formal and legal copy of a contract.

The most general form of available contract is the ‘*promissio et conventio*,’ the promise and agreement. These contracts begin with “I promise and agree that...” The parent, guardian, or future pupil makes the promise and agreement to the master. If a future pupil is underage, then the parent or guardian formally promises to the master. A large fine is noted in case the contract is broken, usually 100 s.p. The standard conditions are that the apprentice will serve for a specified period of time to learn the art or trade of the master. This agreement binds the apprentice to not run away or marry without the permission of the master.

Another form of contract is the rental agreement. These contracts begin with “I rent and concede...” A son or daughter is rented to the master. The parent grants the master virtual authority over the rented child. In turn, the master gives the apprentice food, lodging, and experience in their occupation.

In both the promise and agreement as well as the rental agreement contracts, it is common for the master to promise to keep their apprentice in sickness and in health. However, some masters include a clause stating that days lost due to illness are to be added to the end of the term. Many times, an apprentice will agree not to have sex on the property of the master, or with any of the family members of the master. It is common to include a clause that the master’s wife does not have the right to beat the apprentice.

Wills are common documents. A player may have their character visit a clerk and have a will drawn up in case of death, and may name any other living character as their beneficiary. If a player has multiple characters created and ready in case their current character dies, a player may not name another character of theirs to be a beneficiary.

Multiple copies of contracts are written and all are signed together. All copies of a contract are placed one over another and a symbol is cut into all of them in front of the signors to indicate authenticity.

Most clerks charge 2 s.p. per contract. Daily wages are typically 15 s.p.

Ability Requirements: Language 100 and Intelligence (overall) 90.

Gender: Female clerks are rare.

Race: Any but ogre.

Disposition: Clerks tend to be ethical.

Temperament: Any.

Sociality: Serf and noble.

Religion: Any.

Skills: Law + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each month of service rendered, a clerk acquires 1 AP. For each contract signed between a master and apprentice, a clerk acquires 1 AP.

Training: None.

Guild: None.

Artwork Here

Clockmaker

This occupation manufactures and sells clocks. Simple methods of observing or recording the passage of time include measuring shadows such as with sundials or obelisks, or with hourglasses. However, mechanical timepieces exist as well, known as horologiums. These clocks utilize 500 lb. weights that drop a distance of 32 feet beneath bells in towers. The clock-face consists of a dial with only a single hand, which indicates the nearest quarter hour. Clockmakers are considered the most skillful craftsmen. Daily wages are typically 25 s.p.

Ability Requirements: Spatial Intelligence 100) and Intelligence (overall) 90.

Gender: Female clockmakers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Clockmaking + 10 and Hagglng + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each clock successfully made, a clockmaker acquires 10 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 12 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Cobbler

This occupation specializes in the manufacture and selling of shoes and footwear. Cobblers are also called shoemakers. Daily wages are typically 10 s.p.

Ability Requirements: Hand-Eye Coordination 100 and Intelligence 85.

Gender: Female cobblers are uncommon.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5.

Equipment: Leather and scissors.

Magic Points: Not applicable.

Advancement Points: For each pair of shoes or footwear crafted, a cobbler acquires 1/2 of 1 AP.

Training: None.

Guild: Cobblers' Guild. Each apprentice must serve 5 years. A masterpiece must be produced to become a journeyman.

Artwork Here

Collier

This occupation specializes in producing and selling charcoal. Charcoal is produced by burning wood in a beehive kiln. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 75.

Gender: Males and females may both be colliers.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5.

Equipment: Wood and a beehive kiln.

Magic Points: Not applicable.

Advancement Points: For every full day of successfully making charcoal, the collier acquires 1/2 of 1 AP.

Training: None.

Guild: Colliers' Guild. Each apprentice must serve 5 years. A masterpiece must be produced to become a journeyman.

Cook

This occupation specializes in the preparation of food. Kitchen preparations begin early for breakfast. A kitchen fire must be prepared, then an iron kettle is filled and heated, and the floor is swept. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 75.

Gender: Males and females are both cooks.

Race: Any.

Disposition: Any.

Temperament: Any.

Sociality: Peasant or serf.

Religion: Any.

Skills: Cooking + 10.

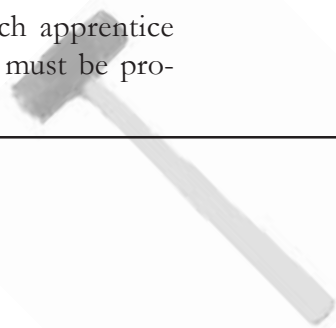
Equipment: Knives, forks, pots, etc.

Magic Points: Not applicable.

Advancement Points: For each meal successfully cooked, a cook acquires 1/5th of 1 AP.

Training: None.

Guild: None.



Artwork Here

Cooper

This occupation specializes in the manufacture, repair, and sale of wooden tubs. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 75.

Gender: Female coopers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Carpentry + 5, Haggling + 5, and Weapon (Specific). The specific weapon is a knife.

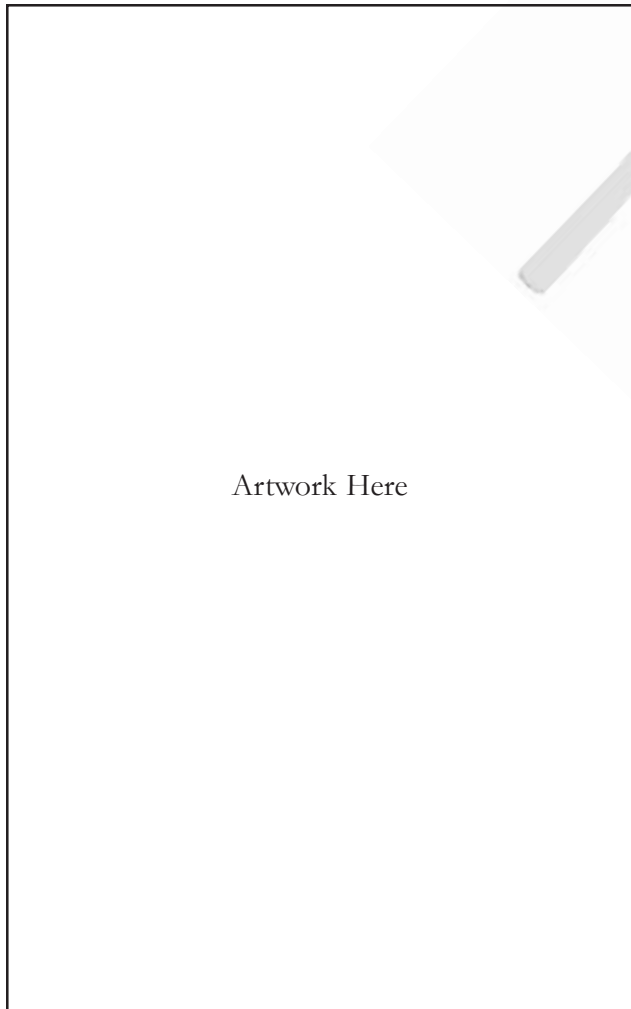
Equipment: Wood and knives.

Magic Points: Not applicable.

Advancement Points: For each wooden tub successfully crafted, a cooper acquires 1 AP.

Training: None.

Guild: Coopers' Guild. Each apprentice must serve 10 years. A masterpiece must be produced to become a journeyman.



Artwork Here

Coppersmith

This occupation specializes in working with and selling copper. Daily wages are typically 8 s.p.

Ability Requirements: Intelligence 90.

Gender: Female coppersmiths are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Coppersmithing + 10 and Haggling

+ 5.

Equipment: Hammer, anvil, and forge..

Magic Points: Not applicable.

Advancement Points: For each substantial project successfully completed, a coppersmith acquires 1 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Courtesan

This is a female occupation in which an attractive and talented female specializes in delighting males with her knowledge and skills. A successful courtesan is skilled at many things. Most likely, a courtesan has additional skills that distinguish her from other courtesans. A male will hire a courtesan to accompany him in public or during business dealings. Since courtesans also supply sex, they are essentially expensive, intelligent, and skillful whores (see *Whore*). Courtesans are paid for each day of service. Daily wages are typically 100 s.p., or 5 s.p. per hour.

Ability Requirements: Physical Fitness 100, Bodily Attractiveness 115, Facial Charisma 115, Vocal Charisma 90, Kinetic Charisma 100, and Intelligence 90.

Gender: Only females.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Serf and noble.

Religion: Any.

Skills: Acting (Drama) + 5, Cleaning + 5, Contortion + 5, Cooking + 5, Dance + 10, Etiquette + 5, Massage + 10, Music + 5, Seduction + 10, Sexual Adeptness + 10, Storytelling + 5, and Weaving + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each satisfied customer, a courtesan acquires 10 AP.

Training: None.

Guild: None.

Cowherd

This occupation specializes in herding cattle. A cowherd must protect a herd of cattle from predators and thieves. Then, the cowherd sells the cattle to skinnners and butchers. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 75.

Gender: Female cowherds are rare.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Slave or peasant.

Religion: Any.

Skills: Animal Conditioning + 10 and Animal Handling + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each herd successfully cowherded, a cowherd acquires 10 AP.

Training: None.

Guild: None.

Cupbearer

A cupbearer is a character who brings and refills beverages at meals, feasts, and parties in a castle. Daily wages are typically 5 s.p.

Ability Requirements: Hand-Eye Coordination 90, and Intelligence 75.

Gender: Male or female.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Slave or serf.

Religion: Any.

Skills: Etiquette + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each meal in which no drinks were spilled nor any problems related to cupbearing, a cupbearer acquires 1 AP.

Training: None.

Guild: None.

Cutler

This occupation specializes in crafting and selling knives. Daily wages are typically 7 s.p.

Ability Requirements: Strength 85, Hand-Eye Coordination 90, and Intelligence 80.

Gender: Female cutlers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Bladesmithing + 10, Carpentry + 5, Hagglng + 5, and Weapon (Specific). The specific weapon is a knife.

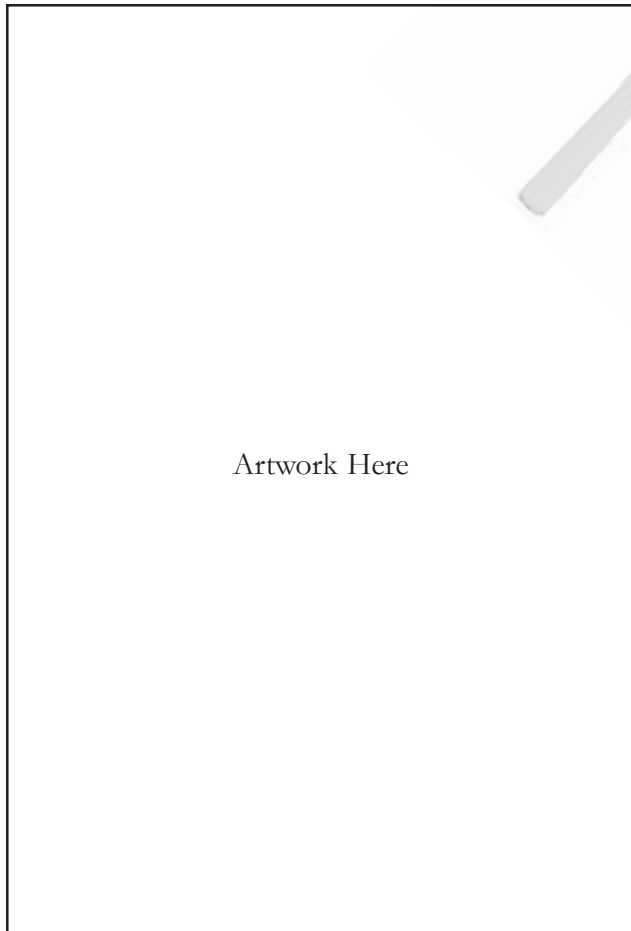
Equipment: Forge, hammers, tongs, anvil, and knives.

Magic Points: Not applicable.

Advancement Points: For each knife successfully crafted, a cutler acquires 1 AP.

Training: None.

Guild: Cutlers' Guild. Each apprentice must serve 8 years. A masterpiece must be produced to become a journeyman.



Dairymaid

This occupation specializes in milking cows and selling milk to characters. Daily wages are typically 4 s.p.

Ability Requirements: Hand-Eye Coordination 90 and Intelligence 75.

Gender: Male dairymaids do not exist.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Slave or peasant.

Religion: Any.

Skills: Milking + 10 and Hagglng + 5.

Equipment: Bucket.

Magic Points: Not applicable.

Advancement Points: For each cow milked, a dairymaid acquires 1 AP. For each gallon of milk sold to a character, a dairymaid acquires 1 AP.

Training: None.

Guild: None.

Dancer

This occupation and pastime is concerned with bodily movement, usually to music. Daily wages are typically 5 s.p.

Ability Requirements: Physical Fitness 90, Bodily Attractiveness 100, Kinetic Charisma 115, Agility 115, and Intelligence 80.

Gender: Male dancers are uncommon.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Slave or serf.

Religion: Any.

Skills: Dance + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each new dance move mastered, a dancer acquires 10 AP.

Training: None.

Guild: Dancers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeyman.

Delouser

This occupation specializes in picking and removing lice, fleas, and bedbugs from the hair of characters and and beards of males. The removal of such pests is a saleable service. Profitable delousers additionally apply the herb lavender, because it repels these pests. Daily wages are typically 5 s.p., though this is an annual average. Most delousers charge 1 s.p. for delousing one hairy, male human. Delousers earn most of their wages in the summer, and virtually starve in the winter.

Ability Requirements: Hand-Eye Coordination 90 and Intelligence 75.

Gender: Male delousers do not exist.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Delousing + 10 and Hagglng + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each customer who is deloused successfully, the delouser acquires 5 AP.

Training: None.

Guild: None.

Dicemaker

Also called ‘daserii’, dicemakers are characters who make dice for a living. Playing dice is the most popular gaming pastime. Dice are carved from bone. Daily wages are typically 6 s.p.

Ability Requirements: Hand-Eye Coordination 100 and Intelligence 75.

Gender: Either.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Carving + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each new die crafted, a dicemaker acquires 1 AP.

Training: None.

Guild: Dicemakers’ Guild. Each apprentice must serve 9 years, and masters are limited to having no more than two apprentices at once. A masterpiece must be produced to become a journeyman. Members are forbidden from importing dice from other dicemakers. The only way that larger cities can support a dicemakers’ guild is to emphasize exporting dice. Any dicemaker who makes loaded, marked ,or clipped dice must pay a fine of 100 s.p. No trademark is allowed on dice. This guild mandates that the following numbers must be on opposite sides of the cube: 1 and 6, 2 and 5, and 3 and 4. Also, this guild mandates that no master may make dice from the bones of a horse, since it is considered unlucky.

Artwork Here

Dockwalloper

A dockwalloper is a character who carries freight along the docks as a vessel is loaded or unloaded. Daily wages are typically 5 s.p.

Ability Requirements: Physical Fitness 85, Strength 90, and Intelligence 75.

Gender: Male.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Slave, peasant, or serf.

Religion: Any.

Skills: None.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each vessel loaded or unloaded, a dockwalloper acquires 10 AP.

Training: None.

Guild: None.

Doctor

This occupation specializes in studying the body and attempting to use that knowledge to help other characters suffering from sickness or disease. Very few doctors exist.

The trained doctor is an aristocrat of professionals, enjoying high status and excellent fees. A doctor's practice is naturally confined to nobility and royalty.

After a preliminary three-year course, the prospective doctor takes a five-year course, followed by a year's internship with an experienced practitioner. He is then allowed to take a formal examination. If completed successfully, he receives a license to practice.

Medical education includes education about the skills of Divination (Astrology) and Divination (Numerology), and magic. Constellations and planets are believed to preside over different parts of the body. Numerology provides complicated guides for the course of an illness. The body is believed to have four humors and three spirits, all of which must be checked by the examination of the urine and stool, and by feeling the pulse. Adjustments are commonly made by bloodletting, from the side of the body opposite the site of the disease.

The most frequent demand for medical aid is the treatment of wounds and injuries. Here the surgeon achieves his best success, even showing some understanding of the problem of infection. The doctor applies such medicaments as the sterilized whites of eggs to wounds caused by Hacking or Stabbing.

Artwork Here

The fee charged by a doctor is scaled to the wealth and class of the patient. Therefore, doctors receive piece-rate wages. Daily wages are typically 200 s.p.

Ability Requirements: Analytic Intelligence 115, Intelligence (overall) 105, and Intuition 100.

Gender: Males and females are both healers.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Noble.

Religion: Any.

Skills: Anatomy + 5, Diagnosing + 5, Divination (Astrology), Divination (Numerology), Surgery + 5, and Weapon (Specific). The specific weapon is for each piece of surgical equipment.

Equipment: Surgical equipment includes scissors, speculum, razor, scalpel, needle, and lancet.

Magic Points: Not applicable.

Advancement Points: For each patient fully healed, a doctor acquires 10 AP.

Training: None.

Guild: None.

Draper

This occupation specializes in cloth. Linen is thread spun from flax. Cloth may be made by hand or with an ancient machine called a handloom. Another occupation, the weaver/embroiderer, also makes cloth, though a weaver and a draper are distinctly different. A draper makes linen cloth, crafts the cloth into drapes, and sells them. Daily wages are typically 5 s.p.

Ability Requirements: Hand-Eye Coordination 85 and Intelligence 80.

Gender: Male drapers do not exist.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Weaving + 10.

Equipment: Cloth and scissors.

Magic Points: Not applicable.

Advancement Points: For each substantial project successfully completed, a draper acquires 1 AP.

Training: None.

Guild: Drapers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeywoman.

Artwork Here

Druid

Priests are those who have devoted their lives to a deity, philosophy, or religion. The occupation of a priest is the most diverse due to the number of different deities and philosophies. Therefore, priests are not able to be standardized or generalized, and they are only briefly introduced here; most of the information relevant to a priesthood may be found in Grimoirium Genitoris (Grimoire of the Gods). Two main classes of priests will be introduced: hierophants and druids.

All priests must meet minimum score requisites in the sub-ability of Language and the ability of Wisdom. Further, these requirements become more stringent as spell level increases. Hence, a priest may attain high levels, but be limited in spellcasting ability. See the table below.

Priests gain access to spells as granted by their deities. Usually, priests have dreams induced by their deity regarding the proper ingredients and ritual necessary for casting a certain spell, or they are instructed by other priests of the same faith. If a chant is required for a spell, priests speak in tongues, influenced by their god or religion. In any case, priests may cast any spells from their god as long as they have enough Magic Points at the moment.

Similarly, as a priest advances in level, provided they meet the minimum requisites per spell level, their odds of increasing in spell level are noted on a table below as well.

Ability Requirements

Spell Level	Language	Wisdom
1	105	110
2	110	115
3	115	120
4	120	125
5	125	130
6	130	135
7	135	140
8	140	145
9	145	150
10	150	155

Priests cast only chaos magic (see *Chap. 11: Magic*).

Piety Points

All spells cast by priests are affected according to their PP. All aspects of a spell are affected, including damage, duration, range, etc. If a discrepancy arises, the MM is the final arbiter of a specific effect with a specific spell. Consult the table below:

PP	Effect
1-5	- 100%
6-15	- 75%
16-30	- 50%
31-70	- 25%
71-85	-
86-95	+ 10%
96-100	+ 25%

Likelihood of Advancing in Spell Level										
	Spell Level	2	3	4	5	6	7	8	9	10
Character Level										
2		20%	-	-	-	-	-	-	-	-
3		28%	16%	-	-	-	-	-	-	-
4		35%	24%	13%	-	-	-	-	-	-
5		43%	32%	19%	10%	-	-	-	-	-
6		50%	37%	25%	15%	7%	-	-	-	-
7		60%	44%	32%	21%	13%	5%	-	-	-
8		70%	50%	38%	27%	18%	10%	4%	-	-
9		80%	60%	44%	33%	24%	15%	12%	3%	-
10		90%	70%	50%	38%	29%	20%	16%	10%	2%
11		100%	80%	60%	44%	34%	25%	22%	14%	12%
12		-	90%	70%	50%	40%	30%	25%	18%	16%
13		-	100%	80%	60%	45%	35%	29%	22%	20%
14		-	-	90%	70%	50%	40%	33%	26%	24%
15		-	-	100%	80%	60%	45%	38%	30%	28%
16		-	-	-	90%	70%	50%	42%	34%	32%
17		-	-	-	100%	80%	60%	46%	38%	36%
18		-	-	-	-	90%	70%	50%	42%	40%
19		-	-	-	-	100%	80%	60%	46%	44%
20		-	-	-	-	-	90%	70%	50%	48%

Perhaps the most educated of priests and adventurers, druids must pass 20 years of schooling before earning the title of druid. Therefore, due to the intensive training and education, a character must begin as a druid at first level, and also add 10 years to their starting age. In order to become a druid after gaining levels as an adventurer of another occupation, the character must solely devote 20 years to druidic study.

While druids are priests, they also perform other functions where their culture is dominant, including religious teachers, judges, and civil administrators. Supreme power is vested in the archdruid of a culture.

There are three classes of druids: bards, prophets, and priests. Bards function as per the bard occupation (not druids), except bardic druids are very concerned with nature and balance. Prophets function as per the sorcerer occupation (not druids), except that they are always female, do not enjoy the powers and privileges of the druidic priests, and are very concerned with nature and balance. Druidic priests, the actual druids, are always male and are assisted by prophets.

Druids hold the oak tree, mistletoe, and yew tree as sacred. Rituals are customarily conducted in oak forests. Druids extensively use altars, usually as unhewn stone slabs or megaliths found in chambers in small caves. Atop these caves, when possible, are circles of megaliths or large stones. Circles are important to druids, symbolizing the cycles of nature.

Regarding spells, druids must choose five of the ten magical disciplines, avoiding the opposite disciplines (see *Chap. 11: Magic*). First level druids begin with 2d6 spells, which are randomly determined within their disciplines. Spells are granted collectively by the deities worshipped. By advancing a level, druids automatically learn (1d4 - 1) new spells, selected randomly from the chosen disciplines.

Druidic Circle of Effect: Druids know that when they gather in a circle and cast the same spell together, their power increases substantially. No other type of spellcaster is entitled to the effects granted by a circle. The circle must consist of all druids. A circle consists of at least two druids. Any combination of druidic occupational levels may comprise a circle.

All aspects of the druidic circle of effect must be performed in unison. Because of the difficulty, the chance of failure is a percentage equal to the square root of the number of the druids in the circle. For instance, in a circle of nine druids, the chance of failure is 3% (since the square root of 9 is 3). The chance of failure is rolled by the most powerful druid in the circle. If failure occurs, then each druid in the circle must roll for an effect in *Appendix 3: Random Magical Effects*.

Even though a druidic circle of effect is powerful, druids are sufficiently rare that it is difficult to find a number of druids, let alone a number who can cast the same spell.

A druidic circle of effect causes an increase in the effectiveness of a spell, including its range, area, duration, damage, and any other effect deemed appropriate by the MM. The formula to determine the effectiveness of a druidic circle of effect is as follows:

$$\text{Result} = (\hat{a}E) + \hat{a}E(N^{1/2} - 1)$$

Let \hat{a} = the sum of

Let E = effect

Let N = number of druids

Note that $N^{1/2}$ = the square root of N

As an example, assume two druids form a circle and cast Lesser Healing. The player of the first druid determines that he would heal 2 Life Points without being in the druidic circle of effect. The player of the second druid determines that he would heal 9 Life Points. The sum of these effects is 11. The number of druids is 2. Using a calculator, the square root of 2 = 1.41. According to the formula above:

$$\text{Result} = (11) + (11)([1.41] - 1)$$

simplified:

$$\text{Result} = (11) + (11)(0.41)$$

simplified:

$$\text{Result} = (11) + (15.51)$$

simplified:

$$\text{Result} = 26.51$$

truncate:

$$\text{Result} = 26$$

Since this spell requires touch, all druids in the circle must touch the intended recipient in unison in order to heal 26 Life Points, instead of 11 Life Points if cast individually.

Ability Requirements: Intelligence 115 and Wisdom 115.

Gender: Female druids do not exist.

Race: Human.

Disposition: All druids are neutral regarding ethics and morality; druids seek a balance of all forces in nature.

Temperament: Druids tend to have a balanced temperament.

Sociality: Few druids are originally peasants. Most are serfs or nobles.

Religion: Druids believe that they are descendants of a supreme being. Druids do not solely worship one deity, but a collection of deities that all function together as nature. Many druids, of course, have their favorite deity in this pantheon, but all are given respect. Druidic religion usually centers around a grove of stones arranged to represent things such as a calendar, a deity worshipped, or a constellation.

Skills: Agriculture + 5, Anatomy + 5, Animal Handling + 10, Appraise + 5, Constellations + 5, Cosmos (General Planes) + 10, Direction Sense + 5, Herbalism + 10, History Culture + 5, History Legends + 5, History Local + 5, History Military + 5, may read and write as many languages as intelligence allows, Math (Fundamental) + 10, 1 Musical Instrument, Nature (Animals) + 10, Nature (Beasts) + 10, Nature (Birds) + 10, Nature (Fish) + 10, Nature (Geography) + 10, Nature (Humanoids) + 10, Nature (Minerals) + 10, Nature (Mycology) + 10, Nature (Plants) + 10, Nature (Trees) + 10, Persuasion + 5, Philosophy + 5, Religion Cultural + 15, Riding + 5, Complex Ritual + 10, Symbology + 5, Toxicology + 5, Tracking + 5, 1 Weapon (Specific), Weather Prediction + 10, and Wilderness Lore + 10.

Equipment: Druids usually restrict themselves to wearing a robe and typically carry a ceremonial dagger and an ornate quarterstaff. In general, druids shun possessions that may not be found in nature.

Magic Points: Druids begin with (18 + 1d12) MP and recover a number of points per hour equal to their current occupational level. For example, a 3rd level druid recovers 3 MP per hour. As druids advance in occupational level, they gain an additional (18 + 1d12) MP.

Advancement Points: Druids gain AP with each successful act that promotes a balance, though not just any act, but any act that was difficult, dangerous, or life-threatening. Points may be gained in three ways: with successful skill checks of the skills listed above, successful attacks in life-threatening combat, and the successful casting of a spell. Respectively, points gained equal half of the adjusted number that passed the skill check, half of the damage done to a foe in combat, and half of the MP used when casting a spell.

Training: None.

Guild: None.

Duke/Duchess

This occupation is for royalty. Only a king or queen can make a character become a duke or duchess. If the character accepts, then the duke or duchess pledges allegiance to their king or queen. Then, the king or queen grants the duke or duchess a castle and land, which is their fief and called a duchy. A duke or duchess answers only to the king or queen. Otherwise, the duke or duchess may command the characters of their castle and land as desired, who are their vassals, including barons and baronesses. Each hamlet and village on the land of the duke or duchess will be in the safekeeping of a lord or lady. Each lord and lady on their land is subordinate to a baron or baroness. Each baron or baroness is subordinate to the duke or duchess.

Additionally, a duke or duchess is usually a member of a council of the king or queen and must often travel to their court. The daily duties of a duke or duchess are overwhelming. Instead of lounging around their castle, a duke or duchess is busy constantly. Daily wages are typically 100 s.p.

Due to the military nature of this occupation, most dukes are experienced knights and were promoted after loyal service as barons.

Ability Requirements: Intelligence 85 and Common Sense 115.

Gender: Dukes are male, duchesses are female.

Race: Human.

Disposition: Dukes tend to be ethical.

Temperament: Dukes tend to be choleric and melancholic.

Sociality: Royalty.

Religion: Dukes may worship any deity endorsed by their king or queen.

Skills: Cartography + 5, Etiquette + 5, Genealogy + 5, Heraldry + 10, History (Cultural) + 5, History (Local) + 5, History (Military) + 5, Law + 10, and Language (Read/Write).

Equipment: None.

Magic Points: Not applicable.

Advancement Points: A duke advances according to the profit and prosperity of their vassals and lands. Every 7 years the wealth of each vassal is recorded. If the wealth of the vassals increases by 5% since the previous record, the duke increases one occupational level. Every six months the economy is recorded, which is comprised of local and foreign trade. If, as a whole, the local or foreign economy increases by 5%, then the duke increases one occupational level.

Training: None.

Guild: None.

Dyer

This occupation specializes in dyes. After a product is dyed, the dyer sells the product. The work is risky, because the product may be ruined by a failed attempt at dying. A dyer does not receive a daily wage or a rate for piece-work, but a salary for a given period of time. On average, though, their wages are 6 s.p. per day.

Ability Requirements: Intelligence 75.

Gender: Male dyers are uncommon.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Dying + 10 and Haggling + 5.

Equipment: Dye.

Magic Points: Not applicable.

Advancement Points: For each item successfully dyed, 1/10th of 1 AP is acquired by a dyer.

Training: None.

Guild: Dyers' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeywoman.

Artwork Here

Enameler

This occupation is specialized with enamel, which is often used artistically. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 85.

Gender: Female enamellers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Enameling + 10 and Haggling + 5.

Equipment: Enamel.

Magic Points: Not applicable.

Advancement Points: For each successful completion of a project, an enameler acquires 1 AP.

Training: None.

Guild: Enamellers' Guild. Each apprentice must serve 10 years. Each master may have only one apprentice. A masterpiece must be produced to become a journeyman.

Engineer

This occupation is specialized with the design and operation of engines, machines, and structures. Each engineer must specialize in one (and only one) of the following: designing buildings, designing bridges, designing fortifications, designing siege engines, and operating siege engines. Daily wages are typically 16 s.p.

Ability Requirements: Intelligence 100.

Gender: Female engineers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Nobility.

Religion: Any.

Skills: Architecture + 10 and Math (Geometry) + 10.

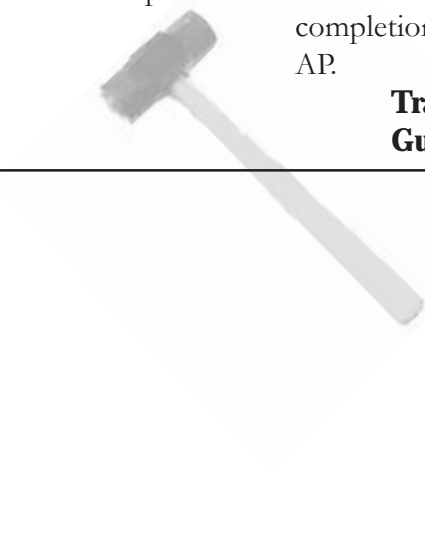
Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each successful completion of a project, an engineer acquires 10 AP.

Training: None.

Guild: None.



Artwork Here

Engraver

This occupation specializes in engraving items and then selling the items. Daily wages are typically 8 s.p.

Ability Requirements: Intelligence 85.

Gender: Female engravers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Engraving + 10 and Hagglng + 5.

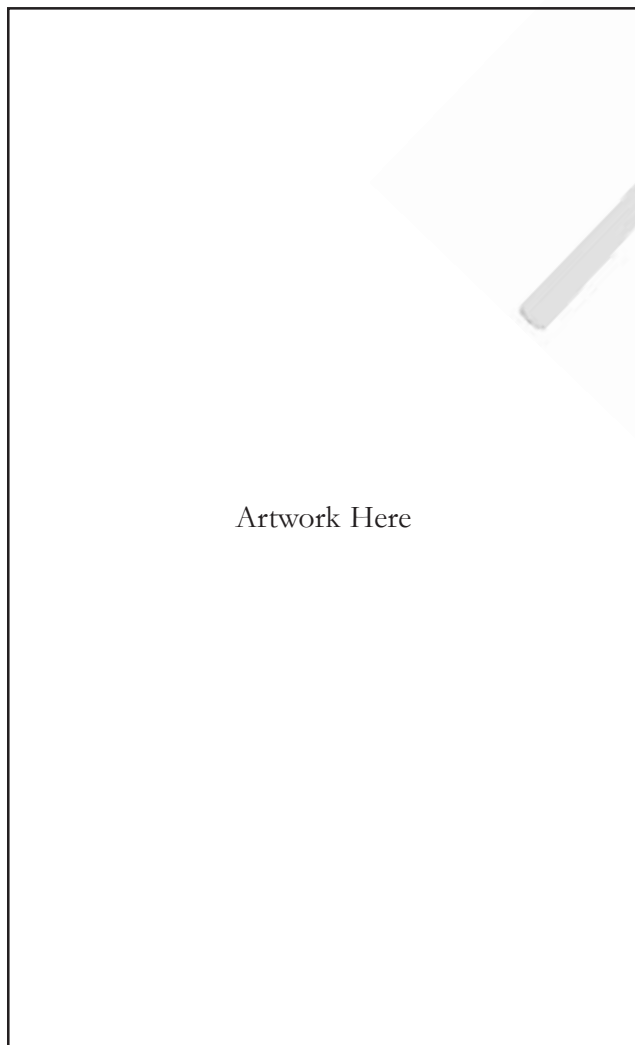
Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each successful completion of a project, an engraver acquires 1 AP.

Training: None.

Guild: Engravers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.



Farmer

This occupation specializes in ploughing, planting, growing, and harvesting edible plants. Farmers perform different duties depending on the season and crop.

Before seeds may be planted, the ground must be ploughed. The fields are ploughed in early spring and early fall. A plough is dragged across the field by oxen, breaks up the soil to prepare the field for planting.

Horse, oxen, and pig defecation is collected throughout the year and distributed across the fields prior to planting. This defecation fertilizes the soil. Seeds are planted by hand in the spring and fall.

Harvesting is the retrieval of crops from the fields. The harvesting of hay is done in the beginning of summer, and the harvesting of wheat is done in the end of summer and beginning of fall. While harvesting, a farmer uses a scythe to retrieve the crops. Farmers work from sunrise to sunset during harvest. Commonly, a festival is held by the lord for the farmers when the harvest is completed.

Wheat is gathered by women into bundles, loaded onto a cart, removed from the field, and stored in a barn so that it can dry. The carts are drawn by horses or oxen, are piled high, and often tip over.

Winnowing is the process of separating grain from the chaff or outer casing. Wheat is threshed or beaten to separate the grain from the staff. Once the grain is separated, it is sold to millers. Winnowing is done in the end of summer and beginning of fall.

Miscellaneous duties of a farmer include weeding and scaring away birds and some creatures.

Daily wages are typically 4 s.p.

Ability Requirements: Strength 80 and Intelligence 75.

Gender: Males and females are farmers.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Slave or peasant.

Religion: Any.

Skills: Agriculture + 10.

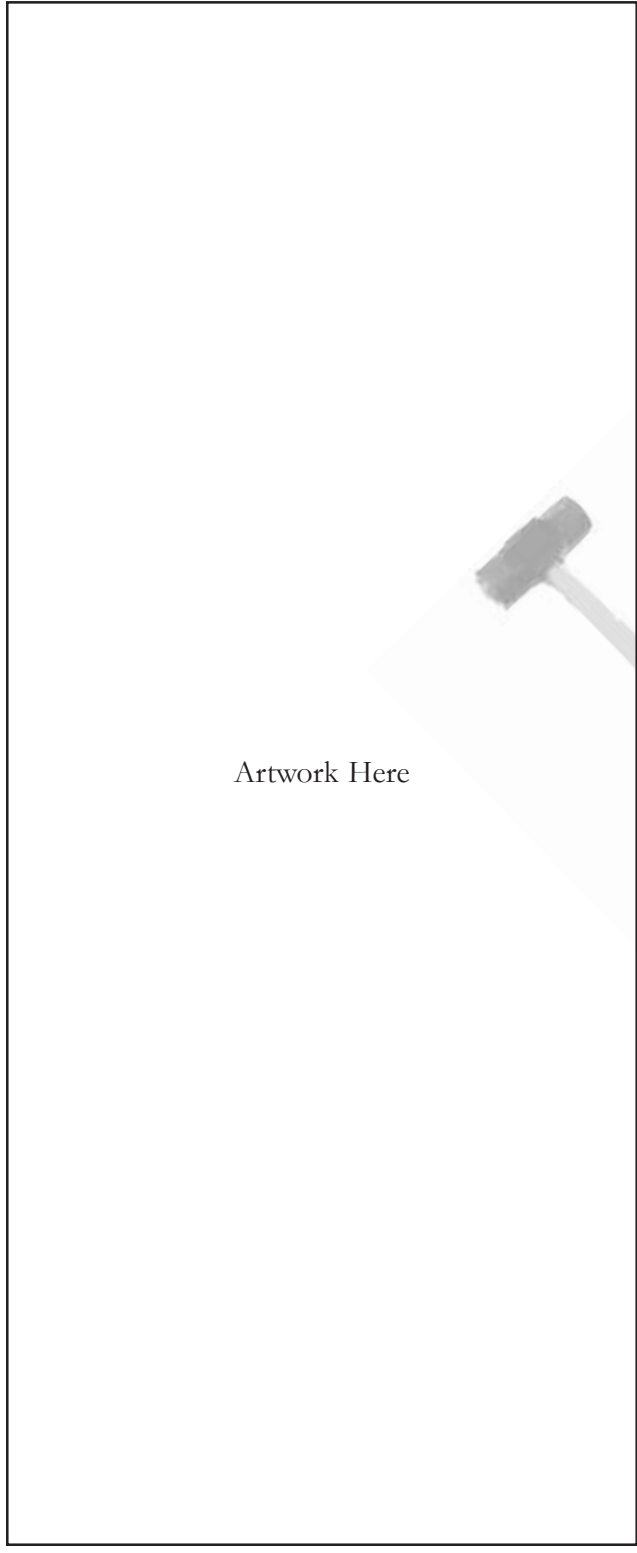
Equipment: Plow, ox, and seeds.

Magic Points: Not applicable.

Advancement Points: For each field of crops successfully grown, the farmer acquires 5 AP. For each field of crops that the farmer has never grown before and which grew successfully, the farmer acquires 10 AP.

Training: None.

Guild: None.



Artwork Here

Fisherman

This occupation specializes in removing fish from bodies of water. Once caught, fish are sold to a fishmonger. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 75.

Gender: Female fishermen are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Fishing + 10.

Equipment: Net.

Magic Points: Not applicable.

Advancement Points: For each captured fish, a fisherman acquires 1/10th of 1 AP.

Training: None.

Guild: None.

Fishmonger

This occupation deals in selling and distributing fish and products derived from fish. Daily wages are typically 8 s.p.

Ability Requirements: Intelligence 75.

Gender: Female fishmongers are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 10.

Equipment: Fish.

Magic Points: Not applicable.

Advancement Points: For each fish or equivalent in size of fish product sold, a fishmonger acquires 1/10th of 1 AP.

Training: None.

Guild: Fishmongers' Guild. Each apprentice must serve 4 years.

Fletcher

This occupation specializes in the manufacture and sale of arrows. Daily wages are typically 6 s.p.

Ability Requirements: Hand-Eye Coordination 90, Spatial Intelligence 90, and Intelligence (overall) 85.

Gender: Female fletchers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Fletching + 10, Hagglng + 5, and Weapon (Specific). The specific weapon is a knife.

Equipment: Sticks, feathers, and a knife.

Magic Points: Not applicable.

Advancement Points: For each arrow crafted successfully, a fletcher acquires 1/10th of 1 AP.

Training: None.

Guild: Fletchers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Forester

This occupation specializes in the clearing of forests and the production of lumber. Daily wages are typically 9 s.p.

Ability Requirements: Strength 90 and Intelligence 75.

Gender: Female foresters are rare.

Race: Anakim, bugbear and human.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Forestry + 10.

Equipment: A big, two-handed pit saw is used to cut trees.

Magic Points: Not applicable.

Advancement Points: For each tree cut down, removed, and made into lumber, a forester acquires 1 AP.

Training: None.

Guild: None.

Fuller

This occupation specializes in working with wool. Most clothes are made of wool and are purchased from a fuller. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 80.

Gender: Males and females are both fullers.

Race: Any but ogre and troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Tailoring + 10.

Equipment: Sheep.

Magic Points: Not applicable.

Advancement Points: For each amount of wool equal to that which comes from one sheep that is used productively, a fuller acquires 1 AP.

Training: None.

Guild: Fullers' Guild. Each apprentice must serve 5 years. A masterpiece must be produced to become a journeyman.

Furrier

This occupation specializes in furs. Animals are trapped, and their fur is removed and sold. Clothes for most nobles and few serfs are trimmed with fur. Daily wages are typically 8 s.p.

Ability Requirements: Intelligence 85.

Gender: Females furriers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Tailoring + 5.

Equipment: Traps for animals.

Magic Points: Not applicable.

Advancement Points: For each animal trapped that has an acceptable fur, 1/10th of 1 AP is acquired by a furrier.

Training: None.

Guild: Furriers' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman. Discord exists between the Furriers' Guild and the Tailors' Guild.

Gardener

This occupation specializes in the cultivation of gardens. A gardener plants, waters, harvests, and sells the vegetables of their garden. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 80.

Gender: Males and females are both gardeners.

Race: Bugbears, but the most common are human.

Disposition: Any.

Temperament: Any.

Sociality: Peasant or serf.

Religion: Any.

Skills: Agriculture + 10 and Haggling + 5.

Equipment: Seeds and water.

Magic Points: Not applicable.

Advancement Points: For each garden in which all of the different types of vegetables have successfully grown, a gardener acquires 1 AP.

Training: None.

Guild: None.

Gemcutter

This occupation specializes in cutting, polishing, and finishing gems. Once finished, gems are sold to the public or jewelers. Daily wages are typically 50 s.p.

Ability Requirements: Hand-Eye Coordination 100 and Intelligence 100.

Gender: Female gemcutters are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Gemcutting + 10, Haggling + 5.

Equipment: Gems and tools.

Magic Points: Not applicable.

Advancement Points: For each gem successfully cut, polished, and finished, a gemcutter acquires 1 AP.

Training: None.

Guild: Jewelers' Guild. Each apprentice must serve 12 years. A masterpiece must be produced to become a journeyman.

Gilder

This occupation specializes in overlaying gold onto objects. Daily wages are typically 50 s.p.

Ability Requirements: Hand-Eye Coordination 90 and Intelligence 90.

Gender: Female gilders are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Goldsmithing + 5 and Haggling + 5.

Equipment: Gold and tools.

Magic Points: Not applicable.

Advancement Points: For each successful completion of a project, a gilder acquires 1 AP.

Training: None.

Guild: Gilders' Guild. Each apprentice must serve 10 years. A masterpiece must be produced to become a journeyman.

Girdler

This occupation specializes in making girdles, such as belts, sashes, etc. A girdler makes arrangements with a tanner to purchase large quantities of tanned leather for a lower price. Then, the girdler makes girdles and sells them to the public. Daily wages are typically 13 s.p.

Ability Requirements: Hand-Eye Coordination 85 and Intelligence 80.

Gender: Female girdlers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Girdlemaking + 10 and Haggling + 5.

Equipment: Tools for working leather.

Magic Points: Not applicable.

Advancement Points: For each girdle made successfully, a girder acquires 1/10th of 1 AP.

Training: None.

Guild: Girdler. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Gladiator

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. Five different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is not restricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

These warriors often receive little or no formal training, and are most likely to be slaves or prisoners who have fought their way to freedom. Though their training is usually informal, they often rigorously train themselves.

Although most human towns or cities had coliseums nearly a thousand years ago, few have them today. However, most towns or cities of bugbears, kobolds, and trolls have gladiatorial coliseums, or at least some sort of arena. The largest coliseum entertains between fifty and eighty thousand spectators. Gladiatorial games are very diverse, and many coliseums have their own rules and favorite games. Before combat begins, it is customary that the combatants address the local ruler, saying "We about to die salute you!" Women in the audience are often aroused for gladiators, regardless of race and Charisma; most women sexually desire the combatants, simply for being gladiators.

Betting on gladiators is very common and a profitable trade. As a result, many gladiators become public celebrities. Enterprising slave-traders specialize in acquiring combative slaves, training them, and selling them to coliseums to be gladiators.

Due to the popularity of gladiators, not all gladiatorial events end in death. Typically, when one combatant is clearly at the mercy of another, the victor looks to the ruler, if present, for a judgment. The judgment of the ruler is based on the crowd's reaction. If the loser pleased the crowd by fighting with respectable effort and valor, then they are often spared. Otherwise, the victor is signaled to murder the loser.

Of most importance to gladiators and those who bet on them is a record that exists for each gladiator as a tally of their wins and losses. Generally, the more wins and the less losses on their record, the more the public favors them. All gladiators, even volunteers, must forfeit their freedom and rights for five years. These five years are role-played in the coliseum, unless the gladiator escapes or is awarded their freedom by the local ruler. The odds of escape are exceptionally small, and a local ruler will only award freedom to the most excellent of gladiators when the spectators cheer for the freedom of the gladiator. If a gladiator survives for five years, then they will be awarded freedom. Few gladiators live long enough to be awarded with freedom.

Most gladiators enter combat at least once per week. Each gladiator keeps track of their record of wins to losses, as do the managers of the coliseum and some spectators. Most gladiators participate in (6d8 x 10) combats during their five-year term.

Gladiators do not earn wages, but spectators usually throw coins into the arena. The more that spectators like a gladiator or enjoy watching the game, the more coins they throw into the arena. It is the right of the winning gladiator or team to collect the coins. Teams distribute coins evenly among surviving participants. Most gladiators who receive coins from spectators purchase weapons or armor. Some purchase the services of whores.

Roll percentile dice to determine the percent of the spectators who enjoyed the game. Roll percentile dice again to determine the percent of those who enjoyed the game who will throw money into the arena. Now, roll to determine the average amount of money contributed:

<u>Race</u>	<u>Average</u>
Dwarf, Black	1d6 s.p.
Elf, Dark	1d4 s.p.
Human	1d4 s.p.
Kobold	1d4 s.p.
Troll, Subterranean	1d6 s.p.

Upon gaining freedom, the gladiator partakes in a ceremony in which the local ruler bestows a wooden sword upon the victorious gladiator. These wooden and strictly decorative swords are highly prized. Most gladiators who earn freedom from the coliseum leave relatively wealthy.

Ability Requirements: None.

Gender: Occasionally, females have been known to fight for their lives in an arena. Males, however, are clearly the default gender for gladiators. Among human cultures, human male gladiators must be at least age 25 and females at least age 21. Other cultures may function equivalently, have no such rule, or function differently.

Race: All races may be imprisoned, and hence, are each likely to have members who have become gladiators, whether they volunteered or not.

Disposition: While all dispositions are possible, very few gladiators are ethical, since it is often their unethical or unlawful actions that have caused them to be imprisoned in the first place.

Temperament: Gladiators tend to be choleric.

Sociality: The vast majority of gladiators are slaves, peasants, or serfs, as are most criminals. However, nobles have been known to volunteer to become gladiators.

Religion: Some gladiators worship gods of war or combat, though others many pay no attention to religion at all.

Skills: Dismemberment + 5, Impaling + 5, Mangling + 5, and 4 Weapons (Specific).

Equipment: Gladiators receive their armor and weapons, if any, as a courtesy of the arena. No gladiator is ever given heavy armor, and only occasionally do they acquire medium armor. Nearly any melee weapon may be used by gladiators in the arena.

Magic Points: Not applicable.

Advancement Points: Gladiators gain AP by damaging opponents while in an arena or a situation in which they fight for money, freedom, or the amusement of the public. Points gained equal the damage dealt.

Training: None.

Guild: None.

Glassblower/Glazier

This occupation specializes in making, shaping, and selling glass. For more information on the process of making glass, see Glassblowing in *Chapter 8: Skills*. Daily wages are typically 14 s.p.

Ability Requirements: Hand-Eye Coordination 100 and Intelligence 90.

Gender: Female glassblowers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Glassblowing + 10 and Hagglng + 5.

Equipment: Silica and a blowpipe.

Magic Points: Not applicable.

Advancement Points: For each successful completion of a project, a glassblower acquires 1 AP.

Training: None.

Guild: Glassblowers' Guild. Each apprentice must serve 10 years. Each master may have only one apprentice. A masterpiece must be produced to become a journeyman.

Artwork Here

Glover

This occupation specializes in manufacturing gloves. A glover makes arrangements with a tanner to purchase large quantities of tanned leather for a lower price. Then, the glover makes gloves and sells them to the public. Daily wages are typically 8 s.p.

Ability Requirements: Hand-Eye Coordination 85 and Intelligence 85.

Gender: Female glovers are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Glovemaking + 10 and Hagglng + 5.

Equipment: Leather and tools.

Magic Points: Not applicable.

Advancement Points: For each pair of gloves successfully made, a glover acquires 1/10th of 1 AP.

Training: None.

Guild: Glovers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Artwork Here

Goldsmith

This occupation specializes in working with and shaping gold, then selling the products. Daily wages are typically 50 s.p.

Ability Requirements: Hand-Eye Coordination 100 and Intelligence 100.

Gender: Female goldsmiths are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Goldsmithing + 10 and Hagglng + 5.

Equipment: Gold.

Magic Points: Not applicable.

Advancement Points: For each successful completion of a project, a goldsmith acquires 1/10th of 1 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 10 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Grocer

This occupation specializes in dealing staple foods. Agreements may be made with farmers, gardeners, and other producers of staple foods so that a grocer may purchase large quantities of staple foods for a lower price. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 75.

Gender: Female grocers are uncommon.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 5.

Equipment: Staple foods.

Magic Points: Not applicable.

Advancement Points: For each unit of staple food sold, a grocer acquires 1/20th of 1 AP.

Training: None.

Guild: Grocers' Guild. Each apprentice must serve 4 years.

Groom

This occupation specializes in attending to the cleaning of an animal, such as a horse. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 75.

Gender: Males and females are both grooms.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Slave or serf.

Religion: Any.

Skills: Grooming + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each animal groomed immaculately, a groom acquires 1/10th of 1 AP.

Training: None.

Guild: None.

Artwork Here

Hatter

This occupation specializes in making and selling hats. Most hats are made from wool, though other materials may be used, such as fur, linen, and leather. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 80.

Gender: Female hatters are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Hatmaking + 10.

Equipment: Wool and possibly fur, linen, or leather.

Magic Points: Not applicable.

Advancement Points: For each hat manufactured successfully, a hatter acquires 1/10th of 1 AP.

Training: None.

Guild: Hatters' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman. Each master may only have one apprentice.

Healer

This occupation specializes in methods conducive to healing, such as how to administer proper bedrest, bandages, etc. A healer may have their own practice, or they may be an assistant to a doctor. Daily wages are typically 6 s.p.

Ability Requirements: Analytic Intelligence 100, Intelligence (overall) 90, and Intuition 100.

Gender: Males and females are both healers.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Anatomy + 5.

Equipment: Cloth for bandages.

Magic Points: Not applicable.

Advancement Points: For each patient fully healed, a healer acquires 1 AP.

Training: None.

Guild: None.

Artwork Here

Herbalist

This occupation specializes in the uses and properties of herbs. Females apprentice herbalists or female slaves are sent out to forage for herbs. The master herbalist sells or administers the herbs to customers. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 100 and Intuition 100.

Gender: Male herbalists are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 10, Herbalism + 10, Nature (Mycology) + 10, Nature (Plants) + 10, and Nature (Trees) + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each herb successfully used or for each herb in which a new property is discovered and mastered, an herbalist acquires 10 AP.

Training: None.

Guild: Herbalists' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman. The masterpiece must be the discovery and successful implementation of a new use for one or more herbs.

Hewer

This occupation specializes in digging. Daily wages are typically 4 s.p.

Ability Requirements: Strength 100.

Gender: Female hewers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Slave, peasant, or serf.

Religion: Any.

Skills: Hewing+ 10 and Weapon (Specific). The specific weapon is a shovel.

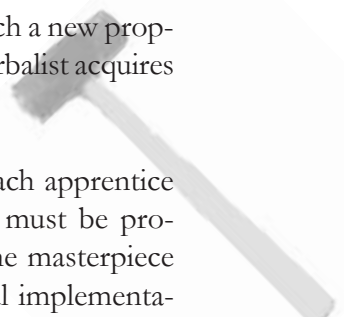
Equipment: Shovel.

Magic Points: Not applicable.

Advancement Points: For each successfully completed project, a hewer acquires 1 AP.

Training: None.

Guild: None.



Artwork Here

Hierophant

Priests are those who have devoted their lives to a deity, philosophy, or religion. The occupation of a priest is the most diverse due to the number of different deities and philosophies. Therefore, priests are not able to be standardized or generalized, and they are only briefly introduced here; most of the information relevant to a priesthood may be found in Grimoirium Genitoris (Grimoire of the Gods). Two main classes of priests will be introduced: hierophants and druids.

All priests must meet minimum score requisites in the sub-ability of Language and the ability of Wisdom. Further, these requirements become more stringent as spell level increases. Hence, a priest may attain high levels, but be limited in spellcasting ability. See the table below.

Priests gain access to spells as granted by their deities. Usually, priests have dreams induced by their deity regarding the proper ingredients and ritual necessary for casting a certain spell, or they are instructed by other priests of the same faith. If a chant is required for a spell, priests speak in tongues, influenced by their god or religion. In any case, priests may cast any spells from their god as long as they have enough Magic Points at the moment.

Similarly, as a priest advances in level, provided they meet the minimum requisites per spell level, their odds of increasing in spell level are noted on a table below as well.

Ability Requirements

Spell Level	Language	Wisdom
1	90	100
2	95	105
3	100	110
4	105	115
5	110	120
6	115	125
7	120	130
8	125	135
9	130	140
10	135	145

Priests cast only chaos magic (see *Chap. 11: Magic*).

Piety Points

All spells cast by priests are affected according to their PP. All aspects of a spell are affected, including damage, duration, range, etc. If a discrepancy arises, the MM is the final arbiter of a specific effect with a specific spell. Consult the table below:

PP	Effect
1-5	- 100%
6-15	- 75%
16-30	- 50%
31-70	- 25%
71-85	-
86-95	+ 10%
96-100	+ 25%

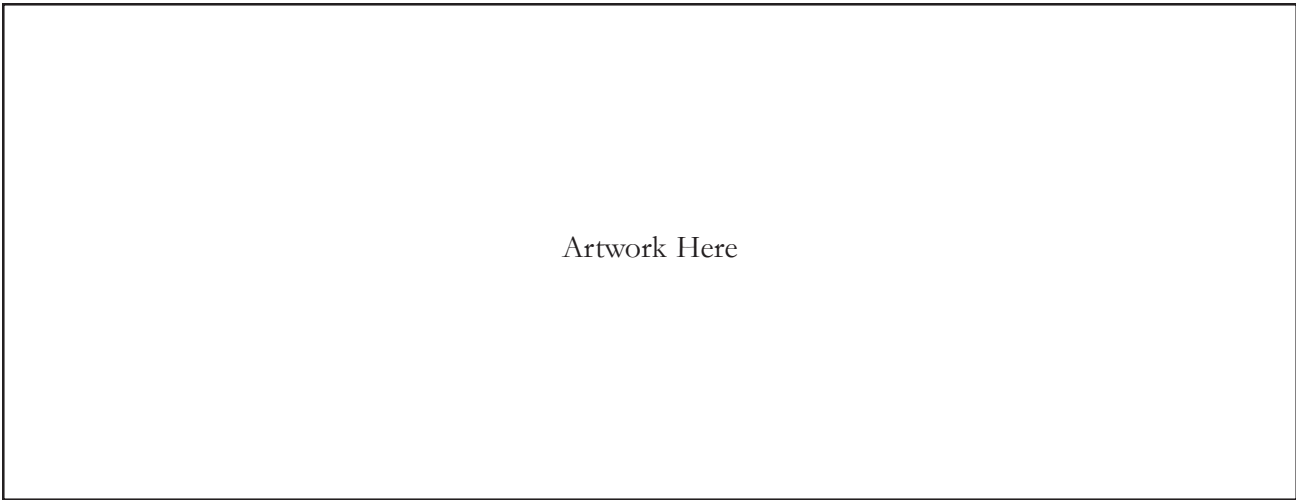
Likelihood of Advancing in Spell Level										
	Spell Level	2	3	4	5	6	7	8	9	10
Character Level										
2		20%	-	-	-	-	-	-	-	-
3		28%	16%	-	-	-	-	-	-	-
4		35%	24%	13%	-	-	-	-	-	-
5		43%	32%	19%	10%	-	-	-	-	-
6		50%	37%	25%	15%	7%	-	-	-	-
7		60%	44%	32%	21%	13%	5%	-	-	-
8		70%	50%	38%	27%	18%	10%	4%	-	-
9		80%	60%	44%	33%	24%	15%	12%	3%	-
10		90%	70%	50%	38%	29%	20%	16%	10%	2%
11		100%	80%	60%	44%	34%	25%	22%	14%	12%
12		-	90%	70%	50%	40%	30%	25%	18%	16%
13		-	100%	80%	60%	45%	35%	29%	22%	20%
14		-	-	90%	70%	50%	40%	33%	26%	24%
15		-	-	100%	80%	60%	45%	38%	30%	28%
16		-	-	-	90%	70%	50%	42%	34%	32%
17		-	-	-	100%	80%	60%	46%	38%	36%
18		-	-	-	-	90%	70%	50%	42%	40%
19		-	-	-	-	100%	80%	60%	46%	44%
20		-	-	-	-	-	90%	70%	50%	48%

A hierophant is a priest of a specific deity, and is not a druid. A vast number of deities are available in Grimoirium Genitoris. Specific information for hierophants of each deity are detailed therein. A moral hierophant who casts magic is often called a thamaturge, meaning miracle-worker.

Magic Points: Not all hierophants cast magic, but for those who do, they begin with (26 + 1d12) MP and recover a number of points per hour equal to their current occupational level. For example, a 3rd level hierophant recovers 3 MP per hour. As hierophants advance in occupational level, they gain an additional (26 + 1d12) MP. Magic Points are explained in *Chapter 11: Magic*.

Training: None.

Guild: None.



Artwork Here

Hunter

This occupation specializes in hunting animals. Daily wages are typically 6 s.p.

Ability Requirements: Hand-Eye Coordination 100 and Intelligence 80.

Gender: Female hunters are rare.

Race: Any.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hunting + 10 and Weapon (Specific).

The specific weapon may be a bow, spear, etc.

Equipment: Bow or spear.

Magic Points: Not applicable.

Advancement Points: For each animal captured or killed, a hunter acquires 1/10th of 1 AP.

Training: None.

Guild: None.

Inkmaker

This occupation specializes in making and selling ink. Ink is a mixture of lampblack gum and water. Daily wages are typically 16 s.p.

Ability Requirements: Intelligence 90.

Gender: Female inkmakers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 5.

Equipment: Inkmaking + 10.

Magic Points: Not applicable.

Advancement Points: For each gallon of ink successfully made, an inkmaker acquires 1 AP.

Training: None.

Guild: Inkmakers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Innkeeper/Hosteler

This occupation specializes in housing and entertaining guests. Most innkeepers are female, and often stand in the main doorway soliciting strangers to stay at their inn. Innkeepers usually suggest to strangers that they will find bread, wine, and love in their inn. Daily wages are typically 20 s.p.

Ability Requirements: Intelligence 80.

Gender: Male innkeepers are uncommon.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each guest who does not complain, a hosteler or innkeeper acquires 1/20th of 1 AP.

Training: None.

Guild: Innkeepers' Guild. Each apprentice must serve 4 years.

Artwork Here

Interpreter

This occupation specializes in translating one language into another for others. Daily wages are typically 6 s.p.

Ability Requirements: Language 100, and Intelligence (overall) 85.

Gender: Female interpreters are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf or noble.

Religion: Any.

Skills: Language (Speak).

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each new customer for whom interpretation is a success for no more than one conversation, an interpreter acquires 5 AP. Each additional conversation earns the interpreter 5 AP.

Training: None.

Guild: None.

Ironmonger

This occupation specializes in selling and distributing iron products. Ironmongers sell the most iron to blacksmiths. Daily wages are typically 12 s.p.

Ability Requirements: Strength 90 and Intelligence 75.

Gender: Female ironmongers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5.

Equipment: Iron.

Magic Points: Not applicable.

Advancement Points: For each iron unit or product sold, an ironmonger acquires 1/20th of 1 AP.

Training: None.

Guild: Ironmongers' Guild. Each apprentice must serve 4 years.



Artwork Here

Jeweler

This occupation specializes in selling jewelry. Jewelers do not appraise gemstones (see Appraiser), but may appraise the remainder of the jewelry. Daily wages are typically 25 s.p.

Ability Requirements: Analytic Intelligence 100 and Intelligence 95.

Gender: Female jewelers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Appraise + 10 and Hagglng + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each piece of jewelry sold or successfully appraised, a jeweler acquires 1 AP.

Training: None.

Guild: Jewelers' Guild. Each apprentice must serve 10 years.

Juggler

This occupation specializes in juggling objects for the entertainment of others. Daily wages are typically 4 s.p.

Ability Requirements: Hand-Eye Coordination 100 and Intelligence 75.

Gender: Female

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Juggling + 10.

Equipment: Objects to juggle.

Magic Points: Not applicable.

Advancement Points: For each successful juggling performance that exceeds five minutes, three objects, and an audience of at least a dozen, a juggler acquires 1 AP.

Training: None.

Guild: None.

Artwork Here

King/Queen

This occupation is for royalty. This position is achieved by heredity. Upon becoming king or queen, all characters of all classes of the kingdom are required to swear loyalty to the king or queen. The king and queen reside in a citadel in the capitol city. The citadel of a king is often called a palace. The king and queen have the sovereign power to command their subjects, who are their vassals.

Periodically, the king meets with their council, which is comprised of his dukes and barons. These dukes and barons are required to travel to their court. The daily duties of a king or queen are overwhelming. Instead of lounging around their palace, a king or queen is busy constantly. Daily wages are typically 300 s.p.

The king has the power to knight a worthy character. During warfare, the king usually knights suitable characters and immediately sends them to war. If the knight returns from warfare, then the knight may be promoted to a lord, a lord to a baron, or baron to duke. During peace, fewer characters are knighted, and once knighted, they are given a hamlet or village and manor as a fief, thereafter being called a lord.

Ability Requirements: Intelligence 75.

Gender: Kings are male, queens are female.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Royalty.

Religion: Any.

Skills: Cartography + 5, Etiquette + 5, Genealogy + 5, Heraldry + 10, History (Cultural) + 5, History (Local) + 5, History (Military) + 5, Law + 10, and Language (Read/Write).

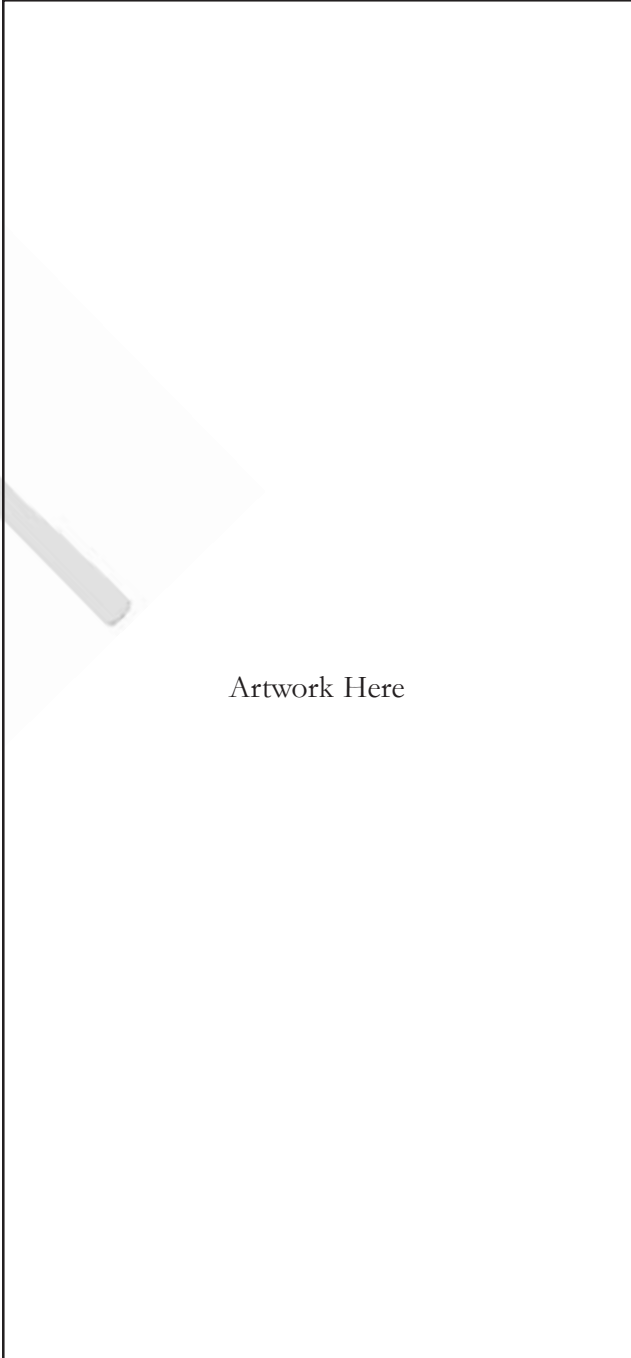
Equipment: None.

Magic Points: Not applicable.

Advancement Points: A king advances according to the profit and prosperity of their vassals and kingdom. Every 7 years the wealth of each vassal is recorded. If the wealth of the vassals increases by 5% since the previous record, the king increases one occupational level. Every six months the economy is recorded, which is comprised of local and foreign trade. If, as a whole, the local or foreign economy increases by 5%, then the king increases one occupational level.

Training: None.

Guild: None.



Knacker

This occupation specializes in making and selling harnesses. An agreement is reached between a knacker and a tanner so that the knacker may purchase large quantities of tanned leather for a lowered price. Daily wages are typically 18 s.p.

Ability Requirements: Intelligence 75.

Gender: Female knackers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Saddlemaking +

10.

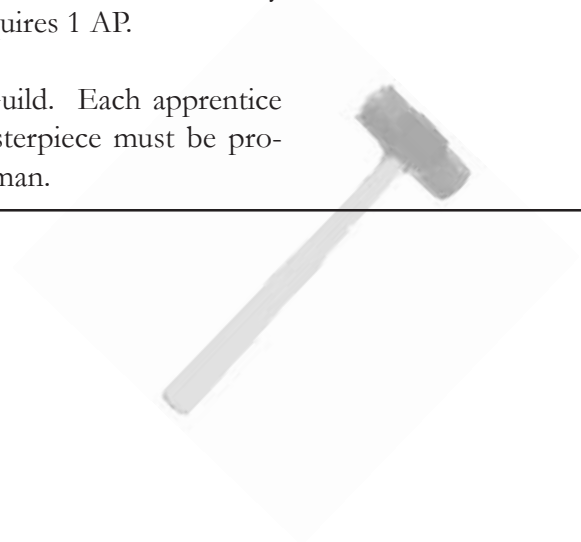
Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each successfully made harness, a knacker acquires 1 AP.

Training: None.

Guild: Knackers' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman.



Artwork Here

Knight

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. Five different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is not restricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

Only a king may declare a character to be a knight. Knighthood may be achieved in one of two ways. Usually, the son of a knight will become a squire. If the squire wins the approval of royalty, the king usually knights the squire. Otherwise, a king may knight any character who has done a deed worthy of knighthood, or simply any character they desire. A wealthy townsman may be knighted for his financial services to a great lord.

Once knighted, a character will be a knight for the rest of their life, even if they fall from the grace of their overlord. In such a case, the knight must venture forth and find a new lord who will accept the knight's servitude in return for a fief.

A new knight pays his lord 1 g.p. for his knight's fee (fief). Also, once knighted the knight will be awarded with a suit of armor, sword, and horse. Roll percentile dice to determine the suit of armor: (01-75%) 4-in-1 chainmaille, or (76-100%) 6-in-1 chainmaille. Only the greatest knights wear a suit of platemail armor. The new knight may select their type of sword, either bastard, broad, cut and thrust, flamberge, long, or zweihander.

Once knighted, the knight must find a squire. Multiple squires may compete for the favor of the knight, a squire may be appointed by whoever knighted him, or the knight may have difficulty finding a squire. If a knight no longer approves of a squire, a knight may dismiss the squire.

Each knight is obligated to come to the council of their lord, when summoned.

Ability Requirements: Intelligence 75. Knights usually have high sub-ability scores in Physique and Dexterity.

Gender: Female knights are rare.

Race: Only anakim and humans are knighted.

Disposition: Any.

Temperament: Knights tend not to be phlegmatic.

Sociality: Serf or noble.

Religion: Any endorsed by their king.

Skills: Cartography + 5, Heraldry + 10, Mounted Archery + 5, Religion (Specific) + 5, Riding + 5, and 2 Weapons (Specific) of their choice, though one weapon must be a sword.

Equipment: All knights prefer a sword, the weapon of knighthood. However, as a warrior, a knight may also use a horseman's battle axe, flail, mace, or war hammer. Knights wear at least medium armor, usually chainmaille. Affluent knights prefer platemail.

Magic Points: Not applicable.

Advancement Points: Knights gain AP by damaging opponents while in service to their overlord, usually a baron, duke, or king. Points gained equal the damage dealt.

Training: None.

Guild: None.



Artwork Here

Laborer

This occupation specializes in providing miscellaneous physical labor, which cannot be considered another occupation. An example of the duty of a laborer may be fetching mortar to help builders. Oftentimes, the only difference between a laborer and a slave is a degree of freedom. Daily wages are typically 4 s.p. Female labor assistants typically earn 1 s.p. per day.

Ability Requirements: Strength 90.

Gender: Female laborers are uncommon.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Slave, peasant, or serf.

Religion: Any.

Skills: None.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each successful completion of a project, a laborer acquires 5 AP.

Training: None.

Guild: None.

Lacemaker

This female occupation specializes in making lace. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 75.

Gender: Male lacemakers do not exist.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Cleaning + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each project completed with lace, a lacemaker acquires 1 AP.

Training: None.

Guild: None.

Laundress

This female occupation specializes in cleaning clothes. A laundress is distinct from a chambermaid, because a laundress does not perform other duties in addition to cleaning laundry.

A laundress purchases soap and cleans clothing and other fabric with soap and water. Most employers provide the soap for the laundress. Once clean, the clothes are hung to dry. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 75.

Gender: Male laundresses do not exist.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Slave, peasant, or serf.

Religion: Any.

Skills: Cleaning + 10.

Equipment: Water and soap.

Magic Points: Not applicable.

Advancement Points: For each piece of clothing cleaned to the satisfaction of the customer, a laundress acquires 1/20th of 1 AP.

Training: None.

Guild: None.

Artwork Here

Linkboy

This profession is for young boys. A boy is hired by a character to carry a torch or lantern and escort them through dark sidestreets at night. Nightly wages are typically 1 s.p.

Ability Requirements: Intelligence 75.

Gender: Female linkboys do not exist.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Slave or serf.

Religion: Any.

Skills: Direction Sense + 10.

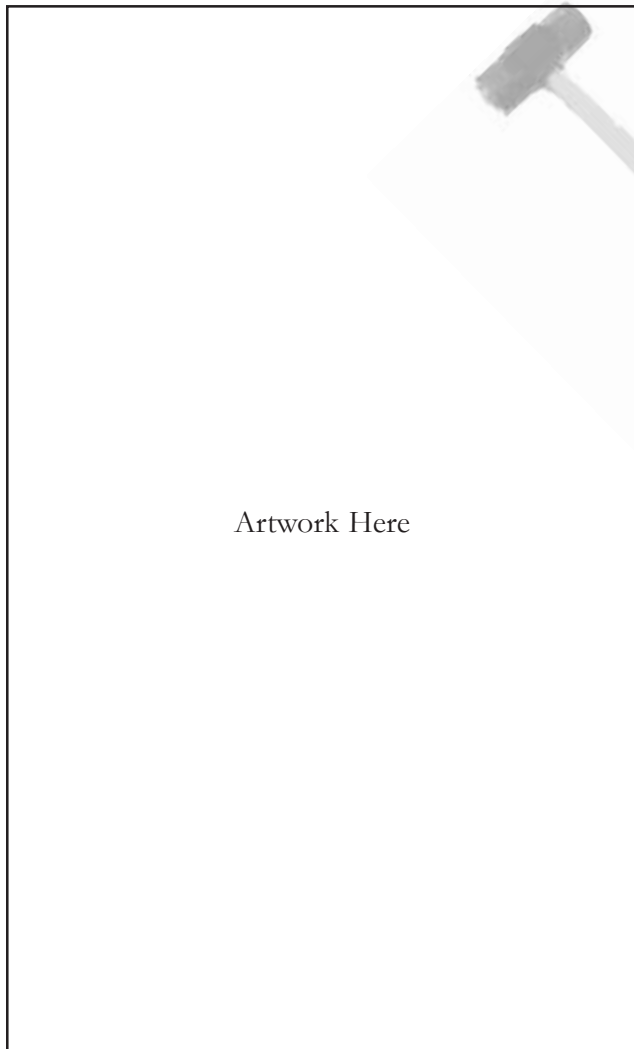
Equipment: Lantern or torch.

Magic Points: Not applicable.

Advancement Points: For each character or group of characters who are led correctly through streets, a linkboy acquires 1 AP.

Training: None.

Guild: None.



Artwork Here

Locksmith

This occupation specializes in making and selling locks. Daily wages are typically 16 s.p.

Ability Requirements: Intelligence 90.

Gender: Female locksmiths are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Locksmithing + 10, Lock-picking + 10, and Haggling + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each lock made successfully, a locksmith acquires 1 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 8 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Lord/Lady

This occupation is for royalty. Only a king or queen can make a character become a lord or lady. If the character accepts, then the lord or lady pledges allegiance to their king, duke, and baron. Then, the king or queen grants the lord or lady a manor and hamlet or village, which is their fief. A lord or lady answers to their baron, duke, and king. Otherwise, the lord or lady may command the characters of their manor and hamlet or village as desired, who are their vassals.

The lord does not attend the council of the king, as do barons and dukes. In fact, the lord rarely leaves their hamlet or village, except for warfare.

Local, legal hearings are directed by the lord and decided by a jury who are peers to the accused. Low crimes are tried in the court of the lord's manor. Those accused of high crimes (such as treason, murder, etc.) are sent to the royal court of the king in the capitol city.

The daily duties of a lord or lady are overwhelming. Instead of lounging around their manor, a lord or lady is busy constantly. Daily wages are typically 20 s.p.

Due to the military nature of this occupation, most lords are experienced knights and were promoted after loyal service in war.

Ability Requirements: Intelligence 75.

Gender: Lords are male, ladies are female.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Royalty.

Religion: Lords may worship any deity endorsed by their king or queen.

Skills: Cartography + 5, Etiquette + 5, Genealogy + 5, Heraldry + 10, History (Cultural) + 5, History (Local) + 5, History (Military) + 5, Law + 10, and Language (Read/Write).

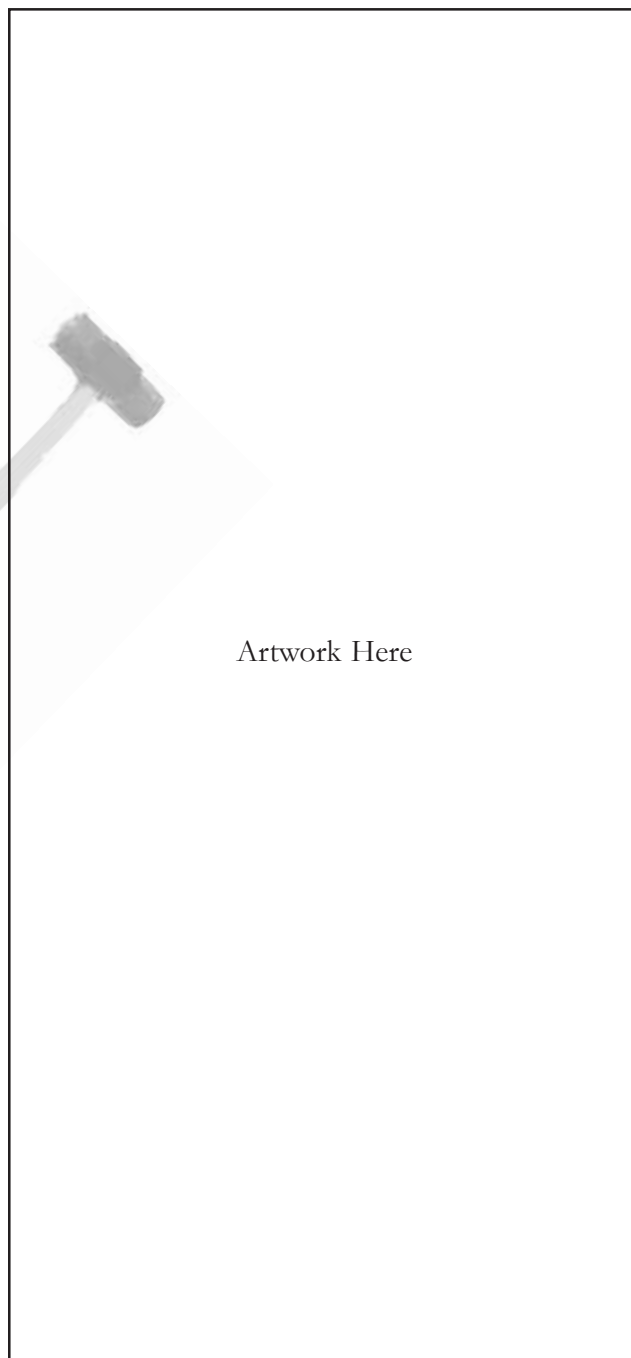
Equipment: None.

Magic Points: Not applicable.

Advancement Points: A lord advances according to the profit and prosperity of their vassals and hamlet or village. Every 7 years the wealth of each vassal is recorded. If the wealth of the vassals increases by 5% since the previous record, the lord increases one occupational level. Every six months the economy is recorded, which is comprised of local and foreign trade. If, as a whole, the local or foreign economy increases by 5%, then the lord increases one occupational level.

Training: None.

Guild: None.



Mage

Generically speaking, a wizard is one who casts spells and is most often imagined to be wearing a robe. Two different classes of wizard are available: sorcerers and mages. Sorcerers and mages are often viewed and labeled by others for being immoral and casting black magic, or moral and casting white magic. White magicians are sometimes called Sons of Light. References to black magicians include Brothers of the Shadow, the Dark Brothers, Grey Brothers, and followers of the Left-Hand Path or the Path of Shadows.

Likelihood of Advancing in Spell Level										
Character Level	Spell Level	2	3	4	5	6	7	8	9	10
1		5%	1%	-	-	-	-	-	-	-
2		40%	5%	-	-	-	-	-	-	-
3		55%	32%	5%	-	-	-	-	-	-
4		70%	47%	25%	5%	-	-	-	-	-
5		85%	61%	37%	19%	4%	-	-	-	-
6		100%	74%	50%	30%	14%	3%	-	-	-
7		-	87%	63%	42%	25%	10%	1%	-	-
8		-	100%	75%	53%	36%	20%	7%	1%	-
9		-	-	88%	65%	47%	30%	24%	5%	1%
10		-	-	100%	76%	57%	40%	32%	20%	4%
11		-	-	-	88%	68%	50%	41%	28%	23%
12		-	-	-	100%	79%	60%	49%	36%	31%
13		-	-	-	-	90%	70%	58%	44%	39%
14		-	-	-	-	100%	80%	66%	52%	47%
15		-	-	-	-	-	90%	75%	60%	55%
16		-	-	-	-	-	100%	83%	68%	63%
17		-	-	-	-	-	-	92%	76%	71%
18		-	-	-	-	-	-	100%	84%	79%
19		-	-	-	-	-	-	-	92%	87%
20		-	-	-	-	-	-	-	100%	95%

As wizards advance in level, they must roll on the table above to determine if they have learned enough about magic to attempt more complicated spells -- spells of a higher spell level. If the advancing wizard fails the roll by rolling higher than the listed percentage, then the wizard must wait until they advance another occupational level before attempting to increase their spell level. Note that it is possible for a first level wizard to know spells higher than those from the first spell level.

A scholar who studies magic through reading arcane texts, grimoires, and applying formulas and intricate ritualistic elements is a mage. Though sorcerers throughout history experimented haphazardly with their innate powers, scholars have recently had success with attempts to standardize magic so that anyone capable of reading ancient tomes and practicing precise rituals may also use magic. More specifically, mages use ceremonial magic (see *Chap. 11: Magic*). Due to the inherent rigor and necessary intelligence, mages are exceedingly rare. Unlike sorcerers, mages are often respected.

Chapter 7:
Occupation

Unlike sorcerers or priests, mages are able to learn and cast spells from each of the ten disciplines of magic. Other spellcasters are limited regarding the disciplines. Mages may only use ceremonial magic.

Mages may opt to specialize in one of the ten disciplines of magic (see *Chap. 11: Magic*). Specialist mages call themselves magisters. A magister gains an additional 10% likelihood of advancing in spell level. However, they forfeit the ability to learn and cast any spells from the discipline opposite to their chosen specialty. For example, a magister of domination forfeits the ability to learn and cast any reformation spells or magic. The most ancient name for a mage is a magus, or magi in its plural form.

The number of spells known by a mage upon completing their initial training is equal to their Intelligence ability divided by ten and truncated. For example, if a given mage has an Intelligence of 128, then they begin with 12 spells. Future spells are acquired by learning. A spell cannot be learned if it is never encountered. Once encountered, it may be studied, and hopefully learned. To see if a given spell is learned, consult the following table:

Caster Level	Spell Level	1	2	3	4	5	6	7	8	9	10
1		70%	-	-	-	-	-	-	-	-	-
2		75%	70%	-	-	-	-	-	-	-	-
3		80%	75%	70%	-	-	-	-	-	-	-
4		85%	80%	75%	70%	-	-	-	-	-	-
5		90%	85%	80%	75%	70%	-	-	-	-	-
6		95%	90%	85%	80%	75%	70%	-	-	-	-
7		96%	95%	90%	85%	80%	75%	70%	-	-	-
8		97%	96%	95%	90%	85%	80%	75%	70%	-	-
9		98%	97%	96%	95%	90%	85%	80%	75%	70%	-
10		99%	98%	97%	96%	95%	90%	85%	80%	75%	70%

Note that the Skill Modifier for the Intelligence ability affects the roll on the table above for the chance to learn a new spell. Therefore, the more intelligent the mage, the easier it is to learn spells.

By tradition among mages, their working magical library, which usually consists of their spellbook, is to remain with their bodies even after death. In this way, it is hoped that magical knowledge will be provided for use in the afterlife.

When employed, mages typically earn 10 s.p. per level per day.

Ability Requirements: Learning and casting spells as a mage has requirements that vary depending on the level of the spell (not the caster). If any requirement is not met, the mage is unable to cast spells of that spell level.

Spell Level	Language	Math	Analytic	Drive	Reflection
1	110	105	100	105	100
2	115	110	105	110	105
3	120	115	110	115	110
4	125	120	115	120	115
5	130	125	120	125	120
6	135	130	125	130	125
7	140	135	130	135	130
8	145	140	135	140	135
9	150	145	140	145	140
10	155	150	145	150	145

Gender: Female mages are rare to nonexistent.

Race: Any but ogre. Few anakim study magic.

Disposition: Due to the rigor required to master magic, most mages are ethical, though neutral regarding morality.

Temperament: Mages tend to be melancholic.

Sociality: Noble. Mages are usually respected, though they are also reclusive. However, mages are shunned, not respected, in kobold society.

Religion: Mages are equally likely to worship a deity or ignore the gods for their studies.

Skills: Bookbinding + 5, Research (Library) + 5, Spellcasting (Familiarity) + 5, and Symbology + 5.

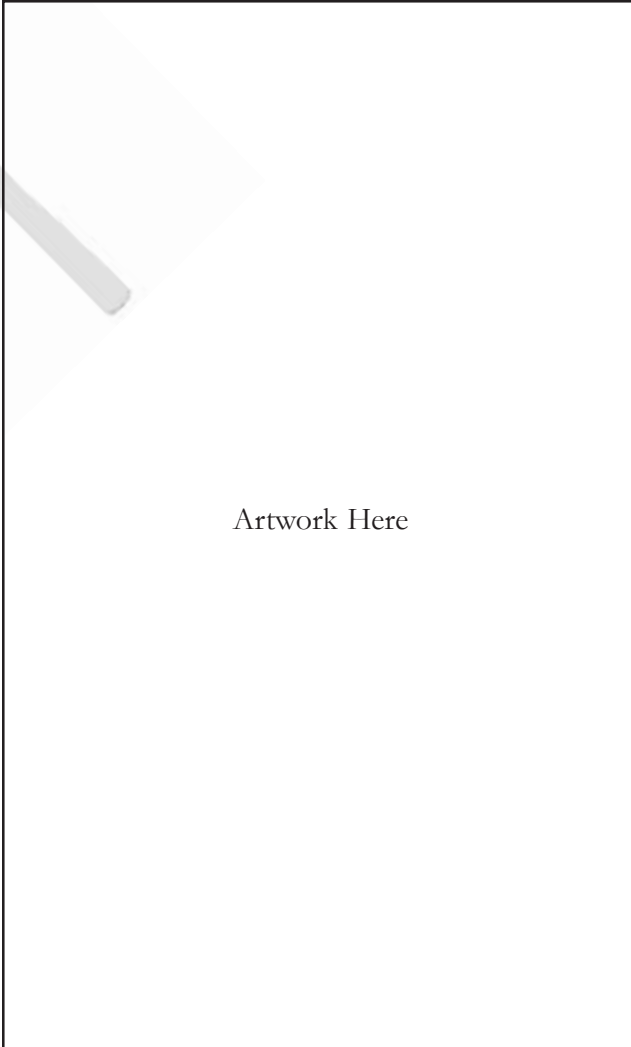
Equipment: Mages tend to shun armor and most weapons. Oftentimes, mages carry a dagger or a quarterstaff. The most important piece of equipment to a mage is their spellbook.

Magic Points: Mages begin with $(38 + 1d20)$ MP and recover a number of points per hour equal to twice their current level, thrice if asleep. For example, a 3rd level mage recovers 6 MP per hour while awake. As mages advance in occupational level, they gain an additional $(38 + 1d20)$ MP. MP's are explained in *Chapter 11: Magic*.

Advancement Points: Mages gain AP by casting spells, though not for trivial reasons. To gain points, the casting of a spell must be done while in dangerous, life-threatening conditions, or as a means to an important purpose. Points gained equal the number of MP expended multiplied times three. A mage must train to advance a level.

Training: 4 weeks. To train, a mage must study new magical techniques and learn new spells. A mage must train with a mage higher in occupational level and the trainer must know the spells that the trainee learns.

Guild: None.



Marbler

This occupation specializes in working with and selling marble. Daily wages are typically 18 s.p.

Ability Requirements: Strength 100 and Intelligence 80.

Gender: Female marblers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5, Stonemasonry + 10, and Weapon (Specific). The specific weapon is a pick.

Equipment: Pick.

Magic Points: Not applicable.

Advancement Points: For each thousand pounds of marble processed, a marbler acquires 1 AP.

Training: None.

Guild: Marblers' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman.

Mason

This occupation specializes in shaping and selling stone. Daily wages are typically 13 s.p.

Ability Requirements: Strength 100 and Intelligence 75.

Gender: Female masons are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Slave or serf.

Religion: Any.

Skills: Hagglng + 5, Stonemasonry + 10, and Weapon (Specific). The specific weapon is a pick.

Equipment: Pick.

Magic Points: Not applicable.

Advancement Points: For each thousand pounds of stone shaped, a mason acquires 1 AP.

Training: None.

Guild: Masons' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman.

Mercenary

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. Five different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is not restricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

Although knights play a decisive role in warfare, they are usually few. Instead, many military leaders rely on mercenaries and peasants. Mercenaries are warriors with average training similar to that of a soldier, except they lack loyalty to anything but money, and are predominantly unethical. A mercenary provides the services of a warrior to the highest bidder. Daily wages are 10 s.p.

Ability Requirements: Intelligence 75. Mercenary companies may have requirements for membership.

Gender: Females mercenaries are rare.

Race: Any but ogre.

Disposition: Due to their easily changed loyalty, or lack thereof, most mercenaries tend to be unethical.

Temperament: Mercenaries tend to be choleric and phlegmatic.

Sociality: Serf.

Religion: The majority of mercenaries are not religious, since their loyalties shift so much. Nonetheless, many mercenaries do worship gods of money, war, combat, victory, etc.

Skills: Blindfighting + 5 and 3 Weapons (Specific).

Equipment: Mercenaries prefer medium armor such as chainmaille, though they may use any weapon.

Magic Points: Not applicable.

Advancement Points: Mercenaries gain AP by damaging opponents while in service to their employers -- usually the military, as part of a battle or skirmish. Points gained equal the damage dealt.

Training: None.

Guild: None.

Messenger

This occupation specializes in the delivery of messages. Other terms for a messenger include: courier or tabellarii, meaning ‘tablet-men.’ Messengers are accustomed and expected to travel longer than the standard ten-hour day. Daily wages are typically 5 s.p.

Ability Requirements: Physical Fitness 110, Intelligence 75, and Drive 110.

Gender: Female messengers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Slave, peasant, or serf.

Religion: Any.

Skills: Sprint + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each mile across which a messenger has travelled, a messenger acquires 1 AP.

Training: None.

Guild: None.

Militiaman

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. Five different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is not restricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

A member of the local militia receives minimal training and duties entail enforcing law and order for the local community. Daily wages are 10 s.p.

Ability Requirements: Physical Fitness 90, Strength 100, Agility 100, and Intelligence 85.

Gender: Female militiamen are rare.

Race: Any but ogre or troll.

Disposition: Since the duty of a militiaman is to uphold law and order, it is unlikely, though possible, to find an unethical militiaman.

Temperament: Militiamen tend to be phlegmatic.

Sociality: Serf.

Religion: The best militiamen worship gods of justice, law, or order.

Skills: Blindfighting + 5, Disarm + 5, Law + 5, and 1 Weapon (Specific).

Equipment: Most militia wear only light armor such as leather and carry clubs, though some use maces.

Magic Points: Not applicable.

Artwork Here

Advancement Points: Militiamen gain AP by maintaining peace in their community. Points gained equal the number of Life Points of criminals that they have personally subdued or imprisoned, while in dangerous or life-threatening situations. Hence, no AP are awarded for scolding a thieving child. A militiaman must train to advance.

Training: 2 weeks. To train, a militiaman must learn more about surrounding areas, fences, contacts, local characters, restraining techniques, and the law. As they advance, they may increase rank and are often transferred to better beats. In urban centers, most 1st level militiamen get assigned to the slums. A Militiaman must train with other militia, usually local.

Guild: None.

Miller

This occupation specializes in converting grain into flour, and selling it. Originally, flour was ground by hand. Then, animals turned cogs, which powered the grindstones. Now, power is derived from either water or air. Water-driven mills are usually located across rivers, though wind mills may be nearly anywhere. Windmills are less reliable than watermills, because windmills depend on the weather. Grain is purchased from farmers after it has been winnowed. Once milled, grain is sold to bakers. The cost of building an average mill is 12,000 s.p. The cost of a millstone is 1100 s.p. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 80.

Gender: Female millers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Peasant or serf.

Religion: Any.

Skills: Milling + 10 and Haggling + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each thousand pounds of grain milled, a miller acquires 1 AP.

Training: None.

Guild: Millers' Guild. Each apprentice must serve 4 years. By guild statute, profits are limited to one-sixteenth of what is milled.

Artwork Here

Miner

This occupation specializes in mining ores from the earth. A miner digs a mine shaft either to find precious stones or to tunnel underneath the wall of a besieged fortification. Therefore, miners may be civilian or military.

Under the supervision of an engineer, military miners may attempt to dig beneath a moat and then wall, set a fire, evacuate the tunnel, and hope to collapse the wall. Once underneath the moat or wall, the miners will support the mine shaft with timbers. Otherwise, miners may dig underneath the wall and up to the surface, so that soldiers can enter the besieged fortification. In either case, a counter-mine may be dug by defenders if they detect mining by besiegers. A bowl of water may be placed atop the defending wall and watched for ripples, which may alert defenders to the presence of mining. Successful counter-miners will collapse the tunnel. Finally, another method of mining is when miners, in this case called sappers, approach the wall of the besieged fortification while hiding in the cat of a battering ram. Once at the wall, the sappers pick at the all to weaken its structure. Daily wages are typically 7 s.p., whether civilian or military.

Ability Requirements: Strength 100.

Gender: Female miners are rare.

Race: Any but ogre. Kobolds are exceptional miners.

Disposition: Any.

Temperament: Any.

Sociality: Slave or serf.

Religion: Any.

Skills: Appraise + 5, Mining + 10, and Weapon (Specific). The specific weapon is a pick.

Equipment: Pick.

Magic Points: Not applicable.

Advancement Points: For each hundred pounds of ore mined, a miner acquires 1 AP.

Training: None.

Guild: Miners' Guild. Each apprentice must serve 4 years.

Minter

This occupation specializes in minting currency, usually in the form of coins or bars of precious metals.

So far, no more than 100 million s.p. have been minted per year per kingdom, and no more than 1 million g.p.

A minter must guard the anvil, die, and precious metal of their king with their life. If any of these are stolen, the minter is put to death, guilty or innocent. Each minter, including apprentices, must sign a clause in a contract that allows the king to take their life if associated with misfortune regarding minting, such as debasing the metal.

The first coins ever minted were electrum, a naturally-occurring alloy of silver and gold. In the beginning, these coins were 55% gold. Slowly, this changed to 43% gold. Eventually, electrum coins were abandoned in favor of pure metals.

Daily wages are typically 7 s.p.

Ability Requirements: Intelligence 80.

Gender: Female minters are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Blacksmithing + 10 and Minting + 10.

Equipment: Forge, anvil, die, hammer, and precious metal.

Magic Points: Not applicable.

Advancement Points: For each bar of precious metal minted, a minter acquires 1 AP.

Training: None.

Guild: Minters' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Money-Lender

This occupation specializes in lending money with the understanding that it will be repaid with 5-6% interest, or that favors must be performed. All money-lenders are resented, but also respected. Money-lenders run risks, so interest is high. A borrower who fails to repay may expect their goods to be seized and given to the money-lender. If this compensation is insufficient to repay the debt, the borrower will be imprisoned or banished. Imprisonment is more effective for the money-lender, since it gives the borrower a chance to acquire money and repay it. Daily wages vary depending on the market and the gullibility of the customer.

Ability Requirements: Intelligence 90 and Common Sense 90.

Gender: Female money-lenders are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf or noble.

Religion: Any.

Skills: Hagglng + 15 and Intimidation + 10.

Equipment: Money.

Magic Points: Not applicable.

Advancement Points: For each silver piece earned due to interest, a money-lender acquires 1 AP.

Training: None.

Guild: Bankers' Guild. Each apprentice must serve 7 years.

Mountaineer

This occupation specializes in climbing and traversing mountains. Daily wages are typically 13 s.p.

Ability Requirements: Physical Fitness 110, Strength 100, Agility 100, and Intelligence 75.

Gender: Female mountaineers are rare.

Race: Any but ogre or troll.

Disposition: Any but ogre.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Mountaineering + 10.

Equipment: Pick.

Magic Points: Not applicable.

Advancement Points: For each mountain fully climbed, a mountaineer acquires 100 AP.

Training: None.

Guild: None.

Artwork Here

Musician/Minstrel

This occupation specializes in performing music. Musicians or minstrels play music, but unlike bards they do not adventure in search of inspiration. Daily wages are typically 4 s.p.

Ability Requirements: Hand-Eye Coordination 100, Math Intelligence 85, Analytic Intelligence 95, Spatial Intelligence 100. (Vocal Charisma 110, if singer).

Gender: Males and females are both musicians.

Race: Any but ogre. Human music varies widely. Kobold music is always fast.

Disposition: Any.

Temperament: Any.

Sociality: Serf or noble.

Religion: Any.

Skills: Music (Counterpoint) + 10, Music (Theory) + 10, and Musical Instrument + 10.

Equipment: Voice or instrument.

Magic Points: Not applicable.

Advancement Points: For each successful performance to an audience of at least a dozen and which occurs no more frequently than once per week and involves new music, a musician or minstrel acquires 1 AP.

Training: None.

Guild: Musicians' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman. The masterpiece must be a musical work that is composed by the musician. The musical work must display complicated music theory and counterpoint. Finally, the musician must perform this musical work flawlessly before their master and three guild officials. Two out of three guild officials must approve of the musician as a journeyman.

Navigator

This occupation specializes in naval navigation via the stars. Daily wages are typically 13 s.p.

Ability Requirements: Intelligence 90.

Gender: Female navigators are rare.

Race: Human. Other races avoid navigating seas or oceans.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Constellations + 10 and Sailing + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each naval venture in which no faulty navigation occurs, a navigator acquires 5 AP.

Training: None.

Guild: None.

Papermaker

This occupation specializes in making and selling paper. For more information on making paper, see the Papermaking skill (*Chap. 8: Skills*). Papermakers sell paper to bookbinders. Daily wages are typically 12 s.p.

Ability Requirements: Spatial Intelligence 90 and Intelligence (overall) 80.

Gender: Female papermakers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 5 and Papermaking + 10.

Equipment: Paper.

Magic Points: Not applicable.

Advancement Points: For each piece of paper made, a papermaker acquires 1/20th of 1 AP.

Training: None.

Guild: Papermakers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Pawnshopman

This occupation specializes in the business of pawning valuables, trinkets, and possessions. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 80 and Common Sense 85.

Gender: Female pawnshopmen are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each 10 items traded, a pawnshopman acquires 1 AP.

Training: None.

Guild: Pawnshopmans' Guild. Each apprentice must serve 4 years.

Perfumer

This occupation specializes in making and selling perfumes. Females who wear perfume are 50% likely to smell more attractive to any given male. If they do smell more attractive, the Charisma of the perfumed female will increase by 1d10 points for 1d10 hours, depending on the quality of the perfume purchased. Daily wages are typically 14 s.p.

Ability Requirements: Intelligence 90.

Gender: Males and females are both perfumers.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Perfumemaking + 10.

Equipment: Scented liquids.

Magic Points: Not applicable.

Advancement Points: For each new and delectable perfume made, a perfumer acquires 10 AP. For each bottle of perfume sold, a perfumer acquires 1/10th of 1 AP.

Training: None.

Guild: Perfumers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Artwork Here

Pewterer

This occupation specializes in shaping and selling pewter. Daily wages are typically 16 s.p.

Ability Requirements: Hand-Eye Coordination 90 and Intelligence 80.

Gender: Female pewterers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 5 and Pewtersmithing +

10.

Equipment: Pewter.

Magic Points: Not applicable.

Advancement Points: For each pound of pewter shaped and sold, a pewterer acquires 1 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Pick Pocket

Thieves are popular both in cities and in the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are five classes of thief, including the assassin, bandit, pick pocket, spy, and thug.

Considered to be urban bandits, pick pockets most often make a habit of bumping into characters amidst a crowd, stealing their goods, and running to safety. Usually, pick pockets are not violent, though aggressive ones exist.

Ability Requirements: Hand-Eye Coordination 90, Agility 90, and Intelligence 75.

Gender: Male and female pick pockets are equally likely to exist: males for their daring, females for survival.

Race: Any but ogre or troll. Humans and kobolds are most common.

Disposition: Pick pockets tend to be unethical and most are not moral.

Temperament: Pick pockets tend to be phlegmatic.

Sociality: Serf.

Religion: Any.

Skills: Appraise + 5, Hide + 10, Pick Pocket + 20, Silence + 5, Sprint + 10, and Touch + 10.

Equipment: Most pick pockets do not wear armor at all, preferring to blend into a crowd. Few have weapons, but if armed, a dagger is most likely to be carried.

Magic Points: Not applicable.

Advancement Points: Pick pockets gain AP by successfully picking a character's pocket. Points gained equal the adjusted number that passed a skill check for the Pick Pocket skill. Further, one AP is gained for the equivalent of each silver piece pilfered.

Training: None.

Guild: None.

Potter

This occupation specializes in making pottery. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 75.

Gender: Female potters are uncommon.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 5 and Pottery + 10.

Equipment: Any.

Magic Points: Not applicable.

Advancement Points: For each successfully made and functional pot, a potter acquires 1 AP.

Training: None.

Guild: Potters' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Poulterer

This occupation specializes in processing and selling poultry. Chickens are the most popular poultry, but poulterers also sell rabbits, hares, kids, and lambs. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 75.

Gender: Female poulterers are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Peasant or serf.

Religion: Any.

Skills: Haggling + 5.

Equipment: Poultry.

Magic Points: Not applicable.

Advancement Points: For each animal used, a poulterer acquires 1/10th of 1 AP.

Training: None.

Guild: Poulterers' Guild. Each apprentice must serve 5 years.



Artwork Here

Prince/Princess

This occupation is not chosen, but inherited. A prince is the son of a king and queen. If multiple princes exist, then the oldest living prince will become king when the king dies. A princess is the daughter of the king and queen. If the king dies and he has no princes, then the princess will become queen; shortly thereafter she will select and marry any male of royal birth, who will become king. Daily wages are an allowance, if given, from the king.

The days of princes and princesses are filled with education; they are learning how to rule and make good decisions.

Ability Requirements: Intelligence 75.

Gender: Princes are male, princesses are female.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Royalty.

Religion: Any religion endorsed by the king.

Skills: Cartography + 5, Etiquette + 5, Genealogy + 5, Heraldry + 10, History (Cultural) + 5, History (Local) + 5, History (Military) + 5, Law + 10, and Language (Read/Write).

Equipment: None.

Magic Points: Not applicable.

Advancement Points: A prince or princess advances in level by winning the approval and favor of the king and queen over rival princes or princesses. Each time that the king or queen acts in favor of this prince or princess, 5 AP is earned. If the prince or princess has no brothers or sisters, then each time the public acts in favor of the prince, instead of the king or queen, 5 AP is earned.

Training: None.

Guild: None.

Public Executioner

Also called a carnifex, this occupation specializes in murdering characters who are convicted of crimes. Prior to executing a criminal, the public executioner dons a black hood. Popular methods include beheading, crucifying, and hanging. Daily wages are 8 s.p.

Ability Requirements: Strength 100 and Intelligence 75.

Gender: Female public executioners are rare.

Race: Any but ogre.

Disposition: Public executioners tend to be immoral.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Dismemberment + 10 and Weapon (Specific). The specific weapon is a berdeesh.

Equipment: Berdeesh.

Magic Points: Not applicable.

Advancement Points: For each convicted and murdered criminal, a public executioner acquires 5 AP. For points to be earned, only one attack must be made to kill the criminal. If more than one attack is necessary, then no points are earned. For this reason, a public executioner always sharpens their berdeesh.

Training: None.

Guild: None.

Artwork Here

Pursemaker

This occupation specializes in making purses. Pursemakers arrange deals with tanners to purchase large quantities of tanned leather at lower prices. The tanned leather is made into pouches, which are sometimes called backpacks or purses. Daily wages are typically 16 s.p.

Ability Requirements: Intelligence 75.

Gender: Female purse-makers are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Pursemaking + 10.

Equipment: Leather.

Magic Points: Not applicable.

Advancement Points: For each successfully made purse, a purse-maker acquires 1 AP.

Training: None.

Guild: Pursemaker. Each apprentice must serve 8 years. A masterpiece must be produced to become a journeyman.

Ranger

Fighters are those who are capable opponents, but not formally trained. Three classes of fighters exist as adventurers: berserkers, bounty hunters, and rangers.

Those who roam the countryside, familiar with every nook and cranny, every trick of survival, are rangers. Most often, rangers sell their services to travelers or adventurers as guides. Daily wages are 10 s.p.

Ability Requirements: Physical Fitness 90, Health 90.

Gender: Female rangers are uncommon.

Race: Any but ogre.

Disposition: Rangers are rarely immoral or ethical.

Temperament: Rangers may be any temperament.

Sociality: Peasant or serf.

Religion: Any.

Skills: Aim + 5, Animal Handling + 5, Climb + 5, Constellations + 5, Direction Sense + 10, Fishing + 5, Hunting + 5, Nature (Animals) + 5, Nature (Beasts) + 5, Nature (Birds) + 5, Nature (Fish) + 5, Nature (Geography) + 5, Nature (Humanoids) + 5, Nature (Mycology) + 5, Nature (Plants) + 5, Nature (Trees) + 5, Search + 5, Sight + 5, Sound + 5, Sprint + 5, and 2 Weapons (Specific).

Equipment: Rangers prefer light armor such as leather or studded leather, and often carry a bow.

Magic Points: Not applicable.

Artwork Here

Advancement Points: Rangers gain AP in many ways. For each successful blow dealt to an opponent, rangers gain AP equal to half of the damage delivered. Further, each successful skill check for Animal Handling, Climb, Direction Sense, Fishing, Hunting, Nature (Animals), Nature (Beasts), Nature (Birds), Nature (Fish), Nature (Geography), Nature (Humanoids), Nature (Mycology), Nature (Plants), Nature (Trees), Search, Sight, and Sound merits a gain in AP equal to half of the adjusted number that passed the skill check. However, skill checks may not be included when performed for trivial reasons or daily routine, but only under life-threatening conditions, risk of injury, or when difficult. For example, the mere successful identification of a tree [successful Nature (Tree) skill check] earns nothing for the ranger, but identifying a particular tree amidst the wilderness for a client who has hired the ranger as a guide to find it, deserves AP.

Training: None.

Guild: None.



Reeve

The reeve is a peasant official who is subordinate to the bailiff. The reeve is selected annually from the populace. His main duty is to see that the villagers who owe labor service rise promptly and report for work. A reeve makes sure no herdsman slips away to a fair, market, wrestling match, or tavern without obtaining leave and finding a substitute. On some manors, the reeve collects the rent. With no formal schooling, the reeve keeps track of all these facts and figures by means of marks on a tally stick. For his labors, physical and mental, the reeve receives no money stipend, but nevertheless quite substantial compensation. He is always exempted from his normal village obligations. The reeve has an assistant, known variously as the beadle, hayward, or messor, who serves partly as the reeve's deputy, partly in an independent role. Daily wages are 0 s.p.

Ability Requirements: Intelligence 75.

Gender: Male.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Peasant.

Religion: Any.

Skills: Hagglng + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each day that no villager is absent from work, a reeve acquires 5 AP.

Training: None.

Guild: None.

Artwork Here

Ropemaker

This occupation specializes in making and selling rope. Some ropemakers are called cordwainers, since they specialize in cords, such as laces for shoes. Others are called threadmakers. Daily wages are typically 9 s.p.

Ability Requirements: Intelligence 75.

Gender: Female ropemakers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Ropemaking + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each hundred feet of rope made, a ropemaker acquires 1 AP.

Training: None.

Guild: Ropemakers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeyman.

Saddler

This occupation specializes in making saddles. Daily wages are typically 10 s.p.

Ability Requirements: Intelligence 75.

Gender: Female saddlers are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Saddlemaking + 10.

Equipment: Leather.

Magic Points: Not applicable.

Advancement Points: For each successfully made saddle, a saddler acquires 1 AP.

Training: None.

Guild: Saddlers' Guild. Each apprentice must serve 10 years. A masterpiece must be produced to become a journeyman.

Sage

Scholars who actively seek out knowledge or conduct their research in the field are sages. Oftentimes, aged or experienced sages maintain shops in town that supply ingredients for spells and other arcane items and knowledge. Sages are older than other beginning adventurers of their race, since studying takes many years before cogent proficiency may be declared and supported. Therefore, all sages add 10 years due to study. Due to the time invested, a character must become a sage at first level, or the character will age as above while not adventuring, but studying to become a sage.

When employed, sages usually earn at least 10 s.p. per question answered. If research must be conducted, fees of a hundred or more s.p. per day are common.

Ability Requirements: Intelligence 120 and Drive 115.

Gender: Female sages are rare.

Race: Any but ogre.

Disposition: Sages tend to be ethical and are neutral regarding morality.

Temperament: Sages tend to be melancholic.

Sociality: Serf or noble.

Religion: Any.

Artwork Here

Skills: Anatomy + 5, Appraise + 10, Architecture + 5, Bookbinding + 5, Cartography + 5, Chemistry + 5, Constellations + 5, Cosmos General Planes + 5, Etiquette + 5, Glassblowing + 5, Heraldry + 5, Herbalism + 5, History Culture + 5, History Legends + 5, History Local + 10, History Military + 5, Law + 5, may read and write as many languages as intelligence allows, Logic + 10, Math (Fundamental) + 15, Math (Algebra) + 10, Math (Geometry) + 5, Music Theory + 10, Music Counterpoint + 5, 1 Musical Instrument + 5, Nature (Animals) + 5, Nature (Beasts) + 5, Nature (Birds) + 5, Nature (Fish) + 5, Nature (Geography) + 5, Nature (Humanoids) + 5, Nature (Minerals) + 5, Nature (Mycology) + 5, Nature (Plants) + 5, Nature (Trees) + 5, Paper-making + 5, Philosophy + 10, Religion (Cultural) + 5, Remember Detail + 5, Research (Library) + 20, Ritual (Complex) + 10, Symbology + 5, and Toxicology + 10. Also, 1st level sages gain an additional 200 Skill Points to distribute in academic skills.

Equipment: Most sages live sedentary lifestyles and do not adventure. If a sage does adventure, it is to gain knowledge or ingredients. If a sage adventures, they do not usually wear armor and wield weapons. Instead, adventuring sages usually hire rangers, priests, mercenaries, or mages to assist or protect them while they seek their knowledge.

Magic Points: Not applicable.

Advancement Points: Sages gain AP by conducting research. Points gained equal the adjusted number that passes a skill check for any skill listed above, provided that skill is successfully used and is crucial to conducting research. The research may not be for whim, but must be for a genuine attempt to acquire knowledge that is academically useful. A sage must train to advance a level.

Training: 5 weeks. To train, a sage must study a new academic area or, more likely, learn more in their main area of interest. Sages often seek out other sages or scholars in their field, though depending on the area of interest, they may study alone.

Guild: None.

Sailmaker

This occupation specializes in making and selling sails for waterborne vessels. Daily wages are typically 11 s.p.

Ability Requirements: Intelligence 75.

Gender: Female sailmakers are rare.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 5 and Sailmaking + 10.

Equipment: Wool.

Magic Points: Not applicable.

Advancement Points: For each successfully made sail, a sailmaker acquires 1 AP.

Training: None.

Guild: Sailmakers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Sailor

This occupation specializes in sailing waterborne vessels. A sailor may be in the military.

A pirate is a type of sailor who behaves as a bandit. Pirates often gather together, forming the crew of one or more vessels. A pirate is also skilled as a bandit and advances both as a sailor and as a bandit.

Daily wages are typically 10 s.p.

Ability Requirements: Intelligence 75.

Gender: Females are rare.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Slave or serf.

Religion: Any.

Skills: Sailing + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each naval journey, a sailor acquires 10 AP.

Training: None.

Guild: None.

Scholar

This occupation specializes in learning from a teacher at either a religious school or a university. Both the children of religious schools and young men of universities are referred to as scholars.

A scholar attending a university studies to be either a barrister, doctor, or priest.

Scholars, or their parents, pay for education; daily wages do not exist for scholars.

Ability Requirements: Language 100 and Intelligence (overall) 100.

Gender: Male.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Noble. Royal education is brought privately to the scholar.

Religion: Any.

Skills: None until graduation. Upon graduating, the scholar acquires one or more skills according to the judgment of the MM.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each year through which a scholar continues and learns, the scholar increases by one occupational level as a scholar.

Training: Continuous.

Guild: None.

Schoolmaster

This occupation specializes in teaching students. A schoolmaster teaches either children at a religious school or young men at a university. Both the children and young men are referred to as scholars.

If a schoolmaster teaches at a religious school, then the schoolmaster must be a proponent of the deity to whom the school is devoted, as well as knowledgeable about the religion.

If a schoolmaster teaches at a university, then the schoolmaster is either specialized as a barrister, doctor, or priest.

Daily wages are typically 5 s.p.

Ability Requirements: Language 100 and Intelligence (overall) 100.

Gender: Male.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Noble.

Religion: Any.

Skills: Teaching + 10, and anything relative to the subject matter being taught.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each scholar who graduates with the permission of the schoolmaster, a schoolmaster acquires 5 AP.

Training: None.

Guild: None.

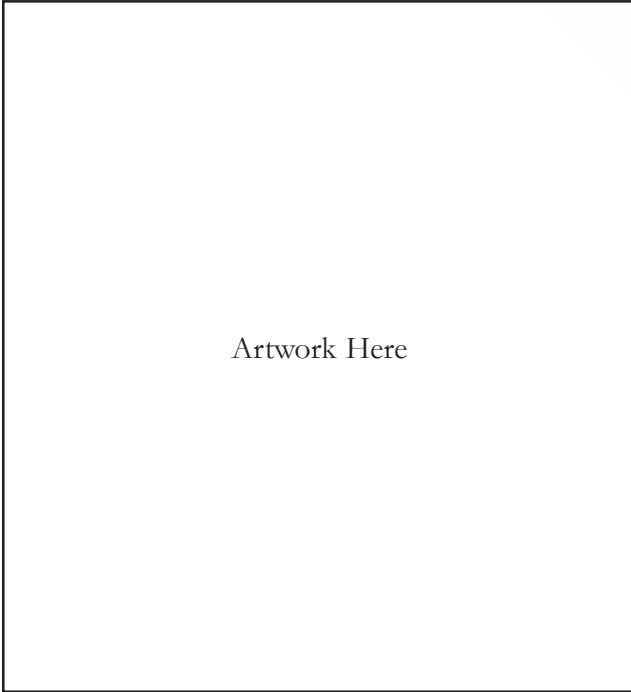
Artwork Here

Scribe

This occupation specializes in copying written works and selling the copies to customers. Books are valuable and rare, so many scribes are backed up with orders. To be a scribe, a character must have completed their religious schooling. However, some scribes attended a university and failed their final examination, and choose to be a scribe though they once desired to be a barrister, doctor, or priest.

The number of books is multiplying spectacularly, even though every book must be copied by hand. Scholars and universities supply a market for textbooks, and scribes are therefore often located in the neighborhood of the school or university. Scribes do more than copy texts. They also serve as secretaries, both for the illiterate and for those who want a particularly fine handwriting in their correspondence.

A scribe sits in a chair with extended arms across which his writing board is placed, with the sheets of parchment held in place by a deerskin thong. His implements include a razor or sharp knife for scraping, a pumice, an awl, a long and narrow parchment ruler, and a boar's tooth for polishing. A scribe works near a fire or keeps a basin of coals handy to dry the ink, which is held in an oxhorn, into which he dips a well-seasoned quill. The oxhorn fits into a round hole in the writing board, with a cover. Scribes are not always accurate.



Artwork Here

The greatest number of books consist of plain, legibly written sheets that are bound in plain wooden boards. Sometimes the boards are covered in leather. Scholars often bind several books together under the same covers. Books are valuable pieces of property, often pawned and rented as well as sold. Scholars are the chief renters. Across the bottom of the last page of many books is written "For his pen's labor, may the scribe be given a beautiful girl." Books are kept not on open shelves, but in locked chests. More elaborate books are bound in ivory and metal covers mounted on wood. Sometimes they are decorated with enamel. Works are seldom composed on parchment. Authors usually write on wax tablets and have their productions copied by scribes. A scribe writes first on wax and copies over it, onto parchment.

Most books are lettered in double column. The style of lettering varies, but currently it is preferred to have stiff, narrow, angular letters executed with heavy lines.

Daily wages are typically 21 s.p.

Ability Requirements: Language 100 and Intelligence (overall) 85.

Gender: Male.

Race: Any but ogre. Humans and subterranean trolls are most likely to be scribes.

Disposition: Any.

Temperament: Any.

Sociality: Serf or noble.

Religion: Any.

Skills: Forgery + 10 and Transcribing + 10.

Equipment: Ink, pen, and paper.

Magic Points: Not applicable.

Advancement Points: For each successfully copied written work, a scribe acquires 5 AP.

Training: None.

Guild: None.

Sheather

This occupation specializes in making and selling sheathes. Sheathers arrange deals with tanners, so that they may purchase large quantities of leather for lower prices. Sheathers make sheathes for swords from leather and sell them to knights, the only characters legally allowed to carry swords. Daily wages are typically 12 s.p.

Ability Requirements: Intelligence 80.

Gender: Female sheathers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 5 and Sheathmaking + 10.

Equipment: Leather.

Magic Points: Not applicable.

Advancement Points: For each successfully crafted sheathe, a sheather acquires 1 AP.

Training: None.

Guild: Sheathers' Guild. Each apprentice must serve 9 years. A masterpiece must be produced to become a journeyman.

Shepherd

This occupation specializes in shepherding flocks. A shepherd must protect a flock of sheep from predators and thieves. Then, the shepherd shears the sheep and sells the wool to fullers. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 75.

Gender: Female shepherds are rare.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Slave or peasant.

Religion: Any.

Skills: Animal Conditioning + 10 and Animal Handling + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each flock successfully shepherded, a shepherd acquires 10 AP.

Training: None.

Guild: None.

Artwork Here

Sheriff

This occupation specializes in collecting taxes. There is only one sheriff per king. A sheriff is continually traveling the kingdom, visiting all households, collecting taxes, and recording the number of residents. By command of the king, all militiamen are subordinate to the sheriff, and will help the sheriff collect taxes when necessary. Daily wages are typically 75 s.p.

Ability Requirements: Intelligence 80.

Gender: Female sheriffs are rare.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Noble.

Religion: Any.

Skills: Hagglng + 5 and Intimidation + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each 100 s.p. collected, or equivalent thereof, a sheriff acquires 1 AP.

Training: None.

Guild: None.

Shipwright

This occupation specializes in building waterborne vessels. Daily wages are typically 32 s.p.

Ability Requirements: Strength 90 and Intelligence 100.

Gender: Female shipwrights are rare.

Race: Human. The other races are not fond of seas or oceans.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Shipwright + 10.

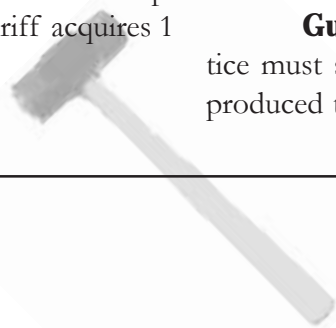
Equipment: Wood.

Magic Points: Not applicable.

Advancement Points: For each successfully built large waterborne vessel such as a warship, a shipwright acquires 50 AP. Small vessels such as a rowboat acquire 5 AP.

Training: None.

Guild: Shipwrights' Guild. Each apprentice must serve 10 years. A masterpiece must be produced to become a journeyman.



Artwork Here

Silversmith

This occupation specializes in working with silver and selling the finished products. Daily wages are typically 10 s.p.

Ability Requirements: Hand-Eye Coordination 90 and Intelligence 85.

Gender: Female silversmiths are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Silversmithing + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each pound of silver worked, a silversmith acquires 1 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 10 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Skinner

This occupation specializes in skinning. A skinner removes the skin from an animal. Daily wages are typically 6 s.p.

Ability Requirements: Hand-Eye Coordination 90 and Intelligence 85.

Gender: Female skinners are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 10 and Skinning + 10.

Equipment: Knife.

Magic Points: Not applicable.

Advancement Points: For each creature successfully skinned, a skinner acquires 5 AP.

Training: None.

Guild: Skinners' Guild. Each apprentice must serve 7 years.

Artwork Here

Slave

Oftentimes, slaves do not earn currency, but are given enough food to remain alive. If they are paid, they earn less than 4 s.p. per day. Slaves may be purchased in *Chapter 9: Equipment*. For each task with which a slave becomes proficient, 10 AP are acquired. Additionally, for each day that a slave does not get beaten or flogged, they must have done something right, and so they acquire 1 AP. Children are popular slaves, especially abandoned female children.

To determine the job of a slave, roll 1d100 and consult the table below:

Roll	Male	Female
01-06	Carter	Chambermaid
07-12	Cowherd	Chambermaid
13-18	Cupbearer	Chambermaid
19-24	Dockwalloper	Cupbearer
25-30	Farmer	Dairymaid
31-36	Gladiator	Dancer
37-42	Hewer	Gladiator
43-48	Laborer	Groom
49-54	Linkboy	Laundress
55-60	Mason	Laundress
61-66	Messenger	Laborer
67-72	Miner	Laborer
73-78	Sailor	Wench
79-85	Shepherd	Whore
86-92	Stabler	Whore
93-100	Swineherd	Whore

For more information about the duties of a slave, see the appropriate occupation.

To determine the occupation of the master, determine the master's Social Class (see *Chap. 6: Sociality*), and roll on the appropriate table in the beginning of this chapter. Reroll nonsensical results, such as a master beggar.

Ability Requirements: See corresponding occupation.

Gender: 62.9% of slaves¹ are female, and 37.1% of slaves are male.

Race: Any.

Disposition: Any.

Temperament: Any.

Sociality: Slave.

Religion: Any.

Skills: None.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: See corresponding occupation.

Training: None.

Guild: None. The master of a slave, naturally, may belong to a guild. A master may teach their occupation to their slave, but a slave cannot legally become a head of a shop or a guild official.

Artwork Here

1. This statistic is from Epstein's *Wage Labor and Guilds in Medieval Europe*. For more information, see the References section at the end of this book.

Slave-Trader

This occupation specializes in bartering humanoid. A slave-trader may acquire slaves through a network of other slave-traders abroad, or by many means. Slave-traders with less morality may associate with thugs and kidnap others to sell as slaves. Finally, the most extreme slave-traders may retain attractive females and potent males for mating, so that offspring may be raised and sold as slaves. Most slave-traders have sex with their slaves as desired. Beginning slave-traders must obtain their slaves somehow, either by purchasing or stealing them.

When a slave-trader is ready to sell a slave, the slave is cleaned and their appearance is maximized. For example, slaves may wear oil, so that they seem to be in better Physical Fitness or have more Strength. Some slave-traders insist their slaves eat healthy food and exercise often.

Some slave-traders specialize in preparing slaves to be gladiators and sell them to the coliseum. The coliseum may pay a higher price for a slave that may entertain the spectators.

Slaves are often branded with a hot iron or marked in an original way, so that characters in authority will recognize them as the property of the slave-trader.

Daily wages are typically 8 s.p. for ethical slave-traders, though higher for slave-traders who steal their slaves.

Ability Requirements: Intelligence 75.

Gender: Male.

Race: Any but ogre.

Disposition: Rarely ethical or moral.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 10 and Intimidation + 5.

Equipment: Slaves.

Magic Points: Not applicable.

Advancement Points: For each healthy male slave who is traded, a slave-trader acquires 2 AP. For each healthy female slave who is traded, a slave-trader acquires 3 AP. For each unhealthy slave who is traded, a slave-trader acquires 1 AP.

Training: None.

Guild: None.

Soapmaker

This occupation specializes in making and selling soap. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 75.

Gender: Female soapmakers are uncommon.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Haggling + 5 and Soapmaking + 10.

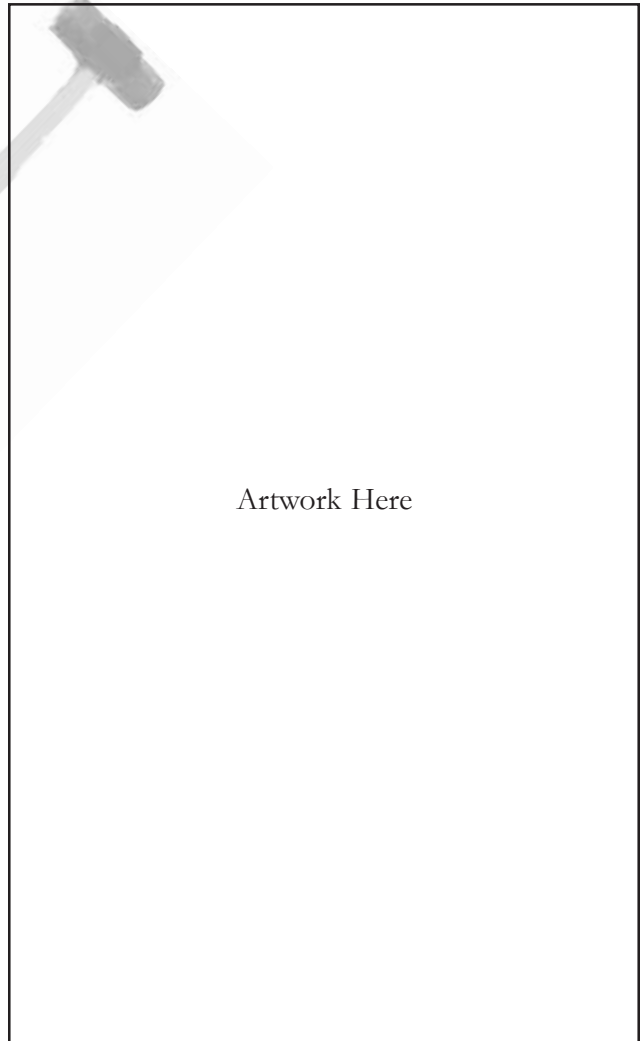
Equipment: Lye.

Magic Points: Not applicable.

Advancement Points: For each hundred pounds of soap made, a soapmaker acquires 1 AP.

Training: None.

Guild: Soapmakers' Guild. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeyman.



Soldier

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. Five different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is not restricted regarding arms and armor, and is the deadliest foe at close quarters. The classes of warriors include gladiator, knight, mercenary, militiaman, and soldier.

The most common class of warriors, soldiers are loyal to the military of their state and receive average training. When not at war or in training, soldiers are usually building or repairing roads. Daily wages are 10 s.p.

Ability Requirements: Physical Fitness 90, Strength 90, Drive 100, Hand-Eye Coordination 100, Agility 100, and Intelligence 80.

Gender: Female soldiers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Soldiers tend not to be phlegmatic.

Sociality: Serf.

Religion: Any. Most often, soldiers worship gods of war, valor, strength, or victory.

Skills: 2 Weapons (Specific)

Equipment: Soldiers seek the heaviest armor available, though most wear chainmaille. As far as weapons, soldiers are trained in a variety of weapons, depending on their duty station and rank. Most use a polearm or warhammer. Swords are reserved for knights only.

Magic Points: Not applicable.

Advancement Points: Soldiers gain AP by damaging opponents while in service to their military as part of a battle or skirmish. Points gained equal the damage dealt. A soldier must train to advance.

Training: 2 weeks. To train, a soldier must learn more about other nearby armies, killing techniques, weapon maneuvers and weapon tricks, battle tactics, etc. A soldier must receive their training through the military in which they are part. More general information on military training is available in *Chapter 18: Warfare*.

Guild: None.

Artwork Here

Sorcerer

Generically speaking, a wizard is one who casts spells and is most often imagined to be wearing a robe. Two different classes of wizard are available: sorcerers and mages. Sorcerers and mages are often viewed and labeled by others for being immoral and casting black magic, or moral and casting white magic. White magicians are sometimes called Sons of Light. References to black magicians include Brothers of the Shadow, the Dark Brothers, Grey Brothers, and followers of the Left-Hand Path or the Path of Shadows.

Likelihood of Advancing in Spell Level										
Character Level	Spell Level	2	3	4	5	6	7	8	9	10
1		5%	1%	-	-	-	-	-	-	-
2		40%	5%	-	-	-	-	-	-	-
3		55%	32%	5%	-	-	-	-	-	-
4		70%	47%	25%	5%	-	-	-	-	-
5		85%	61%	37%	19%	4%	-	-	-	-
6		100%	74%	50%	30%	14%	3%	-	-	-
7		-	87%	63%	42%	25%	10%	1%	-	-
8		-	100%	75%	53%	36%	20%	7%	1%	-
9		-	-	88%	65%	47%	30%	24%	5%	1%
10		-	-	100%	76%	57%	40%	32%	20%	4%
11		-	-	-	88%	68%	50%	41%	28%	23%
12		-	-	-	100%	79%	60%	49%	36%	31%
13		-	-	-	-	90%	70%	58%	44%	39%
14		-	-	-	-	100%	80%	66%	52%	47%
15		-	-	-	-	-	90%	75%	60%	55%
16		-	-	-	-	-	100%	83%	68%	63%
17		-	-	-	-	-	-	92%	76%	71%
18		-	-	-	-	-	-	100%	84%	79%
19		-	-	-	-	-	-	-	92%	87%
20		-	-	-	-	-	-	-	100%	95%

As wizards advance in level, they must roll on the table above to determine if they have learned enough about magic to attempt more complicated spells -- spells of a higher spell level. If the advancing wizard fails the roll by rolling higher than the listed percentage, then the wizard must wait until they advance another occupational level before attempting to increase their spell level. Note that it is possible for a first level wizard to know spells higher than those from the first spell level.

Magic was either first discovered by accident or it was introduced by a deity. In either case, the first to dabble with magic did so by trial and error and have been known as sorcerers ever since. Discovering that they have a natural and innate ability to use magic, sorcerers believe they are gifted above all others. Those around them and who do not have this gift, however, usually shun the sorcerer, and in some cultures, kill or banish them, calling them warlocks or witches depending on the gender of the sorcerer or sorceress. Generally, sorcerers do not cast spells in public, because they are likely to be hunted by assassins, bounty hunters, and possibly armies. Sorcery is a crime beyond high justice, and usually subject to cruel treatment such as mutilation. When valued by others, sorcerers are sometimes called prophets.

Some female prophets assist druids. An ancient name for a sorcerer is pharmakeutes. Having no need of grimoires or rigid training, most sorcerers withdraw from society to practice and develop their magic through self-exploration. It is common for sorcerers to gather into groups, known as covens. Sorcerers are dabblers, and for this reason cast only chaos magic (see *Chap. 11: Magic*). Most sorcerers practice black magic.

Roll 1d8 to determine the number of disciplines to which a sorcerer has access. Next, roll 1d100 and consult the list of disciplines presented as follows:

Roll	Discipline	Roll	Discipline
01-09	Annihilation	55-63	Prognostication
10-18	Convocation	64-72	Reformation
19-27	Deterioration	73-81	Restoration
28-36	Domination	82-90	Supportation
37-48	Eradication	91-100	Universal
49-54	Hallucination		

This roll randomly determines a discipline from which the sorcerer is able to cast, and must be rolled a number of times equal to the number of disciplines to which they have access; reroll any repetitious numbers.

A sorcerer begins knowing 1d10 spells, which they may choose from their accessible disciplines. Upon advancing an occupational level, sorcerers gain 1d6 spells, also chosen from their available disciplines.

Ability Requirements: Discovering and casting spells as a sorcerer has requirements that vary depending on the level of the spell (not the caster). If any requirement is not met, the sorcerer is unable to cast spells of that spell level.

Spell Level	Drive	Intuition	Reflection
1	110	100	105
2	115	105	110
3	120	110	115
4	125	115	120
5	130	120	125
6	135	125	130
7	140	130	135
8	145	135	140
9	150	140	145
10	155	145	150

Gender: Males and females are both sorcerers.

Race: Any but ogre.

Disposition: Since others typically do not respond well to sorcerers, most sorcerers are unethical and tend toward immorality.

Temperament: Sorcerers tend not to be sanguine.

Sociality: Peasant or serf. As sorcerers are not well-received by most societies, they tend to hide their powers and conduct magic privately. It is common for jealous wives to consult a witch. Though laws are common in societies against sorcery, they are not always enforced, but usually provide drastic punishment.

Religion: Sorcerers tend to worship deities concerned with self-indulgence and shameless acts.

Skills: Divination (Astrology) + 5, Spellcasting (Combat) + 5, Cosmos (General Planes) + 5, and Constellations + 5.

Equipment: Sorcerers tend to shun armor and most weapons. Often, sorcerers carry a dagger or a quarterstaff.

Magic Points: Sorcerers begin with (38 + 1d20) MP and recover a number of points per hour equal to twice their current level, or thrice their current level if asleep. For example, a 3rd level sorcerer recovers 6 MP per hour while awake. As sorcerers advance in occupational level, they gain an additional (38 + 1d20) MP. MP's are explained in *Chap. 11: Magic*.

Advancement Points: Sorcerers gain AP by casting spells, though not for trivial reasons. To gain points, the casting of a spell must be done while in danger, life-threatening conditions, or as a means to an important purpose. Points gained equal the number of MP expended multiplied times three.

Training: None.

Guild: None.

Spy

Thieves are popular both in cities and in the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are five classes of thief, including the assassin, bandit, pick pocket, spy, and thug.

For anyone to hire the expensive services of a spy, the spy must have a reputation as above average in requisite abilities; otherwise any drunk could be hired in a bar. Instead, spies *are* thieves, but they are professionals. Depending on the job, spies earn at least 20 s.p. per day.

Ability Requirements: Physical Fitness 90, Intelligence 85, Drive 100, and Intuition 100.

Gender: Males and females are both spies.

Race: Any but ogre.

Disposition: Spies tend to be ethical and are usually indifferent to morality.

Temperament: Spies tend not to be phlegmatic.

Sociality: Serf or noble.

Religion: Any.

Skills: Disguise + 5, Forgery + 5, Hide + 5, Read Lips + 10, Remember Detail + 10, Sight + 10, Silence + 5, Sound + 5, and 1 Weapon (Specific).

Equipment: Spies prefer weapons that may be hidden, though they rarely intend to use them.

Magic Points: Not applicable.

Advancement Points: Spies gain AP by successfully spying as hired by an employer. Points gained equal half of the adjusted number concerning a successful skill check with a skill listed above for spies, and half of the damage done to an opponent in combat. AP are not gained for skills or combats irrelevant to the specific task of spying, as hired by an employer. A spy must train to advance.

Training: 3 weeks. To train, a spy must learn how to move unseen and infiltrate foreign or unfamiliar places. A spy must train with a spy higher in occupational level.

Guild: None.

Squire

This occupation is required prior to knighthood. A commoner cannot choose to be a squire. A squire is the son of a knight or, if none exists, is selected by a knight.

The duty of a squire is to attend to the needs of their knight.

Daily wages of a squire are 5 s.p.

Ability Requirements: Intelligence 75.

Gender: Female squires are rare.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Serf or noble.

Religion: Any.

Skills: None.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: Squires do not advance in level.

Training: None.

Guild: None.

Artwork Here

Stabler

This occupation specializes in the stabling of horses. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 85 and Intuition 75.

Gender: Female stablers are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Slave, peasant, or serf.

Religion: Any.

Skills: Animal Conditioning + 10, Animal Handling + 10, and Grooming + 5.

Equipment: Stables and oats.

Magic Points: Not applicable.

Advancement Points: For each horse stabled to the satisfaction of the owner, a stabler acquires 1 AP.

Training: None.

Guild: None.

Swineherd

This occupation specializes in herding swine. When the swine are fat enough, they are sold to the butcher. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 75.

Gender: Female swineherders are rare.

Race: Human.

Disposition: Any.

Temperament: Any.

Sociality: Slave or peasant.

Religion: Any.

Skills: Animal Conditioning + 10, Animal Handling + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each new swine successfully herded, a swineherd acquires 1 AP.

Training: None.

Guild: None.



Artwork Here

Tailor

This occupation specializes in the fitting of clothing. A tailor sits inside their shop, cutting and sewing in clear view of the public. In this way, a customer may inspect the work and a tailor may display their skill. When the buying public arrives, the tailor deserts his bench and hurries outside, Hagglng so aggressively that guild rules are needed for restraint. For example, one guild rule is that customers cannot be addressed who stop at a neighbor's stall. Daily wages are typically 8 s.p.

Ability Requirements: Hand-Eye Coordination 100 and Intelligence 85.

Gender: Female tailors, called seamstresses, are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Tailoring + 10.

Equipment: Needle and thread.

Magic Points: Not applicable.

Advancement Points: For each full outfit of clothing fitted to the satisfaction of the customer, a tailor acquires 5 AP. Otherwise, for each individual piece of clothing fitted to the satisfaction of the customer, a tailor acquires 1 AP.

Training: None.

Guild: Tailors' Guild. Each apprentice must serve 6 years. A masterpiece must be produced to become a journeyman. Discord exists between the Furriers' Guild and the Tailors' Guild.

Tanner

This occupation specializes in tanning leather. Animal skins are purchased from a skinner. For more information on Tanning, see *Chapter 8:*

Skills: Daily wages are typically 7 s.p.

Ability Requirements: Intelligence 80.

Gender: Female tanners are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Tanning + 10.

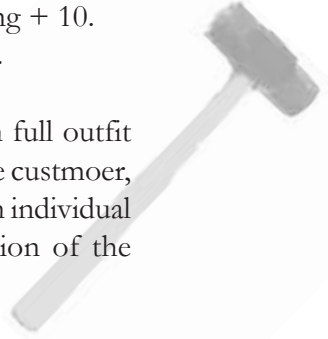
Equipment: Leather.

Magic Points: Not applicable.

Advancement Points: For every pound of leather successfully tanned, a tanner acquires 1 AP.

Training: None.

Guild: Tanners' Guild. Each apprentice must serve 8 years.



Artwork Here

Tavernkeeper

This occupation specializes in operating a tavern. The tavernkeeper is usually the owner of the tavern, and employs wenches and thugs. The tavernkeeper pours drinks for patrons and handles any incidents that occur. Thugs are hired as bouncers. Daily wages are typically 7 s.p.

Ability Requirements: Intelligence 80.

Gender: Male tavernkeepers are uncommon.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5.

Equipment: Tavern, kegs, wenches, and thugs.

Magic Points: Not applicable.

Advancement Points: For every keg of alcohol served, a tavernkeeper acquires 1 AP.

Training: None.

Guild: Tavernkeepers' Guild. Each apprentice must serve 4 years.

Thatcher

This occupation specializes in roofing. The roofs of the houses of peasants are thatched with hay, and the roofs of the houses of serfs are thatched with slate shingles. Daily wages are typically 8 s.p.

Ability Requirements: Intelligence 80.

Gender: Female thatchers are rare.

Race: Anakim, bugbear, and human.

Disposition: Any.

Temperament: Any.

Sociality: Serf. Peasants do their own roofing and do not have a thatcher occupation.

Religion: Any.

Skills: Hagglng + 5 and Thatching + 10.

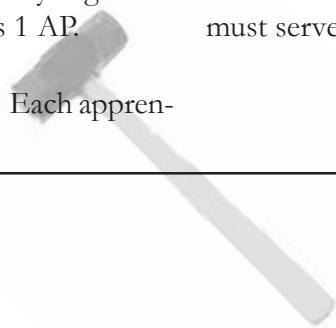
Equipment: Lead or slate.

Magic Points: Not applicable.

Advancement Points: For each roof successfully completed, a thatcher acquires 5 AP.

Training: None.

Guild: Thatchers' Guild. Each apprentice must serve 7 years.



Artwork Here

Thug

Thieves are popular both in cities and the wilderness. They are a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are five classes of thief, including the assassin, bandit, pick pocket, spy, and thug.

Urban terrors, thugs seem willing to bash any character over the head to get what they want, or often just for jest. Having no respect for any character, thugs willingly assault those who oppose. Often, the better thugs are hired by wealthy locals to rough up or intimidate characters for a purpose. This class of thief enjoys harming others for no reason but the thrill. Thugs are all too happy to oblige for little pay. Commonly employed as a bodyguard for a merchant, money-lender, brothel, or as a ruffian for a vagabond or street-walking whore, the daily wages of a thug are typically 10 s.p.

Ability Requirements: Strength 115, Agility 90, and Intelligence 75.

Gender: Female thugs are very rare.

Race: Any but ogre.

Disposition: Thugs tend to be unethical and immoral.

Temperament: Thugs tend not to be sanguine.

Sociality: Serf.

Religion: Any. Religious thugs are rare.

Skills: Brawling + 10, Hide + 5, Intimidation + 10, and 1 Weapon (Specific).

Equipment: Thugs rarely wear armor heavier than leather, and prefer small weaponry, especially weapons that are easily concealable and easily available, such as daggers, bottles, crowbars, rocks, tools, etc.

Magic Points: Not applicable.

Advancement Points: Thugs gain AP for damaging others, though not from subdual damage. Points gained equal the damage dealt when hired by an employer, though if the victim attacked is innocent, doesn't deserve it, or didn't ask for it, the thug gains AP equal to half of the damage dealt. Further, for each successful skill check of Intimidation, thugs gain AP equal to half of the adjusted number that passed the skill check. AP are only gained from these skill checks once per intimidated character.

Training: None.

Guild: None.

Artwork Here

Tilemaker

This occupation specializes in making and selling ceramic tiles. Daily wages are typically 8 s.p.

Ability Requirements: Intelligence 80.

Gender: Female tilemakers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Tilemaking + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each successfully completed project, a tilemaker acquires 5 AP.

Training: None.

Guild: Tilemakers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Tinker

This occupation specializes in kitchen utensils. There are no forks in eating utensils, only spoons and knives. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 80.

Gender: Female tinkers are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Tinkering + 10.

Equipment: Any.

Magic Points: Not applicable.

Advancement Points: For each set of kitchen utensils made or sold, a tinker acquires 1 AP.

Training: None.

Guild: Tinkers' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.

Trapper

This occupation specializes in trapping animals. Once trapped, animals are usually sold to a skinner. Daily wages are typically 9 s.p.

Ability Requirements: Intelligence 75.

Gender: Female trappers are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Peasant or serf.

Religion: Any.

Skills: Hagglng + 5 and Trapping + 10.

Equipment: Traps.

Magic Points: Not applicable.

Advancement Points: For each creature successfully trapped, a trapper acquires 1 AP.

Training: None.

Guild: None.

Vintner

This occupation specializes in selling wine. Since no method exists to fully seal any container of wine, there is no appreciation of vintage. When unsealed, wine is best when fresh, and it spoils within a year. Vintners travel the countryside, purchase wine from brewers, and sell wine in cities. Daily wages are typically 8 s.p.

Ability Requirements: Intelligence 80.

Gender: Males and females are both vintners.

Race: Anakim, bugbear, and human.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5.

Equipment: Wine.

Magic Points: Not applicable.

Advancement Points: For each bottle of wine sold, a vintner acquires 1 AP.

Training: None.

Guild: Vintners' Guild. Each apprentice must serve 7 years.

Wainwright

This occupation specializes in making and selling wagons. Daily wages are typically 11 s.p.

Ability Requirements: Intelligence 85.

Gender: Female wainwrights are rare.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Wainwrighting + 10.

Equipment: Wood.

Magic Points: Not applicable.

Advancement Points: For each wagon successfully made, a wainwright acquires 5 AP.

Training: None.

Guild: Wainwrights' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.



Weaponsmith

This occupation specializes in making and selling weapons. Weaponsmiths do not make bladed weapons, which are the specialty of the bladesmith. Daily wages are typically 14 s.p.

Ability Requirements: Strength 100, Intelligence 85.

Gender: Female weaponsmiths are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Blacksmithing + 5, Hagglng + 5, and Weaponsmithing + 10.

Equipment: Forge, tongs, hammers, anvil.

Magic Points: Not applicable.

Advancement Points: For each weapon successfully crafted, a weaponsmith acquires 1 AP.

Training: None.

Guild: Smiths' Guild. Each apprentice must serve 7 years. All members are prohibited from injuring each other including apprentices, or their property. Members accused of violating this prohibition are banished from the guild, if not the community. All members are discouraged by a 100 s.p. fine from helping smiths outside of their guild, as well as making illegal keys or tools for thieves. Apprentices must pay 200 s.p. to join the guild as a journeyman, though sons of members may join for free. If any member has more charcoal than needed, it may only be sold to other members at a fixed price, and no member may purchase more than necessary for their work. Violators regarding charcoal pay 100 s.p. No master may have more than two apprentices, and no master may own a slave; otherwise, a fee of 100 s.p. is charged.

Weaver/Embroiderer

This occupation specializes in weaving and embroidery. Though accustomed to making things such as covers for mattresses and pillows, most weavers make the latest craze: tapestries. Daily wages are typically 5 s.p.

Ability Requirements: Intelligence 75.

Gender: Male weavers do not exist.

Race: Any but ogre or troll.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Weaving + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each successful completion of a woven work or an embroidery, a weaver/embroiderer acquires 1 AP.

Training: None.

Guild: Weavers' Guild. Some argue that this was the first guild ever established. Each apprentice must serve 4 years. A masterpiece must be produced to become a journeywoman.

Wench

This occupation specializes in serving food or drink to patrons in a tavern or restaurant. If a wench is a slave, she may perform as a whore to collect money for their master or mistress. Daily wages are typically 4 s.p.

Ability Requirements: Intelligence 75.

Gender: Male wenches do not exist.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Slave or serf.

Religion: Any.

Skills: Hagglng + 5.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each satisfied patron, a wench acquires 1/10th of 1 AP.

Training: None.

Guild: None.

Artwork Here

Wheelwright

This occupation specializes in making and selling wheels. Daily wages are typically 9 s.p.

Ability Requirements: Intelligence 80.

Gender: Female wheelwrights are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Hagglng + 5 and Wheelwrighting + 10.

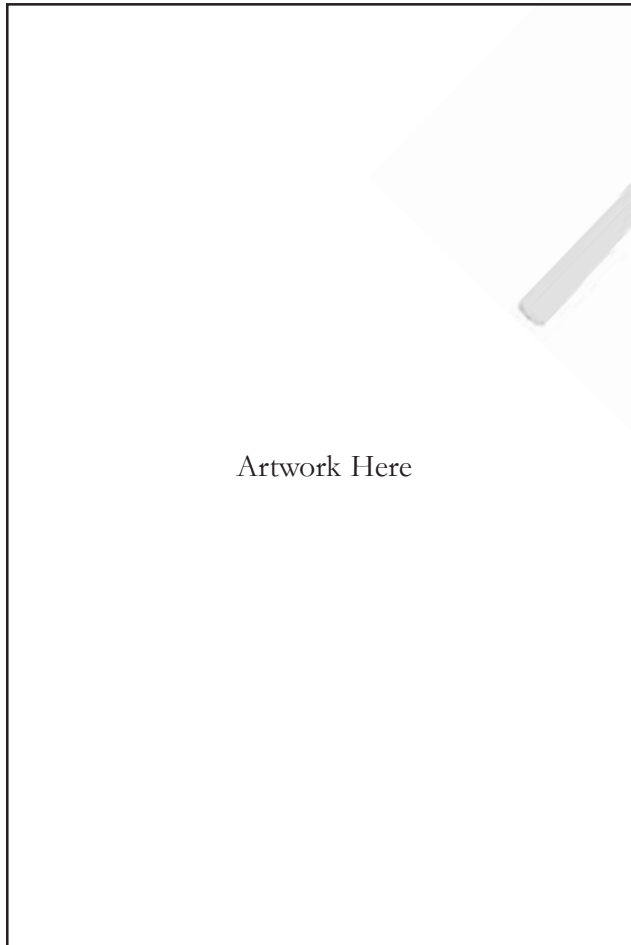
Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each successfully crafted wheel, a wheelwright acquires 1 AP.

Training: None.

Guild: Wheelwrights' Guild. Each apprentice must serve 7 years. A masterpiece must be produced to become a journeyman.



Artwork Here

Whore

This female occupation specializes in charging fees from men and relieving them of their coital urges and needs. Whores¹ are also called: prostitutes, working girls, women common to all, lovely ladies, daughters of joy, harlots, meretrices, and street-walkers. All whores gain a bonus of 5 to Debauchery (see *Chap. 6: Sociality*). Daily wages for whores vary considerably. Most of the variance is accounted for by the whore's Bodily Attractiveness, Facial Charisma, and her skill at Massage, Seduction, and Sexual Adeptness. The majority of whores earn around 4 s.p. per day, though some earn considerably more.

Different types of whores exist, including: public, private, and freelance.

Public whores work for the municipal brothel, which is owned by the local government. Public whores are free to solicit in taverns and other public places, but they are obligated to bring their clients back to the brothel before performing lechery.

Private whores work for a privately-owned brothel, which is both owned and managed by its brotheler.

Freelance whores frequent inns, taverns, and markets. Competition is keen, and freelancing is dangerous. Two types of freelancing whores exist: street-walkers and vagabonds. Oftentimes, a street-walking whore works with one or more thugs, known as ruffians. Vagabond whores travel from town to town. A vagabond whore usually travels with a ruffian. The vagabond whore and the ruffian have an arrangement: she will earn money and he will guarantee her safety, and that her client will not get away without paying. Sometimes, the ruffian uses the street-walking or vagabond whore to attract clients, whom he batters and robs.

1. Information on whores has been obtained from Medieval Prostitution, by Jacques Rossiaud. For more information, see the References section at the end of this book.

Whenever a town or city has a fair, many females find it profitable to become freelance whores and sell their bodies. During a fair, freelance whoring is popular among slave girls, laundresses, tradeswomen, and many others.

An ordinance exists requiring whores to wear a visible sign, called an aiguillette. An aiguillette is a knotted cord that falls from the shoulder and is a color different than the whore's clothes.

Only 20% of whores are nobles. For the majority of human whores, whoring begins at age 17, though 30% of whores began before age 15. Half of whores were forced into the occupation, and half of those are victims of public rape. Roughly 25% of whores began by being prostituted by their families. Only 15% of whores begin the occupation by offering their bodies by their own choice. The average age is 17 for a human whore in a private brothel and 28 for whores in the municipal brothel.

When admitted to a brothel, a whore must swear an oath to the authorities. Whores must pay their weekly rent to their brotheler, and pay a few silver pieces to the militia for protection. Part of the rent due to the brotheler is applied to heating costs.

A whore usually pleases a client for a half-hour. This length of time assures the authorities that the contract between client and whore has been fulfilled. Some whores use candles to measure the time.

A whore may sing in the streets to attract clients. A whore is supposed to refuse married men, minors, and to share a client with another whore. However, a whore may pleasure several men at once, on the condition that they are unrelated.

Sometimes, a whore may accept food as payment. Whores may show their breasts in public to get more clients. The existence of pregnant whores in the brothel is normal.

When a human whore becomes 30 years in age, her age shows and she must make future plans. Some aging whores become managers at public baths. Others become vagabond whores or beggars. The majority of aging whores become married. Ex-whores can easily find a husband or employment as a slave.

Considered unclean, whores must not touch foodstuffs, or they must purchase them. On the bright side, whores have the least restrictions on their working week of a community's occupations. It is common knowledge that royal households keep a group of common whores. Povertous, married women often whore themselves with the consent of their husband. During times of poverty, it is possible to have four women for the price of an egg!

Ability Requirements: Bodily Attractiveness 90 and Facial Charisma 90.

Gender: Male whores are rare.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Slave, peasant, serf, or noble.

Religion: Any.

Skills: Acting (Drama) + 5, Contortion + 5, Hagglng + 5, Massage + 5, Seduction + 10, and Sexual Adeptness + 10.

Equipment: Aiguillette.

Magic Points: Not applicable.

Advancement Points: For each successfully assisted ejaculation or orgasm, a whore acquires a number of AP equal to the adjusted number of her Sexual Adeptness skill check (see *Chap. 8: Skills*).

Training: None.

Guild: None.

Artwork Here

Wine-Crier

Also called an ale-taster, a wine-crier is an inspector of the quality of saleable alcohol. Each morning the wine-crier must find a tavern that has not yet hired a wine-crier for the day; the tavernkeeper must accept the wine-crier. The wine-crier oversees the drawing of the alcohol, or draws it themselves, and tastes it. Before leaving, the wine-crier may ask those in the tavern how much the tavernkeeper charged, in order to check on the prices. Customers are served directly from the barrel; glass bottles are almost nonexistent. Daily wages are typically 6 s.p.

Ability Requirements: Intelligence 80.

Gender: Either.

Race: Any but ogre.

Disposition: Any.

Temperament: Any.

Sociality: Serf.

Religion: Any.

Skills: Taste + 10.

Equipment: None.

Magic Points: Not applicable.

Advancement Points: For each instance of alcohol found in which the alcohol is diluted with water, a wine-crier acquires 100 AP. For each instance of a tavernkeeper selling alcohol for a higher price than mandated by guild statutes, a wine-crier acquires 100 AP.

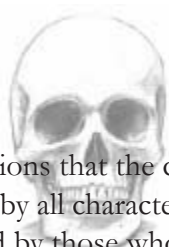
Training: None.

Guild: Brewers' Guild or Vintners' Guild.

Each apprentice must serve 4 years.

Artwork Here

Chapter 8: Skills



Different from abilities, skills are options that the character may select, acquire, and increase during the game. Many skills may be attempted by all characters, regardless of their abilities and occupation. Other skills, however, may only be attempted by those who have trained in them, have a sufficient ability score, or belong to a particular occupation.

For instance, the sub-ability of Language indicates how many languages it is possible for a character to learn, limited only by Intelligence. Though the character in question may be highly intelligent and able to learn many languages, they may have never had the opportunity or the desire to fully explore this intellectual resource, so they only know one language, though they could learn more in the future.

Most skills may be attempted by all characters, though some have prerequisites. For example, any character is capable of attempting to seduce someone, even if they are not a whore by occupation and their sub-ability scores are low in Bodily Attractiveness, as well as Facial, Vocal, Kinetic, or Rhetorical Charisma. Granted, chances may be slim if these sub-abilities are low, but any character may always at least *attempt* Seduction. A prerequisite may exist, which may be either a minimum ability or sub-ability score, or it may be another skill altogether that must be known prior to learning the skill currently desired.

Many skills have a Learning Curve (LC), which is a modifier to skill checks when skills must be learned in order to be performed without penalty. This number is subtracted from skill checks while the skill is being learned. This number, however, is not always a constant, but often varies according to each skill. However, all skills in which characters invest the maximum of five Skill Points (see below) upon creating the character may ignore LC's. For example, if a character has high Strength and Spatial sub-abilities, they are likely to be talented at the Blacksmithing skill. However, if the player did not invest five Skill Points in Blacksmithing when the character was created, then whenever they first attempt Blacksmithing, there will be a Learning Curve, and the skill description must be observed to understand how it applies to Blacksmithing.

Some skills utilize more than one ability or sub-ability. In these cases, average them and drop the remainder. For example, the Blindfighting skill utilizes Intuition, Agility, and Reaction Speed. If a character has sub-ability scores of 102 for Intuition, 92 for Agility, and 116 for Reaction Speed, observe that the Skill Modifiers are respectively 0, -9, and +15, which produces an average of +2 $[(-9 + 0 + 15)/3]$. Therefore, when this particular character uses a base Blindfighting skill, a bonus of 2 applies to the skill check.

In addition to these bases, however, each character starts with a number of Skill Points depending on race. These racial Skill Points are invested into the appropriate skills under *Points Invested* on the character sheet (see *App. 1: Character Sheets*). Again, if 5 points are allotted to a skill when the character is created, then no Learning Curve applies to that skill. So, to continue with the example above, if the character is human, they add 5 points to their formerly adjusted base of +2, now having an adjustment of +7 whenever using the Blindfighting skill.

Skill Points		
Race	Starting Points	Points per Level
Anakim	1d100 + 75	1d100 + 75
Bugbear	1d100 + 50	1d100 + 50
Dwarf	1d100 + 75	1d100 + 75
Elf	1d100 + 100	1d100 + 100
Human	1d100 + 50	1d100 + 50
Kobold	1d100 + 25	1d100 + 25
Ogre	1d100	1d100
Troll	1d100 + 75	1d100 + 75

At the time of character creation, additional points may be distributed to skills depending on occupation (see *Chap. 7: Occupations*) and race (see *Chap. 2: Gender and Race*). Additionally, after Skill Points are determined from the table above, a character may invest a maximum of 5 points in each skill for their first occupational level regarding their first occupation.

To record skills correctly on the character sheet, add and subtract the *Skill Modifier*, *Points Invested*, and *Learning Curve*, if applicable (see *App. 1: Character Sheets*). Enter the sum in the box for *Total Modifier*.

Whenever a skill check is necessary, the player rolls percentile dice, modifies the result according to the number in *Total Modifier*, and announces the adjusted result. The MM will compare this result to a TH (Threshold), which only the MM knows. If the player's result equals or exceeds the TH, then the character has passed. Otherwise, the player has failed the skill check.

Each time a character advances in occupational level, points are gained and may be distributed only to skills used previously or skills in which the character negotiates training fees. From the points gained by advancing in level, characters may invest a maximum of 1d10 points in each skill, which must be rolled for each skill. This way, skills grow both at different rates for different characters.

The next few pages present an overview of the skills. The following tables list each skill, any abilities or sub-abilities that are relevant to the skill, a Learning Curve, and any prerequisites for the skill.

Following the overview, each skill is described in detail:

SKILLS			
Skill	(Sub-)Ability(ies)	LC	Prerequisite
Acting, Drama	Intelligence, Charisma	-	-
Agriculture	Common Sense	-	-
Aim	Hand-Eye Coordination, Vision	20	-
Ambidexterity	Hand-Eye Coordination	-	Hand-Eye score of 145
Anatomy	Intelligence	-	-
Animal Conditioning	Drive, Intuition	-	Animal Handling + 10
Appraise	Analytic	-	-
Architecture	Math, Spatial	80	-
Armor, General Type	-	-	-
Armor, Specific	-	-	-
Armorsmithing	Spatial	50	Blacksmithing +30
Balance	Agility	-	-
Basketweaving	Common Sense, Hand-Eye	-	-
Blacksmithing	Strength, Spatial	-	-
Blindfighting	Intuition, Agility, Reaction Speed	-	-
Bookbinding	Common Sense	-	-
Bowyer	Spatial	-	-
Brass-smithing	Strength, Spatial	-	-
Brawling	Strength, Agility	-	-
Brewing	Common Sense	-	-
Brickmaking	Common Sense	-	-
Candlemaking	Common Sense	-	-
Carpentry	Spatial	-	-
Cartography	Spatial	-	-
Catching	Hand-Eye Coordination	-	-
Charioteering	Dexterity	-	Riding +15
Chemistry	Math, Analytic, and Intuition	-	see skill description
Cleaning	Common Sense	-	-
Climb	Phys. Fitness, Strength, Agility	-	-
Clockmaking	Spatial	-	-
Cobbling	Common Sense	-	-
Comedy, Buffoonery	Charisma	-	-
Comedy, Physical	Charisma, Agility	-	-
Comedy, Pun	Charisma	-	-
Constellations	Reflection, Spatial, Vision	-	-
Contortion	Physical Fitness, Agility	-	-
Cooking	Common Sense	-	-
Coppersmithing	Strength, Spatial	-	-
Cosmos, General Planes	Intelligence	-	-
Cosmos, Specific Plane	Intelligence	-	-
Dance	Kinetic Charisma, Agility	-	-
Delousing	Hand-Eye Coordination	-	-
Diagnosing	Intelligence, Wisdom	-	-
Direction Sense	Intuition	-	-
Disarm	Hand-Eye Coordination, Agility	-	-
Disguise	Charisma, Common Sense	-	-
Dismemberment	Strength, Agility	-	-
Divination, Alectromancy	Intuition	-	-
Divination, Anthropomancy	Intuition	-	-
Divination, Aspidomancy	Intuition	-	-
Divination, Astrology	Intuition	-	-
Divination, Austromancy	Intuition	-	-
Divination, Axinomancy	Intuition	-	-
Divination, Belomancy	Intuition	-	-

SKILLS (continued)			
Skill	(Sub-)Ability(ies)	LC	Prerequisite
Divination, Ceraunoscopy	Intuition	-	-
Divination, Chiromancy	Intuition	-	-
Divination, Cleromancy	Intuition	-	-
Divination, Crystalomancy	Intuition	-	-
Divination, Dririmancy	Intuition	-	-
Divination, Gastromancy	Intuition	-	-
Divination, Gyromancy	Intuition	-	-
Divination, Hydromancy	Intuition	-	-
Divination, Libanomancy	Intuition	-	-
Divination, Lithomancy	Intuition	-	-
Divination, Lunomancy	Intuition	-	-
Divination, Necromancy	Intuition	-	-
Divination, Numerology	Intuition	-	-
Divination, Omphalomancy	Intuition	-	-
Divination, Oneiromancy	Intuition	-	-
Divination, Onomancy	Intuition	-	-
Divination, Oomancy	Intuition	-	-
Divination, Ornithomancy	Intuition	-	-
Divination, Pyromancy	Intuition	-	-
Divination, Scatomancy	Intuition	-	-
Divination, Sortilege	Intuition	-	-
Divination, Stichomancy	Intuition	-	-
Divination, Urimancy	Intuition	-	-
Divination, Xenomancy	Intuition	-	-
Dying	Hand-Eye Coordination	-	-
Enameling	Hand-Eye Coordination	-	-
Engraving	Hand-Eye Coordination	-	-
Etiquette	Intuition, Common Sense, Reflection	-	-
Fishing	Common Sense	-	Nature, Fish +2
Fletching	Spatial	-	-
Foresting	Common Sense	-	-
Forgery	Hand-Eye Coordination, Language	-	-
Gambling	Math, Common Sense	-	-
Gemcutting	Spatial	30	-
Genealogy	Common Sense	-	-
Girdlemaking	Common Sense	-	-
Glassblowing	Spatial	30	-
Glovmaking	Spatial	-	-
Goldsmithing	Spatial	-	-
Grooming	Common Sense	-	-
Haggling	Rhetorical Charisma, Intuition	-	-
Hatmaking	Common Sense	-	-
Heraldry	Common Sense	-	-
Herbalism	Intelligence	-	Nature, Plants +5
Hewing	Strength	-	-
Hide	Agility, Common Sense	-	-
History, Cultural	Intelligence	-	-
History, Legendary	Intelligence	-	-
History, Local	Intelligence	-	-
History, Military	Intelligence	-	-
Hunting	Hand-Eye Coordination, Vision	-	Silence +2
Hurl	Strength, Agility, Vision	-	-
Impaling	Strength, Agility	-	-
Inkmaking	Common Sense	-	-

SKILLS (continued)			
Skill	(Sub-)Ability(ies)	LC	Prerequisite
Intimidation	Physique, Charisma	-	-
Juggling	Hand-Eye Coordination, Agility	20	-
Jump	Physical Fitness	-	-
Language, Read/Write	Language	90	-
Language, Speak	Language	80	-
Law	Intelligence	-	-
Locksmithing	Spatial	-	-
Lock-picking	Hand-Eye Coordination	-	-
Logic	Analytic	-	-
Mangling	Strength, Agility	-	-
Massage	Kinetic Charisma, Hand-Eye Coord.	-	-
Math, Algebra	Math	-	Math, Fundamental +20
Math, Fundamental	Math	-	-
Math, Geometry	Math	-	Math, Fundamental +30
Milking	Hand-Eye Coord., Common Sense	-	-
Milling	Common Sense	-	-
Mining	Common Sense	-	-
Minting	Common Sense	-	-
Mountaineering	Physical Fitness, Strength, Agility	-	Climb +20
Mounted Archery	Hand-Eye Coordination, Agility	-	Riding +20
Music, Counterpoint	Math, Analytic	-	Music, Theory +20
Music, Theory	Math	-	-
Musical Instrument	Hand-Eye Coordination, Spatial	80	-
Nature, Animals	Intelligence	-	-
Nature, Beasts	Intelligence	-	-
Nature, Birds	Intelligence	-	-
Nature, Fish	Intelligence	-	-
Nature, Geography	Intelligence	-	-
Nature, Humanoids	Intelligence	-	-
Nature, Minerals	Intelligence	-	-
Nature, Mycology	Intelligence	-	-
Nature, Plants	Intelligence	-	-
Nature, Trees	Intelligence	-	-
Painting	Hand-Eye Coordination, Spatial	30	-
Papermaking	Spatial	-	-
Parry	Hand-Eye Coordination, Agility	20	-
Perfumemaking	Common Sense	-	-
Persuasion	Charisma	-	-
Pewtersmithing	Common Sense	-	-
Philosophy	Intelligence	-	Logic +2
Pick Pocket	Hand-Eye Coordination	-	-
Pottery	Common Sense	-	-
Pursemaking	Common Sense	-	-
Read Lips	Intuition	-	-
Religion, Cultural	Intelligence	-	-
Religion, Specific	Intelligence	-	-
Remember Detail	Reflection	-	-
Research, Library	Intelligence	-	-
Riding	Agility	-	-
Ritual, Complex	Hand-Eye Coordination, Intelligence	-	-
Ropemaking	Common Sense	-	-
Rope Use	Hand-Eye Coordination	-	-
Saddlemaking	Common Sense	-	-
Sailing	Intelligence, Vision	20	-

SKILLS (continued)			
Skill	(Sub-)Ability(ies)	LC	Prerequisite
Sailmaking	Spatial	-	-
Sculpture	Hand-Eye Coordination, Intuition	30	-
Search	Intuition, Common Sense	-	-
Seduction	Bodily Attractiveness, Charisma	-	-
Sexual Adeptness	Bodily Attract., Facial, Kinetic	-	-
Sheathmaking	Common Sense	-	-
Shipwright	Spatial	30	-
Sight	Vision	-	-
Silence	Agility, Common Sense	-	-
Silversmithing	Strength, Spatial	-	-
Skinning	Common Sense	-	-
Soapmaking	Common Sense	-	-
Sound	Health	-	-
Spellcasting, Combat	Drive	-	-
Spellcasting, Familiarity	Intelligence	-	-
Spellcasting, Specific	-	-	-
Spitting	Enunciation	-	-
Sprint	Physical Fitness	-	-
Stonemasonry	Strength, Spatial	-	-
Storytelling	Charisma	-	-
Surgery	Hand-Eye Coordination, Intelligence	-	-
Swim	Physical Fitness, Strength	-	-
Symbology	Intelligence	-	-
Tailoring	Hand-Eye Coordination, Spatial	-	-
Tanning	Common Sense	20	-
Taste	Intuition	-	-
Teaching	Intelligence, Intuition, Comn. Sense	-	-
Thatching	Common Sense	-	-
Tilemaking	Common Sense	-	-
Tinkering	Common Sense	-	-
Touch	Intuition	-	-
Toxicology	Intelligence	-	Nature, Plants +5
Tracking	Intelligence	-	Wilderness Lore +4
Transcribing	Language	-	-
Trapping	Common Sense	-	Nature, Animals +2
Trickery	Charisma	-	-
Tumble	Agility	-	-
Urinating	Health, Hand-Eye Coordination	-	-
Ventriloquism	Intelligence, Enunciation	-	-
Wainwrighting	Common Sense	-	-
Weapon, General Type	Strength, Agility	30	-
Weapon, Specific	Strength, Agility	20	-
Weapon Trick	Hand-Eye Coordination	-	-
Weaponsmithing	Spatial	40	Blacksmithing +15
Weapon Mastery	Strength	-	Skill w/weapon
Weather Prediction	Common Sense, Reflection	-	-
Weaving	Common Sense	Y	-
Wheelwrighting	Spatial	-	-
Wilderness Lore	Intelligence	-	-
Wrestling	Strength, Agility	-	-

Each of the skills listed in the table above are detailed below alphabetically.

Acting, Drama

For convincing others of the sincerity of your actions, this skill is not to be confused with Trickery or Disguise. If your character needs to convincingly portray an emotional state, personality characteristics, lie, imitate another's mannerisms, or similarly act inconsistently with their true nature or state, then a skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers for the abilities of Intelligence and Charisma. One successful check convinces one character for one hour. While only the MM will know the TH for the given situation, following are some factors and guidelines:

Factors of Dramatic Acting

- Emotional state
- Temperament characteristics
- Imitate another's mannerisms or gestures
- Imitate another's speech (tone, pitch, inflection, accent, etc.)



<u>TH</u>	<u>Example</u>
30	Successful portrayal of one factor
60	Successful portrayal of two factors
80	Successful portrayal of three factors
95	Successful portrayal of four factors

Agriculture

This skill is concerned with agricultural basics, such as planting, plowing, harvesting, irrigation, knowledge of pastures and livestock, and farming in general.

Check: Roll percentile dice and apply the modifier for the sub-ability of Common Sense. Following are some guidelines for TH:

<u>TH</u>	<u>Example</u>
5	Successfully plants and grows weeds in fertile soil
10	Successfully farms most crops in rich soil
25	Successfully farms most crops in moderate soil
40	Successfully shepherds most flocks (TH 30 if assisted by canine)
70	Successfully farms most crops in poor soil
99	Successfully farms crops that need moisture in extremely dry soil

Chapter 8:
Skills

Artwork Here

Aim

This skill applies individually to different projectile missile weapons. Note that this skill is distinct from the Hurling skill; Aim is only concerned with projectile weapons such as bows, crossbows, slings, or any weapon that projects the missile for the wielder. For each missile weapon in which 5 points have been invested, a weapon may be used in combat without penalty.

LC: Every distanced combat in which this missile weapon is used, though no more than one combat per day, lessens the LC by 5.

Check: The character or creature must roll percentile dice and apply the average of the modifiers from their Hand-Eye Coordination sub-ability and Vision. A skill check with a missile weapon generally means that it is being projected at an opponent. For those who have never before used this missile weapon in combat or trained with it, there is a penalty of -20 on the skill check. The TH is the opponent's CA (Current Armor), though each weapon has modifiers to hit certain types of armors and must be included in the roll. Further, every 2 Skill Points invested or accumulated with a missile weapon beyond the first 5 will improve the skill check by 1.



Ambidexterity

This rare skill must be purchased initially upon character creation, or it may never be acquired in the future. To possess the skill of Ambidexterity means that the character is not left-handed or right-handed, but able to use both hands equally. Most often, this skill is applied to weapons, so that a weapon may be swung in both hands and the number of melee attacks is effectively doubled. Obviously, this may only be done with weapons that do not require the use of two hands, and the wielder of two weapons may not use a shield or even a buckler.

Check: While five Skill Points must be invested in the beginning to be able to have and use this skill, there is no skill check.

Anatomy

The study of the structure and innards of humanoids and other creatures may yield interesting information. To test one's knowledge of Anatomy, a skill check must be made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. The result indicates the accuracy of the information concerning the portion of the body. Consult the table below:

<u>TH</u>	<u>Example</u>
5	The character can identify dismembered limbs and major body parts.
25	The character can identify bones
50	The character correctly identifies large internal organs, but misunderstands the function of the organ.
70	The character correctly identifies large internal organs, such as intestines, the heart, etc., but does not know their functions.
80	The character correctly identifies large internal organs, such as intestines, the heart, etc., as well as their functions
90	The character correctly identifies small internal organs, but misunderstands the function of the organ.
95	The character correctly identifies small internal organs, but does not know the function of the small internal organ.
99	The character correctly identifies small internal organs such as a spleen, as well as its function.

Animal Conditioning

Each attempt at teaching an animal a trick or command requires an Animal Conditioning skill check. Before an animal may be taught a trick, an Animal Handling Skill Check (which is also a pre-requisite) must be made.

Check: Roll percentile dice and apply the average of the Skill Modifiers for the sub-abilities of Drive and Intuition. Consult the tables below:

<u>TH</u>	<u>Successful provided Animal has:</u>
5	115 Intelligence
25	70 Intelligence
50	30 Intelligence
75	25 Intelligence
90	20 Intelligence
99	10 Intelligence

The check is made only once and is either successful or unsuccessful. If unsuccessful, for some reason that particular animal cannot learn it from that particular trainer, though someone else may try.

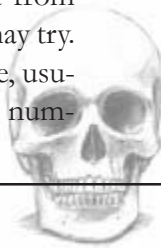
All conditioning attempts require time, usually an hour a day consistently, and require a number of days equal to $[(100 - \text{Intelligence})/5]$.

Animal Handling

Sometimes it is necessary or helpful to tame or subdue an animal, especially wildlife. An Animal Handling skill check indicates the success or failure in subduing an animal.

Check: Roll percentile dice and apply the modifier from the sub-ability Intuition. Consult the table below:

<u>TH</u>	<u>Example</u>
50	Subdues an enraged domesticated cat
60	Subdues an enraged domesticated dog
70	Subdues an enraged domesticated horse
80	Subdues a wild and enraged dog
90	Subdues a wild and enraged horse
95	Subdues a wild and enraged wolf
99	Subdues an enraged raccoon



Artwork Here

Appraise

The skill to Appraise a precious stone, usually a gem or jewel, is valued in nearly every humanoid community. To estimate the value of a precious stone, a skill check must be passed.

Check: Roll percentile dice and apply the modifier from the sub-ability of Analytic Intelligence. The result is the percent of accuracy of the appraisal. Kobolds, trolls, and other creatures familiar with precious stones receive a bonus of + 20. If the appraisal of precious stones is the character's main livelihood, then they receive a + 30 to the roll. The MM should consult the table below and determine the appraised value:

<u>Roll</u>	<u>Result</u>
01-05	Subtract 95% from the actual value
06-10	Add 90% to the actual value
11-15	Subtract 85% from the actual value
16-20	Add 80% to the actual value
21-25	Subtract 75% from the actual value
26-30	Add 70% to the actual value
31-35	Subtract 65% from the actual value
36-40	Add 60% to the actual value
41-45	Subtract 55% from the actual value
46-50	Add 50% to the actual value
51-55	Subtract 45% from the actual value
56-60	Add 40% to the actual value
61-65	Subtract 35% from the actual value
66-70	Add 30% to the actual value
71-75	Subtract 25% from the actual value
76-80	Add 20% to the actual value
81-85	Subtract 15% from the actual value
86-90	Add 10% to the actual value
91-95	Subtract 5% from the actual value
96-100	Report the actual value



Architecture

Concerning the soundness and design of large objects, Architecture as a skill entails buildings, bridges, castles, and even siege engines.

LC: The LC lessens by 5 per month devoted to full-time study.

Check: Roll percentile dice and apply the average of the modifiers for the Math and Spatial Intelligence sub-abilities. A check may be made for two reasons, either to assess the stability of current Architecture or to design stable Architecture. Either way, the difficulty is identical. Below is a guideline for TH:

<u>TH</u>	<u>Example</u>
40	Minor Bridge (<50')
45	Cottage
50	Siege Engines
60	Medium Bridge (50' - 99')
70	Temple
80	Keep
90	Major Bridge (100' +)
100	Castle

Armor, General Type

It is possible to be skilled in general types of armor, maximizing the effectiveness of the armor when it is worn. Three types exist: light, medium, and heavy. A character may become skilled in each of these three types. Light armor includes a gambeson, studded leather, and leather. Medium armors include brigandine, scalemail, chainmaille, and banded maille. Heavy armors are the various forms of platemail. Unlike other skills, this skill may not be increased continually with Skill Points and there is no skill check. Instead, once 5 Skill Points have been invested in this skill, it increases Current Armor by 1 whenever such armor is worn.

Armor, Specific

Not including shields and helms, a character may become skilled in each type of bodily armor available, provided they train with it (invest Skill Points). When points are initially invested in this skill, the specific type of armor must be stated and noted. For each 5 Skill Points invested, the Current Armor increases by 2 whenever the specified armor is worn, and the specified armor may be donned in 1 second less than rolled. There is no skill check for this skill, and armor may never be donned in less than 1 second.

Armorsmithing

Crafting armor is not an easy task. As a matter of fact, an armorsmith must be an accomplished blacksmith. Before any armor may be crafted, the character must have access to the necessary tools, including a forge. When armor must be closely fitted to a character, the requisite skill of the armorsmith must increase considerably.

LC: For each weapon that the character has never before crafted, the LC is 50. Each time a weapon is made successfully, the LC improves by 5.

Check: Roll percentile dice and apply the modifier from the Spatial Intelligence sub-ability. Each armor crafted requires a skill check. The TH affects Base Craft Time (BCT). Any engraving or other conditions will likely increase the TH. Consult the table below:

TH	BCT	Quality
5	+3d100%	- 5d20% price
7	+ 2d100%	- 4d20% price
10	+ 1d100%	- 3d20% price
12	+ 4d20%	- 2d20% price
15	+ 2d20%	- 1d20% price
30	+ 1d20%	- 1d12% price
40	+ 1d10%	- 1d10% price
50	-	-
60	- 1d10%	+ 1d10% price
90	- 1d20%	+ 1d20% price
99	- 2d20%	+ 1d100% price

Note that metal armor is functional in 50% of BCT, though still black and hammer stricken.

Balance

Balance is stability based upon an even distribution of weight. Whenever Balance is debatable, a Balance skill check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Agility. Intoxication and other unhealthy states may negatively affect a character's Balance. Consult the table below:

TH	Example
5	From lying down, the character is unable to Balance themselves and sit up
10	Character is able to stand upright on solid ground with good footing
25	Character is able to stand upright on a support that is 4" wide
50	Character is able to stand upright on a support that is 3" wide
75	Character is able to stand upright on a support that is 2" wide
90	Character is able to stand upright on a support that is 1" wide
99	Character is able to stand upright on nothing more than a suspended rope

Basketweaving

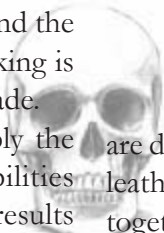
Basketweaving is the craft of making baskets, bags, mats, rugs, and other items through weaving. Necessary equipment is a knife, scissors, a fine needle, and fine tongs. A Basketweaving skill check is necessary whenever these products are made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities Hand-Eye Coordination and Common Sense. Higher results correspond with higher quality weaving. The MM will determine the TH of each circumstance.

Blacksmithing

A blacksmith is one who forges and shapes metal with an anvil and a hammer. Metals are heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Copper and tin are often combined in metalwork to form an alloy known as bronze. Similarly, lead and tin are combined to produce pewter, just as gold and silver are combined to produce electrum, and copper and zinc produce brass. Steel may be one of the most prominent alloys for most blacksmiths; it is an alloy of iron and carbon. Steel is made by heating wrought iron and charcoal in clay boxes for a period of several days so that the iron absorbs enough carbon to truly become steel. Sages believe iron is a derivative of quicksilver (mercury) and brimstone (sulfur). Broken or obsolete metal objects can be melted down and the substance reused. Whenever such metalworking is done, a Blacksmithing skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality metalwork. The MM will determine the TH for each application.



Blindfighting

Skill in fighting an unseen opponent is never easy. Anytime a character must fight blindly, a Blindfighting skill check is made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities Agility, Reaction Speed, and Intuition. This skill must be checked each round it applies. Consult the table below to determine what happens to the character's Current Armor and their Attack Adjustments for applicable skills [such as Aim, Brawling, Hurl, Weapon (Specific), Wrestling, etc.]:

<u>TH</u>	<u>Current Armor</u>	<u>Attack Adjustment</u>
5	Reduced to 10%	Impaired by - 90
25	Reduced to 25%	Impaired by - 60
50	Reduced to 50%	Impaired by - 30
75	Reduced to 75%	Impaired by - 15
90	Reduced to 90%	Impaired by - 5
95	Unaffected	Unaffected

Bookbinding

Books, being costly and rare to begin with, are designed as follows. Strips of oak are covered in leather, often reinforced with metal and fastened together by clasps. Sometimes the leather is decorated with panels of gold, silver, or ivory, and often set with gems or enamel. The sheets of paper are each finely sewn together and glued to a backing of leather. Each time a book is bound, a Bookbinding skill check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Common Sense. Higher results correspond with higher quality Bookbinding. Low quality bookbinding is subject to fall apart with little wear.

Artwork Here

Bowyer

Crafting archery bows is a skill that must be checked with the making of every bow. The preferred wood for bows is yew.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with bows of better quality. Consult the table below:

<u>TH</u>	<u>Result</u>
5	These bows are unusable
10	These bows incur a penalty of - 20 to Aim when used; they should be discarded
20	These bows incur a penalty of - 10 to Aim when used; they should be discarded
99	These bows incur a bonus of + 5 to Aim when used due to fine craftsmanship

Brass-smithing

A brass-smith is one who forges and shapes brass with an anvil and a hammer. Brass is heated in a forge and then hammered into the shape desired. The forge consists of an open hearth made of fire-brick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Brass is an alloy of copper and zinc. Broken or obsolete brass objects can be melted down and the substance reused. Whenever such metalworking is done, a Brass-smithing skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality brasswork. The MM will determine the TH for each application.



Artwork Here

Brawling

A successful Brawling attack damages a susceptible opponent. Brawling attacks include slaps, punches, kicks, elbows, and knees. Anything else (such as including chairs, pots or pans, etc.) constitutes the use of a Weapon skill. The number of Brawling attacks per round are determined by consulting the Agility sub-ability table in *Chapter 1: Abilities*. For each 10 skill points invested in Brawling or bonus skill points from race or occupation, an extra attack per round is gained.

Check: Roll percentile dice and apply the average of the modifiers for the sub-abilities of Strength and Agility. If the result of this modified roll exceeds the Current Armor of the target creature, then they have been successfully struck. If the target creature or object has been successfully struck, then roll percentile dice again, apply the skill modifier from the Agility sub-ability, and consult the following table to determine the damage. If Crucial Damage occurs (see *Chap. 10: Combat*), then consult the following table to determine the action, double the damage determined, and consult the most appropriate location under Crucial Damage for special effects.

Outcome of Brawling Attack and Damage					
Roll	Action	Damage	Roll	Action	Damage
<02	Open hand to cheek	1*	48	Foot to stomach	2d6
02	Backhand to cheek	1-2*	49	Foot to sternum	2d6
03	Fist to back	1d4	50-59	Fist to temple	1d12
04	Open hands to ears	1d4	60-65	Knee to stomach	2d8
05-10	Fist to stomach	1d4	66	Knee to sternum	2d8
11-13	Elbow to back	1d6	67-69	Foot to knee	2d8
14-20	Fist to mouth	1d6	70-74	Fist to groin	2d8
21-30	Fist to eye	1d8	75-79	Elbow to nose	2d8
31-32	Elbow to teeth	2d4	80-81	Elbow to throat	3d6
33-42	Fist to nose	1d10	82-84	Foot to groin	3d6
43	Fist to throat	1d12	85-93	Knee to groin	3d6
44	Foot to chin	2d6	94-96	Elbow to temple	3d6
45-46	Foot to instep	2d6	97-99	Knee to face	3d6
47	Foot to mouth	2d6	>99	Knee to a braced face	3d8

* Subdual damage only, it heals by itself in 1d10 minutes.

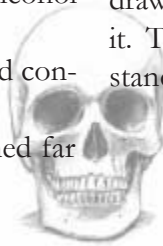


Brewing

Alcohol is created by fermenting natural substances such as wheat, barley, grapes, or honey. Whenever alcohol is to be brewed, a Brewing skill check must be made.

Check: Roll percentile dice and apply the modifier from the sub-ability Common Sense. Higher results correspond with alcohol of better quality. Mead is made from fermented honey, and requires one year to ferment properly. Consult the table below regarding quality:

<u>TH</u>	<u>Result</u>
5	If possible, a disease or food poisoning will occur if large amounts are ingested.
25	It tastes terrible and smells, but the alcohol will take effect normally.
50	It tastes satisfactory and the alcohol will take effect normally.
75	It tastes pleasant and the alcohol will take effect normally.
90	The brewer receives repeated congratulations on fine brew.
99	The brewer becomes renowned far and wide for this fine brew.



Candlemaking

The hardening of wax with an interior wick is Candlemaking. Whenever a candle is made, a Candlemaking skill check is made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with better quality candlemaking.

Carpentry

The reshaping or refining of wood is a valued skill these days. Whenever wood is worked, a Carpentry skill check is made.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with better quality woodworking. The MM will determine the TH for each circumstance.

Cartography

This skill relates to the ability to draw accurate maps of quality, as well as decipher or follow them. Whenever maps come into play, a Cartography skill check is made.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with better skill in Cartography. Note that literacy is not a requirement when relating a map to its surroundings, but literacy is required to draw a map, and certainly if there is any writing upon it. The MM will determine the TH for each circumstance.

Catching

The act of seizing an object in motion defines the Catching skill. Most often, this skill is used when an object is hurled toward the character without the intent to injure. Whenever a character attempts to catch an object, a Catching skill check is made.

Check: Roll percentile dice and apply the modifier from Hand-Eye Coordination. Higher results correspond with better catching. The MM will determine the TH for each circumstance. Modifiers may include the size of the object, the speed at which it travels, whether or not the object is dangerous (such as a dagger), and whether or not the character may use both hands. Examples follow:

<u>TH</u>	<u>Example</u>
50	Flask
99	Dagger (without being injured)

Charioteering

The act of driving a chariot, usually in battle, is the skill of Charioteering. Whenever a chariot is driven under stressful conditions and the horses may be difficult to control, a Charioteering skill check must be made.

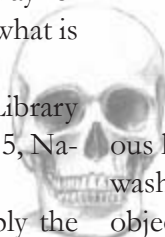
Check: Roll percentile dice and apply the modifier from Dexterity. Higher results correspond to higher quality chariot driving. The MM will determine the TH of each circumstance.

Chemistry

All matter is comprised of a particular combination of at least some of the following five elements: air, earth, fire, water, and ether. Chemistry is the science of systematically experimenting with combinations. Through combining substances, new substances may be made, such as acids, bases, gas, metals, and new toxins (poisons). However, Chemistry may also be dangerous and explosions may result depending on the whim of the MM and what is being created.

Prerequisites for Chemistry include: Library Research + 10, Herbalism + 5, Toxicology + 5, Nature (Plants) + 5, Nature (Minerals) + 5.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Intuition, Math, and Analytic Intelligence. The higher the roll, the more likely is success. If the result is 03 or less, than an injury determined by the MM occurs to the chemist.



Cheesemaking

Cheesemaking is the process of producing cheese. Whenever a character attempts to make cheese, a Cheesemaking skill check is required.

Cheese is made from milk, though the milk of different domesticated herbivores may be used to make different kinds of cheese. Milk must be coagulated or curdled, so that it forms curds, which are milky white lumps, and whey, a thin liquid. If left alone, milk curdles naturally; it sours and forms into an acid curd. Some cheeses are made from the curds, the others from whey. Next, cheeses undergo a ripening process, which varies between two weeks and seven years. Finally, it is common to add spices. The rinds are treated during the ripening process, sometimes with wax to preserve them. Oftentimes, the rinds are salted.

Check: Roll percentile dice and apply the modifier from the sub-ability of Common Sense. Higher results correspond with higher quality cheese.

Cleaning

The cleaning of objects may involve numerous little tasks, such as dusting, arranging furniture, washing floors, etc. Whenever an area or inanimate object must be cleaned, a Cleaning skill check must be made.

Check: Roll percentile dice and apply the modifier from Common Sense. Higher results correspond to higher quality Cleaning. The MM will determine the TH of each circumstance.

Artwork Here

Climb

Climbing is the action of attempting to physically raise oneself regarding elevation. Whenever a character attempts to Climb, a Climb skill check is made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Physical Fitness, Strength, and Agility. Higher results correspond with better success at climbing. Characters that are fully encumbered are unable to Climb.

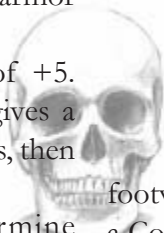
Next, the ease of the surface to Climb must be considered. If the surface permits sufficient footholds and handholds, then no penalty applies. If the surface resembles the difficulty of climbing a tree with thick bark, then the character incurs a penalty of - 25. If the surface is basically smooth, the character incurs a penalty of - 75. If the surface is smooth and oily, the character incurs a - 95 penalty.

Light armor incurs a - 5 penalty, while medium armor incurs a - 15 penalty, and heavy armor incurs a - 30 penalty.

Climbing up a rope yields a bonus of +5. Climbing up a rope while wearing gloves gives a bonus of + 15. If the rope has periodic knots, then a + 2 bonus is incurred.

Consult the table below to determine whether or not the character may Climb as well as their rate, and the likelihood of them falling per minute. Note that their chance of falling may be eliminated if they are assisted.

TH	Fastest Speed Possible	Falling Chance/Minute
<25	Unable to Climb	-
25	1% of Sprint speed	32%
50	5% of Sprint speed	16%
75	10% of Sprint speed	8%
90	15% of Sprint speed	4%
95	20% of Sprint speed	2%
99	25% of Sprint speed	1%



Clockmaking

A clock is a device that tells time. Whenever a clock is crafted, a Clockmaking skill check is made. For more information on the types of clocks available, consult *Chapter 9: Equipment*.

Check: Roll percentile dice and apply the modifier from the Spatial sub-ability. Higher results correspond with better quality clocks. On the table below, *Duration* represents the length of time until the clock breaks down, and *Inaccuracy* represents the amount of time that the clock will be off after a twenty-four hour period. Consult the table below to determine the qualities of the clock:

TH	Duration	Inaccuracy
5	1d4 days	3d8 hours
25	1d4 weeks	2d4 hours
50	2d6 months	1d100 minutes
75	1d4 years	1d10 minutes
90	1d10 years	1d4 minutes
99	2d20 years	1d4 seconds

Cobbling

A cobbler is a maker of shoes and other footwear. Whenever crafting footwear is attempted, a Cobbling skill check is made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with better quality footwear. On the table below, the column *Duration* assumes that the footwear is worn daily and subjected to normal wear and tear for the duration listed. Consult the table below to see how long the footwear will last before being inoperable:

TH	Duration
5	1 day
25	1 month
50	6 months
75	1 year
90	5 years
99	10 years

Comedy, Buffoonery

Buffoonery is coarse, loutish behavior. This type of comedy is often offensive to others, but many find it extremely amusing as well. Whenever buffoonery is attempted, a Buffoonery Comedy skill check is made.

Check: Roll percentile dice and apply the modifier from the Charisma ability.

<u>TH</u>	<u>Example</u>
25	Anger is evoked
30	No apparent effect
40	A chuckle occurs, light amusement
50	The pun went over well, merriment and laughter ensue
80	The pun makes you the life of the party, so to speak
99	Whoever hears the pun wants to be your friend or experiences a great increase in attraction to you



Comedy, Physical

Physical Comedy consists of humorous actions. Whenever actions are performed and they are intended to be humorous, a Physical Comedy skill check is made. Unintended humorous actions are not a result of skill, but luck or happenstance.

Check: Roll percentile dice and apply the average of the modifiers from the Charisma ability and the Agility sub-ability.

<u>TH</u>	<u>Example</u>
5	The performer injures themselves and others nearby. The MM determines what is appropriate
10	The performer injures others nearby. The MM determines what is appropriate
15	The performer injures themselves. The MM determines what is appropriate
25	No apparent effect
50	A chuckle occurs, light amusement
75	The Physical Comedy went over well, merriment and laughter ensue
90	The Physical Comedy makes you the life of the party, so to speak
99	Whoever sees the Physical Comedy wants to be your friend or experiences a great increase in attraction to you

Artwork Here

Comedy, Pun

A pun is a play on words and a demonstration of wit. In this skill, pun is used with comedic effect. Whenever a pun is attempted in hopes of being funny, a Pun Comedy skill check may be made.

Check: Roll percentile dice and apply the modifier from Charisma. Higher results correspond with a better effect from the pun. The effect of a pun can vary considerably. Consider the table below:

TH	Example
5	Anger is evoked
25	No apparent effect
50	A chuckle occurs, light amusement
75	The pun went over well, merriment and laughter ensue
90	The pun makes you the life of the party, so to speak
100	Whoever hears the pun wants to be your friend or experiences a great increase in attraction to you

Contortion

Some are more skilled than others at bodily flexibility and fitting their bodies into smaller spaces. This skill allows a character to contort their body. A character skilled at Contortion has higher Sexual Adeptness.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Physical Fitness and Agility. Consult the table below:

TH	Example
5	Able to touch toes while standing
25	Able to put one foot behind head
50	Able to palm the ground standing
75	Able to put both feet behind head
90	Able to correctly do the splits
99	Able to kiss own pelvic bone

Constellations

Whenever the constellations need to be identified in the night sky or their trajectories discussed, a Constellations skill check is made. This skill is not to be confused with the skill of Divination (Astrology), though they are often used together.

Check: Roll percentile dice and apply the average of the modifiers from Vision and the sub-abilities of Reflection and Spatial Intelligence. Higher results correspond with better accuracy about the Constellations. The MM will determine the TH for each specific check.



Artwork Here

Cooking

Those skilled at preparing food are good at Cooking. Whenever food is being prepared, a Cooking skill check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Common Sense. Higher results correspond to better cooking.

TH	Example
5	Poor cooking, resulting in a disease or food poisoning if applicable, such as botulism.
25	Poor cooking. The meal is either (01 - 50%) undercooked or (51 - 100%) overcooked. In either case, it tastes terrible.
50	Normal cooking, nothing noteworthy.
75	Good cooking. The meal is just right and it is pleasing.
90	Excellent cooking. The cook is thanked repeatedly and the meal is recommended throughout the community.
99	Surpassing cooking. The cook is thanked repeatedly and the meal is recommended throughout the land.

Artwork Here

Cosmos, General Planes

This skill deals with natural facts of the planes of the cosmos in general. Usually, this entails information concerning popular locales, geography, prominent figures or deities and how the universe is structured. Whenever information or knowledge such as that listed above is required, a General Planes skill check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a + 5 bonus to the General Planes skill check. Usually, humans do not formally study the General Planes, though select occupations may, such as priests, sages, and wizards.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding the General Planes. The MM must decide the TH depending on the circumstances.

Coppersmithing

A coppersmith is one who forges and shapes copper with an anvil and a hammer. Copper is heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Broken or obsolete copper objects can be melted down and the substance reused. Whenever such metalworking is done, a Coppersmithing skill check must be made.

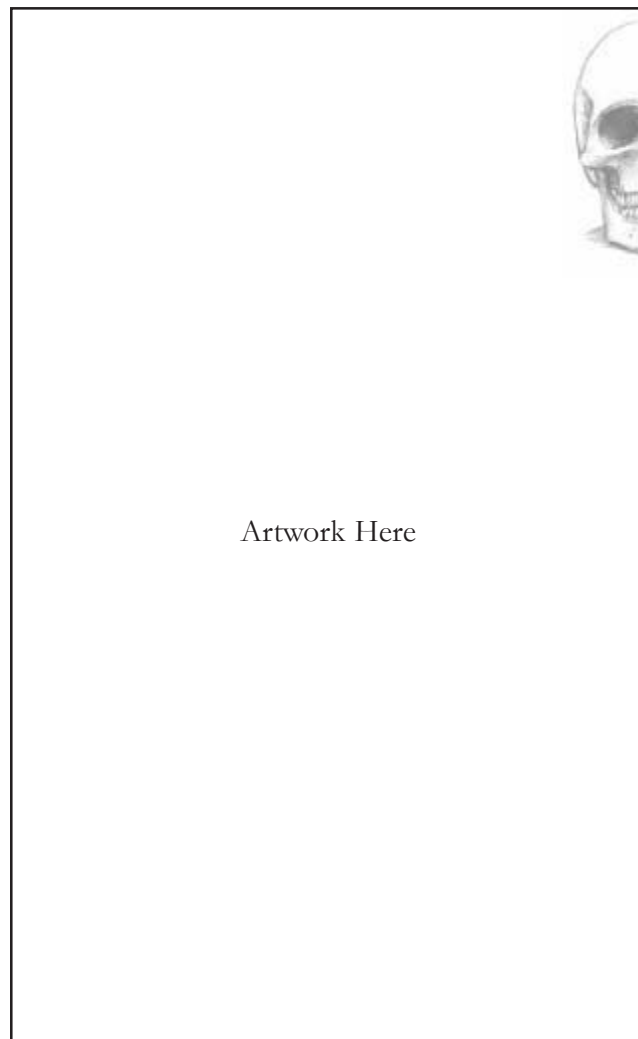
Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality metalwork. The MM will determine the TH for each application.

Cosmos, Specific Plane

This skill deals with natural facts of a specific plane of existence, such as Hell. Usually, this entails information concerning popular locations, such as the Tower of Dis, geography, prominent figures or deities, etc. Whenever information or knowledge such as that listed above is required, a Specific Plane skill check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a + 5 bonus to the Specific Plane skill check. Similarly, every adventure to the plane where a good duration is spent also bestows a + 5 bonus. Usually, humanoids do not formally study a Specific Plane, though select occupations may, such as priests, sages, and wizards.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding a Specific Plane. The MM must decide the TH depending on the circumstances.



Artwork Here

Dance

Dancing is a physical activity performed either alone or with others as a rhythmic or patterned succession of steps, usually to music. Dancing is often performed when a character is happy, partaking in a celebration or festival, or when desiring to mate.

Check: Roll percentile dice and apply the average of the modifiers from Kinetic Charisma and Agility. Higher results correspond with a better dancing performance. Some dances are more difficult to perform than others, and these incur appropriate penalties. Otherwise, consult the table below:

<u>TH</u>	<u>Performance</u>
10	Observers laugh at your apparent ineptitude.
25	Your timing is poor and your movements are not fluid, and you stumble here and there, attracting slightly negative attention.
50	You dance like anyone else, nothing noteworthy or embarrassing.
75	You dance better than most, attracting slightly positive attention.
90	Others pause to take note of your exquisite performance.
99	Observers halt their activities, gathering around you due to your breathtaking performance.

Delousing

The act of removing lice, fleas, and bedbugs is Delousing. Lice, fleas, and bedbugs must be picked from hair, beards, armpits, and genitals. Most females are skilled in Delousing their family members. Some females make a trade out of delousing any character who will pay.

Check: Roll percentile dice and apply the modifier from the Hand-Eye Coordination sub-ability. A bonus of 25 is applied to the roll if the herb lavender is applied, which repels these pests. If the check is successful, then one bug has been removed. The TH to remove a bug is 90.

Diagnosing

This skill may only be used by a doctor. A doctor must diagnose, or determine what is the problem, with a patient. Whenever a doctor must diagnose a patient, a Diagnosing skill check is made.

Check: Roll percentile dice and apply the average of the modifiers from the Intelligence and Wisdom abilities. The higher the roll, the more accurate the diagnosis. The MM will determine the difficulty of each diagnosis.

Direction Sense

The skill to sense a given direction, such as north, is valuable to sailors, rangers, and dungeoneers alike. Whenever a character attempts to sense a direction, a Direction Sense skill check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Intuition. If the character has suddenly appeared in an absolutely unfamiliar location, such as by means of a Teleport spell, then a - 20 penalty is incurred.

<u>TH</u>	<u>Example</u>
<50	The direction seems impossible to discern.
50-74	An incorrect direction is sensed. The MM must roll 1d8 to determine the direction, rerolling the die should the correct direction result. Let 1=N, 2=NE, 3=E, 4=SE, 5=S, 6=SW, 7=W, and 8=NW.
75	The correct direction is sensed.



Disarm

When a character attempts to remove a weapon from a combative foe, a Disarm skill check is made.

Check: First, make an attack roll with whatever skill is appropriate (Brawling, Specific Weapon, etc.). If the attack succeeds, generally the opponent is not wounded. If the attack succeeds, then roll percentile dice and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Agility. While the results vary with the method and weapon used, consult the table below for a general attempt at resolution:

<u>TH</u>	<u>Example</u>
<70	The weapon was hit as intended, but no damage was done to it or the opponent, and the weapon remains in their grasp.
70	The weapon is successfully dislodged from the opponent's grasp, falling at their feet.
80	The weapon is successfully dislodged from the opponent's grasp, falling to the ground several feet away. Assuming the disarmer is roughly human in strength, the distance is 2d4 feet for weapons heavier than 5 pounds, 3d6 for weapons weighing 5 pounds or lighter.
90	The weapon is successfully dislodged from the opponent's grasp, falling to the ground several feet away. Assuming the disarmer is roughly human in strength, the distance is 2d6 feet for weapons heavier than 5 pounds, 3d10 for weapons weighing 5 pounds or lighter.
95	See the above entry, but the disarmer also damages the opponent with the damage of their attack.
99	See the above entry, but the disarmer does Crucial Damage.

Disguise

The skill to furnish with a false appearance or assumed identity can be a dangerous skill. Disguise may be considered when performed on oneself, though others may help. This skill is often used in conjunction with Acting (Drama). Whenever a character is disguised, a Disguise skill check is made.

Check: Roll percentile dice and apply the average of the modifiers for Charisma and Common Sense. Higher results correspond with better disguises. For each other person who actively assists in establishing the disguise of a character, a bonus of + 2 is incurred. For others to detect the disguise, they must make an Intuition sub-ability check that exceeds the Disguise skill check.

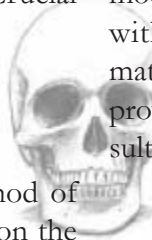
Dismemberment

This skill has no skill check, but instead the points invested in it contribute to the severity of the damage for hacking weapons on the Crucial Damage tables in *Chapter 10: Combat*.

Divination, Alectromancy

Also called alectyromancy, this method of divination is performed by drawing a circle on the ground and inscribing letters about the perimeter, or in the case of yes/no questions a 'yes' and a 'no'. Then a cock is placed inside the circle and the letters where the bird pecks are collected into sentences as answers. Sometimes, answers are derived from the direction the cock crows, or reciting letters of the alphabet, noting during which ones the cock crows.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.



Divination, Anthromancy

The act of divining from the entrails of dead or dying men or women. Most often, these are sacrificial victims. Also called splanchnomancy and extispicy, anthromancy is commonly outlawed among civilized cultures.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Aspidomancy

The act of divining from sitting and chanting while in a circle is Aspidomancy. A circle must consist of at least three characters of the same species.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Astrology

This is the study of how events on earth correspond to the positions and movements of astronomical bodies, particularly the sun, moon, stars, and planets. Astrologers believe that the position of astronomical bodies at the exact moment of a character's birth and the subsequent movements of the bodies reflect that person's characteristics, and therefore destiny. Astrologers create charts called horoscopes, which map the position of astronomical bodies. Every planet, including the sun and moon, are noted for their positions upon the character's birth.

Check: Roll percentile dice and apply the modifier from Intelligence. Higher results correspond with perceptions of better astrological accuracy. The MM will determine the TH according to each situation.

Divination, Austromancy

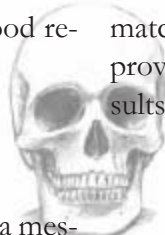
The act of divining by interpreting winds and cloud shapes is Austromancy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Axinomancy

This act of divination is performed by placing an agate stone on a red-hot axe. Its motion is taken to indicate the identity of someone guilty of a crime. Other methods of prediction and answering questions are performed with an axe as well.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.



Divination, Belomancy

This act of divining consists of tying a message to an arrow. Each message is tied to a different arrow, and each message suggests a different answer or piece of advice. The diviner launches each arrow from the same bow. No other archer may launch one or more of the messages. The arrow that flies the farthest is considered to carry the message whose advise should be heeded.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Ceraunoscopy

The act of divining thunder and lightning is ceraunoscopy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Chiromancy

Also called cheiromancy, palmistry, and palm reading, this is the act of divining from the creases, lines, and bumps on the palms and fingers. The hands reveal character and destiny to the seer, indicating factors such as longevity, general health, intelligence, love, money, etc.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Cleromancy

The act of divining by means of dice. Any small object may be substituted, such as pebbles, beans, or bones.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Crystalomancy

The act of divining from transparent bodies such as a crystal ball, polished quartz, precious stones (especially a beryl), or any transparent object. By gazing fixedly and deeply into a polished crystal ball the seer attempts to see what will happen in the future or somewhere else, and to seek answers to questions.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Dririmancy

The act of divining by interpreting dripping blood is Dririmancy. Dririmancy is outlawed in most ceremonies.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Gastromancy

The act of divining by interpreting sounds from a belly is Gastromancy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Gyromancy

This act of divining is accomplished by walking around a circle of letters until the diviner is too dizzy to continue or falls. The letters against which the diviner stumbles or the direction of the fall are supposed to spell out a prophetic message.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Hydromancy

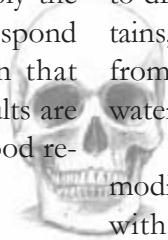
The act of divining from water is hydromancy. One method is that the diviner uses a basin full of water, commands it to be activated by spirits, and it vibrates to a point where it boils and gives off meaningful sounds. Other techniques are to drop pebbles into bowls filled with water, fountains, or other bodies of water. The diviner reads from the color of the water on its surface as the water ripples.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Libanomancy

The act of divining by interpreting the movements of incense smoke is Libanomancy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.



Divination, Lithomancy

The act of divining the light reflected by precious or colored stones. The gemstones are usually placed on a black cloth for the reading.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Lunomancy

The act of divining from the shadows created by the moonlight on an character's face. Before the divining, silver dust is spread on the diviner's hands as well as the subject's face.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Necromancy

The act of divining from communicating with the dead is necromancy. Necromancers are often accused of witchcraft and considered immoral for seeking forbidden knowledge from corpses or spirits.

This skill is distinct from magic, though some spells of the prognostication discipline are necromantic as well. It is popular to refer to necromancers as 'bone-conjurers.'

Though this is a skill and not a magical spell, ceremony usually accompanies the practice of necromancy. Necromancers usually don black robes and bear gifts for the dead, such as milk, honey, holy water, wine, and olive oil, along with a wreath.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Numerology

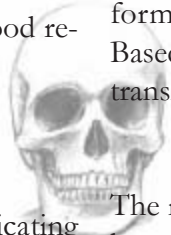
The act of divining from numbers. Numerologists believe that the universe is mathematically constructed, and that all things can be expressed in numbers. Since all letters, words, names, birthdays, and so forth may be converted numerically and expressed in numbers, it is believed that a character's life, temperament, and destiny can be determined. Numerologists use the numbers 1 - 9 and 0, converting larger numbers into these by adding them together. For instance, the number 14 would be the number 5 to a numerologist ($1 + 4 = 5$). Certain numbers are not reduced, however; these are 11 and 22. Regarding alphabets, the following letters are transposed into the following numbers:

1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	

The above example formatted in English is formatted identically in other languages as well. Based on the information above, a word would be translated numerologically as follows:

FATAL = $6+1+2+1+3 = 13 = 1+3 = 4$.
The numerological number for FATAL is 4. From here, a numerologist would describe the significance of the number 4. An example of a date would be: $08/11/1972 = 0+8+1+1+1+9+7+2 = 29 = 2+9 = 11$.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.



Divination, Omphalomanacy

The act of divining by observing the knots in an umbilical cord is Omphalomanacy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Oneiromancy

The act of divining by interpreting dreams is Oneiromancy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Onomancy

The act of divining by interpreting the letters of a name is Onomancy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Oomancy

The act of divining by interpreting eggs is Oomancy. The diviner considers the outer shape and the inner contents.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Ornithomanacy

The act of divining by observing the flight of birds is Ornithomanacy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Pyromancy

The act of divining by fire is pyromancy. The presage is good if the flame was vigorous and quickly consumes the sacrifice. On the other hand, if it is slow to consume the victim, the presage is evil.

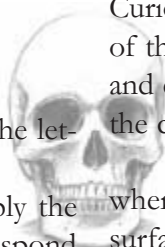
In addition to observing sacrifices, the flames of torches are observed. If the flame forms a single point it is good, if it splits in two, it is a bad omen. Curiously, three is a better omen than one. Bending of the flame is understood as sickness for the healthy and death for the sick. Sudden extinction suggests the coming of a frightful disaster or catastrophe.

Another specialty is called pyroscopy, wherein the seer burns a sheet of paper on a white surface and examines the resulting stains.

One form of pyromancy is daphnomancy, wherein the seer listens to the noise made by laurel branches crackling in an open fire. The louder the crackles, the better the omens. If crackles are absent, the meaning is bleak.

Finally, seers of pyromancy may practice capnomancy, the art of interpreting the movement of smoke from sacrificial offerings. The meaning is good if it rises lightly from the altar and ascends straight to the clouds. The omen is bad if the smoke hangs about.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.



Divination, Scatomancy

The act of divining by food that has been vomited is scatomancy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Sortilege

The act of divining by drawing lots is Sortilege.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Stychomancy

Also called bibliomancy, this is the act of divination in which a book is thrown open and a random passage is selected. Meaning is derived from this passage.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Urimancy

The act of divining by the observation of urine, either by its taste, color, flow patterns, or the patterns formed when it hits the ground or in a swirling bowl.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Xenomancy

The act of divining by observing the first stranger to be found or who appears.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Dying

This is the skill at altering the color of an object, usually cloth, by applying a dye. Whenever an object is to be dyed, a Dying skill check is made.

Check: Roll percentile dice and apply the modifier from the Hand-Eye Coordination sub-ability. Higher results correspond with better quality of Dying. If necessary, the MM will determine the TH.

Enameling

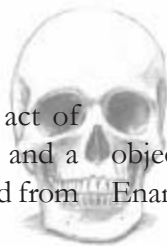
This is the skill at applying enamel to an object. Whenever an object is to be enameled, an Enameling skill check is made.

Check: Roll percentile dice and apply the modifier from the Hand-Eye Coordination sub-ability. Higher results correspond with better quality of Enameling. If necessary, the MM will determine the TH.

Engraving

This is the skill at carving decorations or letters into an object, usually wooden. Whenever an object is to be engraved, an Engraving skill check is made.

Check: Roll percentile dice and apply the modifier from the Hand-Eye Coordination sub-ability. Higher results correspond with better quality of Engraving. If necessary, the MM will determine the TH.



Etiquette

This is the skill at observing and practicing the norms of social and official life or custom. Whenever Etiquette becomes relevant, an Etiquette skill check is made.

Check: Roll percentile dice and apply the average of the modifiers from Intuition, Common Sense, and Reflection. Higher results correspond with better observance and practice of norms. If unfamiliar with a similar culture (such as a human in a human culture), then a penalty of - 5 is incurred. If unfamiliar with a distinctly different culture (such as a human in ogre culture), then a penalty of - 20 is incurred. The MM will determine the TH of the norm in question.

Fishing

The act of Fishing is considered here to consume a six hour period. Whenever a character fishes, a Fishing skill check is made.

Check: Roll percentile dice and apply the modifier Common Sense. The table below assumes that Fishing occurs in average conditions and climate. Penalties may incur, such as when in polluted water or during an inopportune time of year. Consult the table below:

<u>TH</u>	<u>Example</u>
5	Nothing
10	Half a meal for one human
20	One meal for one human
30	Two meals for one human
40	Three meals for one human
50	Four meals for one human
60	Five meals for one human
70	Six meals for one human
80	Seven meals for one human
90	Ten meals for one human
95	Twenty meals for one human
99	Forty meals for one human



Fletching

Crafting arrows is a skill that must be checked for every dozen arrows crafted.

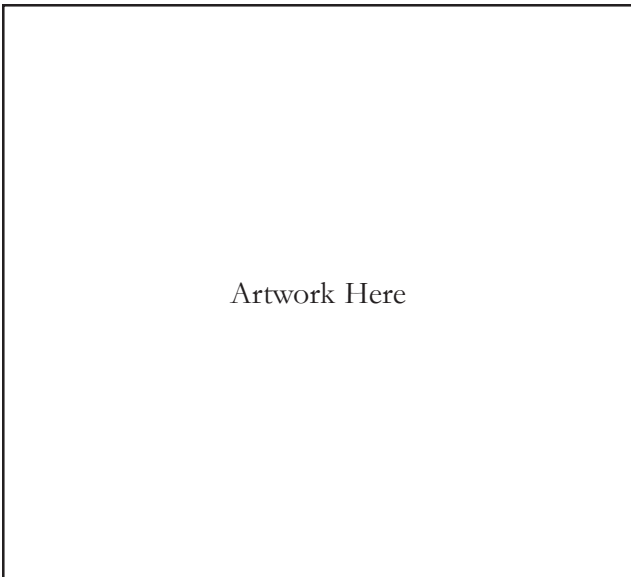
Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with arrows of better quality. Consult the table below:

<u>TH</u>	<u>Result</u>
5	These arrows incur a penalty of - 50 to Aim when used; they should be discarded
10	These arrows incur a penalty of - 40 to Aim when used; they should be discarded
20	These arrows incur a penalty of - 20 to Aim when used; they should be discarded
99	These arrows incur a bonus of + 5 to Aim when used due to fine craftsmanship

Forestry

This is the skill at cutting down and removing trees from a forest. Whenever a tree is to be cut down, a Forestry skill check is made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with better quality of Forestry. If necessary, the MM will determine the TH.



Forgery

The act of falsely and with fraudulent intent making or altering a writing or copying a signature, this skill can be dangerous to practice. In order to make a Forgery, a character must be literate, and therefore practiced with the use of the quill. Whenever this skill is practiced, a Forgery skill check must be made.

Check: Roll percentile and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Language. If the forgery is in a language foreign and unfamiliar to the forger, then a - 10% penalty is incurred. Higher results correspond with better forgeries. The MM will declare the TH necessary for the specific Forgery.

Gambling

The act of playing a game and consciously risking money or other stakes on its outcome, gambling is a skill of risk. Whenever a bet is placed, a Gambling skill check is made.

Check: Roll percentile dice and apply the average of the modifiers for the sub-abilities of Math and Common Sense. Higher results correspond with better odds of winning. If the gambler is playing House of Fortune (see below), then the following adjustments are made, otherwise the following adjustment applies to the odds of other games:

<u>TH</u>	<u>Adjustment to Odds</u>	<u>House of Fortune</u>
5	- 10%	If a 2 or 12 is rolled, the result is 7
25	- 5%	If a 2 is rolled, the result is 7
50	-	-
75	+ 5%	If a 7 is rolled, the result is 2
99	+ 10%	If a 6 or 7 is rolled, the result is 12



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House of Fortune: This is a popular gambling game that requires two dice, a board, and at least two players. The board is divided into compartmentalized squares and is usually expensive and elaborately carved and painted works of art. The simple device is demonstrated below:

	12 The King	
11	7 The Wedding	3
	10	
6	9	5
	8	
	2 The Lucky Pig	



First, players agree on a type of coin, most usually silvers. Players take turns rolling dice. Since there is no compartment for when a 4 is rolled, the player is allowed to roll again. When a player rolls a 3, 5, 6, 8, 9, 10, or 11, they place a coin in the appropriate compartment if it is empty, or collect any coins if it is not. Upon rolling a 7, the player places a coin in The Wedding compartment because it is proper to always bring a gift to a wedding. When a player rolls a 2, they are The Lucky Pig and take all the coins from all the compartments, except for those of The Wedding in compartment 7. If a player rolls a 12, then they are The King and take all coins on the board, including those in The Wedding because nothing is denied to The King.

Gemcutting

Finishing stones is a tricky process that can enhance or detract from the value of the stone. Gems are shaped by being ground on abrasive wheels or disks. The first step is to saw it roughly to shape. Next, the stone to be shaped is affixed to the end of a wooden stick called a dop and is held against the revolving wheel or disk. When it has been ground to the desired shape, it is brought to a high polish on wooden or cloth wheels with fine abrasives. Different cuts or shapes are more suitable to different gems. Whenever an uncut gem undergoes a finishing process, a Gemcutting skill check must be made.

LC: Initially, the LC is 30, though it improves by 3 with every successful finish.

Check: Roll percentile dice and apply the modifier from the Spatial Intelligence sub-ability. If the gemcutter is a troll, add 20 to the roll. Consult the table below to determine the effect gemcutting has upon the value of the uncut gem:

<u>TH</u>	<u>Result</u>
<40	Gem ruined and worthless.
40	Successful finish, 10% value
50	Successful finish, 25% value
60	Successful finish, 50% value
70	Successful finish, 75% value
80	Successful finish, 90% value
90	Successful finish, value x1
95	Successful finish, value x2
99	Successful finish, value x3.

Genealogy

The history of the descent of a family is often charted as a family tree by literate characters. Whenever information is sought concerning a character's family, a Genealogy skill check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Common Sense. If the character is literate, then a bonus of 25 is applied to the roll. The MM must decide an appropriate TH.

Girdlemaking

A girdle is a belt that is worn about the waist. Whenever a girdle is crafted, a Girdlemaking skill check must be made.

Check: Roll percentile and apply the modifier from the Common Sense sub-ability. Higher results correspond with girdles of higher quality. If necessary, the MM will declare the TH necessary for the specific girdle.

Glassblowing

The basic ingredient of glass is silica, comprised of sand, flint, or quartz. The necessary tool for glassblowing is a hollow, iron pipe about four feet in length with a mouthpiece at one end. The glassblower collects a small amount of molten glass on the end of the blowpipe and rolls it against a metal plate to shape its exterior and to cool it slightly. The glassblower then blows into the pipe, expanding it into a bubble, and controlling its form with tongs. Provided that glassblowing tools and ingredients are available, a Glassblowing skill check must be made whenever the production of glass is attempted.

LC: Initially, there is a LC of 30, though it improves by 3 with each successfully completed glassware.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with higher quality glassware.

Glovemaking

A glove is protection for a hand that is usually made from cloth or leather. Whenever a pair of gloves are crafted, a Glovemaking skill check must be made.

Check: Roll percentile and apply the modifier from the Spatial Intelligence sub-ability. Higher results correspond with gloves of higher quality. If necessary, the MM will declare the TH necessary for the specific pair of gloves.

Goldsmithing

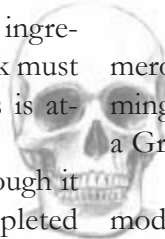
A goldsmith is one who forges and shapes gold with an anvil and a hammer. Gold is heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Broken or obsolete gold objects can be melted down and the substance reused. Whenever such metalworking is done, a Goldsmithing skill check must be made.

Check: Roll percentile dice and apply the modifier from the Spatial Intelligence sub-ability. Higher results correspond with better quality metalwork. The MM will determine the TH for each application.

Grooming

The grooming of animals may involve numerous little tasks, such as brushing, washing, trimming, etc. Whenever a creature must be groomed, a Grooming skill check must be made.

Check: Roll percentile dice and apply the modifier from Common Sense. Higher results correspond to higher quality Grooming. The MM will determine the TH of each circumstance.



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Haggling

This skill is the practice of bargaining. The act of haggling assists a negotiator with quantities in a bargain. The quantities involved are usually either monetary value, animals, or equipment. Once initiated by one party, both the buyer and seller are involved in Haggling. When selling equipment that is not new, and depending on where it is sold, the equipment usually begins selling at a base of 50% the original cost of the item listed in *Chapter 9: Equipment*.

Check: Roll percentile dice and apply the average of the Skill Modifiers from Rhetorical Charisma and Intuition. Both the buyer and seller make Haggling skill checks. The highest Haggling skill check made between the buyer and seller may consult the table below to determine the outcome of the transaction:

TH	Buyer	Seller
<5	(5d20)% increase	lose (5d20)%
5	-	lose (3d20)%
25	-	lose (1d20)%
50	-	-
75	(1d20)% discount	(1d20)% increase
95	(3d20)% discount	(3d20)% increase
99	(5d20)% discount	(5d20)% increase



Heraldry

This broad skill refers to several things. Some cultures do not award coats of arms to families, but instead employ a generalized symbol. Heraldry entails knowledge and recognition of various family or cultural symbols. Familial coats of arms are a recent fad in the world, serving to distinguish friend from foe on the battlefield. Usually, the family insignia is embroidered on the surcoat worn over the coat of mail, and is hence why it is called a coat of arms. Unfortunately, coats of arms seem out of control, since no authority supervises the granting of armorial bearings, though many would welcome such an authority. As a result, characters, families, kingdoms, lordships, and towns may have coats of arms. Whenever heraldic information or recognition is relevant, a Heraldry skill check is made.

Check: Roll percentile dice and apply the Skill Modifier from the sub-ability Common Sense. Higher results correspond with more knowledge and recognition of armorial bearings.

TH	Example
5	Recognize the coat of arms of your king or ruler
25	Recognize the coat of arms of a popular local
50	Recognize the coat of arms of a foreign king or ruler
75	Recognize the coat of arms of a popular foreigner
95	Recognize the coat of arms of an obscure local
99	Recognize the coat of arms of an obscure foreigner

Hatmaking

A hat is protection for a head that is usually made from cloth or leather. Whenever a hat is crafted, a Hatmaking skill check must be made.

Check: Roll percentile and apply the modifier from the Common Sense sub-ability. Higher results correspond with hats of higher quality. If necessary, the MM will declare the TH necessary for the specific hat.

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Herbalism

This skill is not to be confused with Toxicology, the study of toxins. While toxins are usually derived from plants, Toxicology is a separate skill. Quite the opposite, Herbalism is concerned with medicinal herbs that heal or alleviate wounds and ailments. Whenever such knowledge is relevant or herbs are applied, an Herbalism skill check is made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. A separate check must be made for finding, identifying, and extracting or preparing herbs. Finding an herb means that the character is attempting to find it in nature, such as searching a forest for an herb. The exact herb found is determined by the MM. Identifying an herb means that if a character beholds a substance that they suspect is beneficial such as a glass of wine handed to them by a moral knight, they may possibly detect whether or not the wine contains an herb. Finally, extracting an herb refers to properly removing it from nature, such as removing sap from a plant and converting it into a drink. Preparing an herb means to properly prepare the extracted herb, such as how much to mix with what kind of liquids, such as wine, etc.

TH	Find	Identify	Extract	Prepare
10	Nothing	Nothing	Sample Ruined	
20	Common	Nothing	Simple	Easy
30	Common	Obvious	Simple	Easy
40	Common	Obvious	Simple	Easy
50	Common	Obvious	Moderate	Easy
60	Common	Obvious	Moderate	Average
70	Uncommon	Ordinary	Difficult	Average
80	Uncommon	Ordinary	Difficult	Average
90	Rare	Obscure	Difficult	Hard
99	Very rare	Obscure	Impossible	Hard

Hewing

The digging of ditches is known as Hewing. Whenever a ditch is to be dug, a Hewing skill check must be made.

Check: Roll percentile dice and apply the modifier from the Strength sub-ability. Higher results correspond to higher quality Hewing. The MM will determine the TH of each circumstance.

Hide

The skill of hiding may save someone's neck. Hiding is defined here as physically preventing others from finding, and most usually deals with characters, though objects may also be hidden. Anytime a character desires not to be found, a Hide skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Agility and Common Sense. Higher rolls correspond to more success at hiding. Additional modifiers may penalize the results. If a character remains still, there is no penalty. If a character moves at less than 1/4 of their Sprint speed, then there is a penalty of 20 to the roll. If a character moves at less than 1/2 of their Sprint speed, then there is a penalty of 40 to the roll. If a character moves at less than 3/4 of their Spring speed, then there is a penalty of 60 to the roll. If a character is sprinting, then there is a penalty of 80 to the roll. A character cannot hide if others are watching them as they attempt to hide. Checks must be made every round to remain hidden. The check assumes that the environment is normal, neither hindering nor helping in an average case. So, bonuses or penalties may be applied to the roll as determined by the MM.

History, Cultural

This skill deals with the history of an entire culture or people. Usually, this entails from where the people came before settling the area, as well as how these people differ from and are similar to other known cultures. Whenever information or knowledge such as that listed above is required, a Cultural History skill check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a + 5 bonus to the Customary History skill check. Usually, humans do not formally study Cultural History, though select cultures may. Most often, humans are known to study this subject.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Cultural History. The MM must decide the TH depending on the circumstances.

History, Legendary

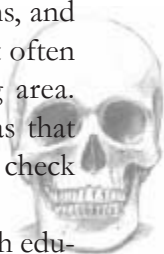
This skill entails the history of legends and myths of an area usually larger than a town but smaller than its country. Whenever information or knowledge such as that listed above is required, a Legendary History skill check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a + 5 bonus to the Legendary History skill check. Usually, humans do not formally study Legendary History, though select cultures may. Most often, humans are known to study this subject.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Legendary History. The MM must decide the TH depending on the circumstances.

History, Local

This skill entails local culture, customs, and generalized history for the local region, most often consisting of a town and the surrounding area. Whenever information or knowledge such as that listed above is required, a Local History skill check is made.



LC: While there is no LC penalty, each educational course taken formally bestows a + 5 bonus to the Local History skill check. Usually, humans do not formally study Local History, though select cultures may. Most often, humans are known to study this subject.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Local History. The MM must decide the TH depending on the circumstances.

History, Military

This skill entails the history, development, and employment of tactics, strategies, siege engines, armies, battles, skirmishes, campaigning, and related topics. Whenever information or knowledge such as that listed above is required, a Military History skill check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a + 5 bonus to the Military History skill check. Usually, humans do not study Military History, though select cultures may. Most often, humans are known to study this subject.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Military History. The MM must decide the TH depending on the circumstances.

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Hunting

The act of Hunting may be performed by a character in detail, such as utilizing other skills in combination, like Hide, Sight, and Aim or Hurl. This skill, however, is intended to provide a simple result to avoid an unnecessarily time-consuming routine. Hunting is usually prohibited for peasants; game is usually reserved for nobility. Whenever a character desires to hunt, a Hunting skill check is made.

Check: Roll percentile dice and apply the average of the modifiers for Vision and the sub-ability of Hand-Eye Coordination. The table below assumes that hunting occurs in average conditions and climate. Penalties may incur, such as when in a desert or during the dead of winter. Consult the table below:

<u>TH</u>	<u>Example</u>
5	Nothing
11	Half a meal for one human
20	One meal for one human
30	Two meals for one human
40	Three meals for one human
50	Four meals for one human
60	Five meals for one human
70	Six meals for one human
80	Seven meals for one human
90	Ten meals for one human
95	Twenty meals for one human
99	Forty meals for one human



Hurl

This skill applies individually to different missile weapons that may be hurled. Note that this skill is distinct from the Aim skill; Hurl is only concerned with weapons that may be hurled, such as daggers, hatchets, knives, rocks, spears, etc. For each missile weapon in which five points have been invested, a weapon may be used in combat without penalty.

Check: Roll percentile dice and apply the average of the modifiers for the Strength and Agility sub-abilities, and Vision. A skill check with a missile weapon means that it is being hurled at an opponent or target. For those who have never before used this missile weapon in combat or trained with it, there is a penalty of - 20 on the skill check. The TH is the opponent's CA (Current Armor), though each weapon has modifiers to hit certain types of armors and must be included in the roll. Further, every two Skill Points invested or accumulated with a missile weapon beyond the first 5 will improve the skill check by 1.

Impaling

This skill has no skill check, but instead the points invested in it contribute to the severity of the damage for stabbing weapons on the Crucial Damage tables in *Chapter 10: Combat*.

Inkmaking

Whenever ink is to be produced, an Inkmaking skill check must be made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond to higher quality ink. The MM will determine the TH of each circumstance.

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Intimidation

This skill entails most attempts to bully, browbeat, frighten, or coerce others into submission or obedience, inspiring a sense of inferiority. Often, intimidation is an attempt through threats and/or violence to compel others to action or inaction. In any case, it is a reduction to a state where the spirit is broken or all courage lost. Some men attempt rape after intimidating women to allow the man to have his way with her; oftentimes, if this fails, the man changes tactics and attempts a Wrestling skill check, hoping to overbear her. Aside from Wrestling, if any of the above is attempted, an Intimidation skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the Physique sub-ability and the Charisma ability. The character to be intimidated must also make an Intimidation skill check. If they are physically restrained they suffer -40 to their roll. If they are outnumbered by at least 3 to 1, they suffer -15 to their roll. The height of the two characters are compared. For each inch of difference, the character attempting Intimidation adjusts their skill check by 2, in whichever direction is appropriate. Finally, the Strength scores of the two characters are compared. For each 5 points of difference in sub-ability, the character attempting Intimidation adjusts their skill check by 2, in whichever direction is appropriate. If the intimidator has the higher roll, then they are successfully intimidated. Intimidating masses of characters instead of individuals is a different matter, best determined by the MM.

Juggling

The skill of juggling is the art of keeping multiple objects in the air at the same time through precise throwing and catching. Anytime this is attempted, a Juggling skill check must be made.

LC: Initially with each type of object there is a -20 LC, though it improves by 5 per month if practiced daily.

Check: Roll percentile dice and apply the modifier from the Hand-Eye Coordination sub-ability. Higher results correspond to better and longer performances. The table below assumes that the objects to be juggled are simple, such as apples. More difficult objects, such as knives, incur penalties. For example, juggling throwing knives or two hand axes often incurs a -15 penalty. From the table below, the MM should determine the number of objects and duration, and not inform the player. If dangerous items are juggled and failure occurs or the objects are juggled longer than allowed by the table, a second juggling check must be made to determine whether or not the juggler is harmed. For these second checks, jugglers must pass a skill check at TH 50 or be injured by a random number of the objects juggled. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Failure, the objects fall before ever truly being juggled.
50	May juggle 2-3 objects for 1d10 rounds.
75	May juggle 2-4 objects for 1d20 rounds.
90	May juggle 2-4 objects for 1d4 minutes.
99	May juggle (1d4 + 1) objects for 2d6 minutes.

Artwork Here

Jump

Skill at jumping depends heavily on Physical Fitness and practice. Two forms of jumping may be performed: from a standstill, and from a sprint. Whenever a character jumps, they must make a Jump skill check.

Check: Roll percentile dice and apply the modifier from the Physical Fitness sub-ability. On the table below, both the distance and height that a character may jump are expressed as a percent of the character's height. Height is considered just as the Olympic High Jump event -- it is the height than an object may be jumped over without touching it. Finally, encumbrance affects jumping as well. For example, if a character is 50% encumbered, they may only jump 50% as far and high. Consult the table below to determine the distance and height jumped:

TH	Standing Distance	Standing Height	Sprinting Distance	Sprinting Height
5	50%	33%	100%	70%
10	60%	45%	125%	80%
20	70%	50%	150%	85%
30	80%	55%	170%	90%
40	90%	60%	185%	95%
50	100%	67%	200%	100%
60	110%	70%	225%	110%
70	120%	72%	250%	115%
80	130%	75%	270%	120%
90	140%	77%	285%	125%
99	150%	80%	300%	130%



Artwork Here

Language, Read/Write

If a character receives formal education in a language, then they may learn to read and write in the language provided they are not delimited by their Intelligence ability. The vast majority of the world is not literate. Unless a character has been literate since youth, such as with the Upper Class, they will have to make a check when reading or writing.

LC: Initially, the LC is 90 after a year with the language, though it improves by 20 for each year of study.

Check: Roll percentile dice and apply the modifier from the sub-ability Language. Higher results correspond to better grammar and syntactical accuracy.

Language, Speak

If a character has frequent contact with another race or sentient species, or through formal education, they may learn to speak another tongue. The number of tongues that may be learned is delimited by the ability of Intelligence. No check needs to be made in a character's native language. However, to be understandable to others and to understand their speech, a check must be made.

LC: Initially, the LC is 80 after a year with the language, though it improves by 20 for each year of study or immersion in that culture.

Check: Roll percentile dice and apply the modifier from the sub-ability Language. Higher results correspond to better fluency.

Law

Most societies utilize laws or universal rules for citizens. The laws are reinforced by the government or those who are in power. Since laws vary from society to society, whenever a character makes a decision based on their knowledge of the law, a check must be made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to more knowledge about the law.

Locksmithing

There is no great variety of locks; most are very similar. However, artisans may design locks of exquisite detail. Provided the equipment is available, each time a lock is made a Locksmithing skill check must be made.

Check: Roll percentile dice and apply the modifier from the sub-ability Spatial Intelligence. The TH is 60 for a working lock to be produced.

Lock-Picking

Only with proper tools may a character attempt to pick a lock, and then they have to hope that they do not have to overcome rust. Locks are mechanical devices opened by keys that are used to fasten doors, chests, and lids. Keys, however, are not small, but large and cumbersome. Just the same, whenever a character and their lock-picks attempt to open a lock, a Lock-Picking skill check is made.

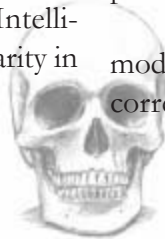
Check: Roll percentile dice and apply the modifier from Hand-Eye Coordination. Consult the table below:

<u>TH</u>	<u>Example</u>
5	A lock-picking tool just broke
70	The lock is picked, after 3d6 minutes
80	The lock is picked, after 2d6 minutes
90	The lock is picked, after 1d6 minutes
95	The lock is picked, after 1d20 seconds
99	The lock is picked in 1d4 seconds

Logic

This is a science that deals with canons and criteria of validity in thought and principles of reasoning. Logic is divided into deductive and inductive. Things demonstrated deductively must be true, provided the logic is not flawed. Things demonstrated inductively are probably true. For example, if all chambermaids exercise fellatio, and fellatio always feels good, then it follows deductively that the fellatio administered by a chambermaid will always feel good. Of course, each of the two premises are logically flawed, since there may very well be chambermaids who refuse fellatio, and it is possible for fellatio to not feel good, such as by including fierce biting. Inductive or probabilistic logic may be characterized by the following basic example. If chambermaids typically give fellatio, and fellatio typically feels good, then I probably want to meet a chambermaid. Any time the validity of logic needs to be assessed, a Logic skill check must be made.

Check: Roll percentile dice and apply the modifier from the sub-ability of Analytic Intelligence. Higher results correspond to more clarity in logical thinking.



Mangling

This skill has no skill check, but instead the points invested in it contribute to the severity of the damage for pounding weapons on the Crucial Damage tables in *Chapter 10: Combat*.

Massage

To caress or rub another is to Massage them. A Massage may be performed for the purpose of soothing or relaxing muscles, but it may also be performed with erotic intentions.

Check: Roll percentile dice and apply the average of the modifiers from Kinetic Charisma and Hand-Eye Coordination. Higher results correspond to a better Massage.

Math, Algebra

In algebra, arithmetic relations are generalized and explored by using letter symbols to represent numbers. This is used to solve linear, quadratic, and indeterminate equations, as well as polynomials and binomials. Some call this the science of restoration and balancing. Any time an algebraic expression needs to be solved, its difficulty will be assessed and the MM will declare its TH.

Check: Roll percentile dice and apply the modifier for the sub-ability Math. Higher results correspond to better algebraic performance.

Math, Geometry

This is a branch of mathematics that deals with the properties of space. It is often used to determine areas, diameters, and volumes. For example, axioms like ‘the shortest distance between two points is a straight line’ supports theories about points, lines, angles, curves, and planes.

Check: Roll percentile dice and apply the modifier for the sub-ability Math. Higher results correspond to better geometric performance.

Math, Fundamental

The study of relationships among quantities, magnitudes, and properties are deduced in Fundamental Mathematics with addition, subtraction, multiplication, and division.

Check: Roll percentile dice and apply the modifier for the sub-ability Math. Higher results correspond to better geometric performance.

Milking

Milking is the skill in removing milk from a mammal. Cows are the most common mammal from which milk is extracted, but a variety of mammals produce milk.

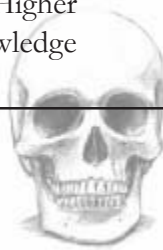
Check: Roll percentile dice and apply the average of the modifiers for the sub-abilities of Hand-Eye Coordination and Common Sense.

<u>TH</u>	<u>Example</u>
<40	Mammal becomes upset and kicks or bites (nipples were pinched)
40	Successful milking

Milling

The skill of grinding grain is Milling. Whenever grain must be ground, a Milling skill check must be made.

Check: Roll percentile dice and apply the modifier for the sub-ability Common Sense. Higher results correspond in better Mining or knowledge thereof.



Artwork Here

Mining

Distinct from Hewing, the goal of Mining is to extract from the earth commodities such as iron, silver, gold, lead, as well as ornamental and valuable stones. This skill represents knowledge about mine shafts, ventilation, and using a pick to uncover commodities without damaging them.

Check: Roll percentile dice and apply the modifier for the sub-ability Common Sense. Higher results correspond in better Mining or knowledge thereof.

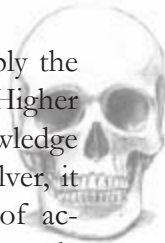
Minting

The skill of making currency is Minting. Currency may consist of both coins and bars. A minter must first be fluent with whatever metal is necessary. For example, to mint silver coins or bars, the minter must first be a skilled silversmith. Whenever currency must be crafted, a Minting skill check must be made.

All coins are made by striking, which is an improvement over the ancient method of casting. First, an iron anvil is obtained. An impression is made for the coin. The bottom of the impression has the imprint of one side of the coin. Next, a die is obtained, which is a cylindrical piece of iron, on which one end is an imprint of the other side of the coin.

The appropriate metal for the coin, usually silver, is heated and poured into the mold, which is the impression on the anvil. When still warm, the coin is struck with the cylinder, which impresses the other side of the coin. When cool, the coin is removed and placed in circulation.

Check: Roll percentile dice and apply the modifier for the sub-ability Common Sense. Higher results correspond in better Minting or knowledge thereof. To check the quality of minted silver, it must be bitten, along with another sample of acceptably pure silver. The softer will be the sample of better quality.



Mountaineering

Usually, mountaineering requires the use of tools such as rope, pitons, and other specialized equipment. Whenever a character must climb via these tools, a check must be made.

Check: Roll percentile dice and apply the average of the modifiers for the sub-abilities of Physical Fitness, Strength, and Agility. Higher results correspond to better performance.

Mounted Archery

Although this is a skill and it may be improved if practiced (and points are allotted to it), there is no skill check. Instead, a penalty of 20 is applied to ground-based mounted archery, and 30 for aerial archery, such as from the back of a dragon. After the attack, see the Riding skill to determine whether or not the character remained mounted.

Artwork Here

Music, Counterpoint

Not to be confused with music theory, counterpoint is the study of two notes, not so much when they are played at the same time (the study of harmony), but in succession. Hence, counterpoint is concerned with melody more than harmony. Counterpoint is highly respected among educated musicians and can be very mathematical. In fact, the complexity and exactitude of counterpoint has led many to claim with strength that music is not an art, but a science. Typically, music theory is learned prior to contrapuntal studies. Each time music is written or improvised, a check is required to see how well contrapuntally it was written or performed. All music involves counterpoint to some extent, whether the composer or performer is aware of it or not.

Check: Roll percentile dice and apply the average of the modifiers for the sub-abilities of Math and Analytic Intelligence. Higher results correspond with better contrapuntal writing or playing.

Music, Theory

In music theory, when two notes are played at the same time, a harmony is produced. Harmony is the study of the various possible intervals and their progressions. On a larger scale, three or more different intervals played at the same time constitute a chord. As a study, music theory is also concerned with the relationship between any given interval or chord and its scale or the tonality of the piece of music. Each time music is written or improvised with an instrument capable of multiple simultaneous notes or when accompanying other musicians, a check is required to see how well harmonically it was written or performed.

Check: Roll percentile dice and apply the modifier for the sub-ability of Math. Higher results correspond with music exuding good music theory.

Musical Instrument

In order to judge the performance of the musician with their instrument, a check is made for this skill.

LC: For every month that the instrument is practiced regularly, and the practicing consists of structured efforts, the LC decreases by 5.

Check: Roll percentile dice and apply the average of the modifiers for the Hand-Eye Coordination and Spatial Intelligence sub-abilities. The higher the number, the better the performance. What may be easy to perform on one instrument may be difficult or impossible on another. For this reason, the MM is the arbiter of each performance.

Many players, however, seek to be considered virtuosos. Virtuosity, however, is more than a skill check, it is the result of a multiplicative function. Following are numeric factors to determine virtuosity. The factors must be multiplied together. In order to be a virtuoso, a character must have a VS (Virtuosity Score) of 25,000,000.

$$VS = (\text{numerical and decimal equivalent of total years of playing the instrument}) \times (\text{Hand-Eye Coordination}) \times (\text{Spatial Intelligence}) \times (\text{Analytic Intelligence})$$

For instance, someone who has played for 10 years, has a Hand-Eye Coordination of 145, Spatial Intelligence of 130, and with an Analytic Intelligence of 150 has a VS of 23,562,500 ($10 \times 145 \times 130 \times 125$), and while they are close and obviously talented, they are not a virtuoso with that instrument.

Nature, Animals

Concerning the knowledge of natural animals, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species

Nature, Beasts

Concerning the knowledge of beasts, such as giant animals, ogres, etc. This skill may be checked to determine the extent at the moment. Natural beasts do not include magical beasts, the undead, etc.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species

Nature, Birds

Concerning the knowledge of natural birds, this skill may be checked to determine the extent at the moment. This includes giant birds, but not magical birds.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

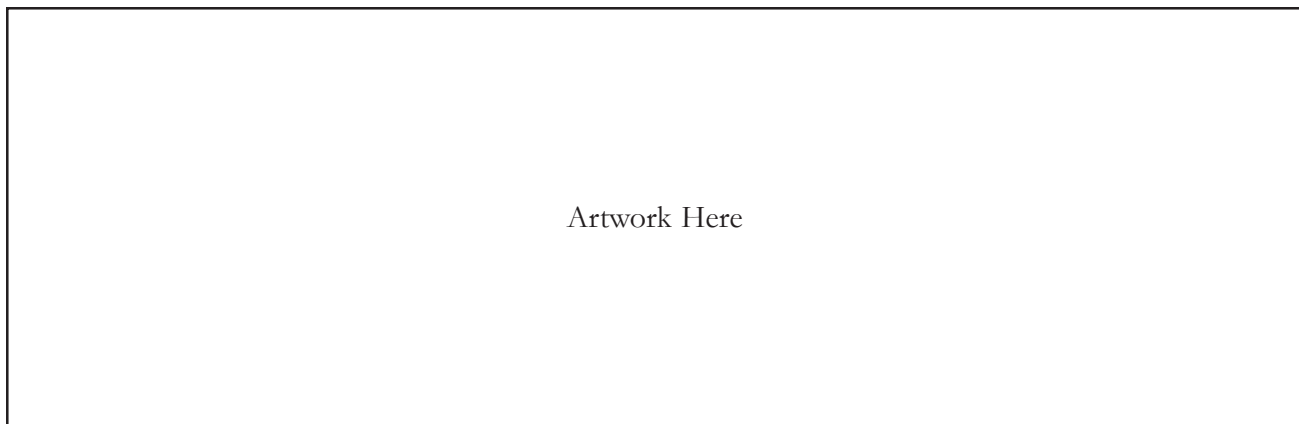
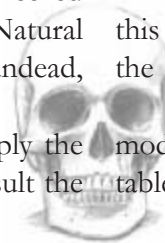
<u>TH</u>	<u>Example</u>
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species

Nature, Fish

Concerning the knowledge of natural fish, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species



Artwork Here

Nature, Geography

Concerning the knowledge of geography, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

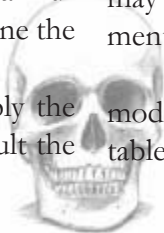
TH	Example
25	Familiar with geographic feature (mountains, forests, etc.) on sight
50	Familiar with geographic feature from prior studies or tales
75	Familiar with geographic feature from experience
90	Familiar with fine and obscure details about the geographic feature

Nature, Humanoids

Concerning the knowledge of natural humanoids, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

TH	Example
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species



Nature, Minerals

Concerning the knowledge of minerals, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

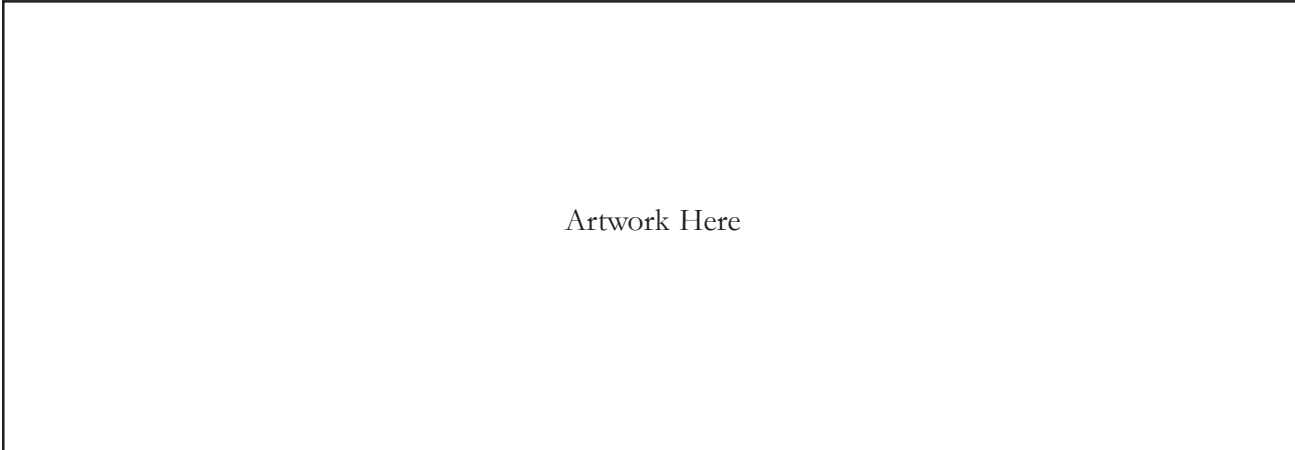
TH	Example
25	Familiar with the mineral on sight
50	Familiar with the mineral by its color, texture, or taste
75	Familiar with the common locations of the mineral
90	Familiar with fine and obscure details about the mineral

Nature, Mycology

Concerning the knowledge of fungi, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

TH	Example
25	Familiar with the species on sight
50	Familiar with the species by its smell or taste
75	Familiar with the habitat of the species
90	Familiar with fine and obscure details about the species



Nature, Plants

Concerning the knowledge of natural plants, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

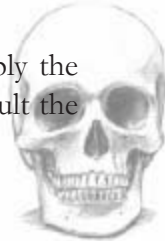
<u>TH</u>	<u>Example</u>
25	Familiar with the species on sight
50	Familiar with the species by its smell, taste, and feel
75	Familiar with the habitat of the species
90	Familiar with fine and obscure details about the species

Nature, Trees

Concerning the knowledge of natural trees, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Familiar with the species on sight
50	Familiar with the species by its smell and taste
75	Familiar with the habitat of the species
90	Familiar with fine and obscure details about the species



Painting

The skill of Painting entails using pigments that are carried in an egg or gum. Various minerals are ground into powders and mixed with animal fat, egg whites, plant juices, fish glue, or blood. Most paintings are done on buildings, and the first step is to fill all cracks or crevices. Finally, paints are applied to the surface with a brush.

LC: Initially, the LC is 30, though it improves by 2 with each completed painting.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Spatial Intelligence. Higher results correlate to higher quality paintings.

<u>TH</u>	<u>Example</u>
05	Stick figures; worthless
30	Embarrassing artwork; worth 25% of the price of materials
40	Disproportionate artwork; worth 50% of the price of materials
50	Acceptable artwork; worth 75% of the price of materials
60	Decent artwork; worth 100% of the price of materials
70	Good artwork; worth 1d10 times the price of materials
80	Exceptional artwork; worth 2d10 times the price of materials
90	Admirable artwork; worth 3d20 times the price of materials
95	Astonishing artwork; worth 1d100 times the price of materials
99	A masterpiece; worth 1d1000 times the price of materials

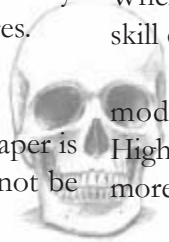
Artwork Here

Papermaking

To make paper, raw materials are gathered (straw, leaves, bark, rags, or other fibrous material) and placed in a vat or trough and pounded with a heavy hammer to separate the fibers. The material is washed with water to remove impurities. Next, the material is placed within a mold in a wooden frame, coated with a thin layer of water, and shaken from side to side. The material is removed, placed between two pieces of felt, and pressed flat. After it is sufficiently pressed, the sheet of paper is hung to dry over ropes in a drying room. Next, the paper is dipped in a solution of animal glue, so that ink will not become absorbed and fuzzy. After the glue dries, the paper is again pressed. This process, though used by the trolls for roughly a thousand years now, is quite new among humans and has replaced papyrus and parchment, only having been used for a little more than a hundred years now.

Check: Roll percentile dice and apply the modifier from the Spatial Intelligence sub-ability. Higher results correlate to higher quality pages.

TH	Example
5	Not drying properly, the paper is flimsy, breaks easily, and cannot be written upon
10	Glue was not applied properly, so writing will be blotchy and smear



Parry

The purpose of this combat skill is to deflect an attack of another without the intention to harm the attacker.

LC: To Parry without a penalty due to LC, a character must be skilled in the Specific Weapon or General Weapon used to deflect.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Agility. The adjusted roll must be higher than the adjusted roll of the attacker in order to successfully parry the attack. If the attack is successfully parried, then the attack does no damage. If the adjusted roll is not higher than the adjusted roll of the attacker, then damage is taken normally.

Perfumemaking

Perfume is a substance that smells attractive. Whenever perfume is prepared, a Perfumemaking skill check must be made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with perfumes that smell more appealing.

Artwork Here

Persuasion

This is an act or the action of influencing the opinions, attitudes, or beliefs of others by the attractiveness of arguments offered. However, instead of appealing to someone strictly through rationality and reason such as with the skill of Logic, this skill appeals primarily to the emotions of others. Persuasion is distinct from Trickery, in that its primary component is not falsehood, but emotional appeal. Persuasion and trickery are often used together. Finally, persuasion is accomplished subtly, not with force. When persuasion occurs, the character's inner opinions change. Forceful change in characters is best accomplished with the Intimidation skill, though this form of change is still often external, not internal. Proficient arguers often oscillate back and forth between using the skills of Persuasion and Logic, between appeals to emotion and reason, depending on what suits them better at the moment.

Check: Roll percentile dice and apply the modifier from the Charisma ability. The higher the result, the more persuasive the argument. Consult the MM to determine whether Persuasion occurs.

Pewtersmithing

A pewtersmith is one who forges and shapes pewter with an anvil and a hammer. Pewter is heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Lead and tin are combined to produce pewter. Broken or obsolete pewter objects can be melted down and the substance reused. Whenever such metalworking is done, a Pewtersmithing skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality metalwork. The MM will determine the TH for each application.

Philosophy

This is the study or intellectual pursuit of wisdom and the underlying causes and principles of reality, as well as a quest for truth through logical reasoning. Most philosophical topics are concerned with epistemology (how we come to know things), metaphysics (studying things beyond the physical, like deities, souls, morality, and ethics), organized religion, necessity vs. chance (determinism vs. free will), and experimental applications and implications of ether.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correlate to better knowledge about the philosophical topic at hand.

Pick Pocket

Usually, pockets are picked by bumping into a character, which may or may not be coordinated with an added distraction. The bumping is itself a distractive cover for the thieving hand.

Check: Roll percentile dice and apply the modifier from the sub-ability of Hand-Eye Coordination. The character whose pockets are being picked is allowed to make a Touch skill check. The higher of the two checks succeeds. For instance, if the roll for Pick Pocket is higher than their roll for Touch, then the pocket is picked successfully. If the Touch roll is higher, however, they have detected the thievery. Modifiers to the Pick Pocket skill check include:

<u>Modifier</u>	<u>Circumstance</u>
+ 10	Bump into the character
+ 5	Accompanying verbal distraction
+ 5	Accomplice offers distraction

Pottery

This skill is the act of hardening clay. Earthenware clay is often heated to roughly 1700-2200 degrees Fahrenheit. The potter's wheel is a flat disk that revolves horizontally on a pivot. Both hands - one on the inside and one on the outside of the clay - are free to shape the pot from the ball of clay that is centered on the rotating wheel head. A stick fits into a notch in the wheel and is turned by an assistant. Wood is used to fuel the kiln to the desired temperature once the pot is shaped and dried by the air. A pot can be decorated before or after firing. Glazes may or may not be applied. Clay pots serve many functions, including two-handled storage vessels for wine, corn, oil, or honey. Also, some are made as oil flasks, funeral offerings, or works of art.

Check: Roll percentile dice and apply the modifier from the sub-ability of Common Sense. Higher results correspond to higher quality pottery.

Pursemaking

A purse is a mobile container, usually filled with coins. Whenever a purse is to be constructed, a Pursemaking skill check must be made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with purses of higher quality.

Read Lips

The ability to discern what others are saying without being able to hear them, only by seeing their lips move, is a valuable skill that few possess with any accuracy, especially if deaf.

Check: Roll percentile dice and apply the modifier from the sub-ability of Intuition. Deaf characters receive a + 40 bonus to their roll. The result is the percent of words understood.

Religion, Cultural

This skill applies only to the religion of one specific culture. Anytime knowledge is relevant, a check must be made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. High results correspond with high familiarity or knowledge regarding the culture's religion.

Religion, Specific

This skill applies only to the specific religion of one deity. Anytime knowledge is relevant, a check must be made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. High results correspond with high familiarity or knowledge regarding the culture's religion.

Remember Detail

The ability to remember fine, specific, and distant memories is a valuable skill. When points are put into this skill, they represent that the character spends much time remembering details and substantial mental energy in both memorizing details as well as continually referring back to them to refresh their memory.

Check: Roll percentile dice and apply the modifier from the Reflection sub-ability. Higher results correspond to clearer memories of more distant details.

Research, Library

Researching topics in a library is a skill in itself, especially when each library is organized differently. To search a library without assistance while researching a topic, make a Library Research skill check.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better finds. If the search is assisted by a character who is familiar with the library, the MM will assign an appropriate bonus. Obviously, the harder the topic to find in the library, the higher the TH will be.

Riding

It is generally assumed that characters are able to ride, just as they are able to walk. Anything beyond mere riding, however, necessitates a Riding skill check. For example, attempting to attack an opponent while riding.

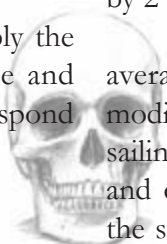
Check: Roll percentile dice and apply the modifier from the Agility ability.

<u>TH</u>	<u>Example</u>
30	Able to remain on horseback while attacking
50	Able to jump the horse successfully and remain on horseback

Ritual, Complex

Rituals that require long durations and great precision are Complex Rituals. In spellcasting, spells of 6th-10th levels have complex rituals that may take from 30 minutes to 1 week to perform.

Check: Roll percentile dice and apply the average of the modifiers from Intelligence and Hand-Eye Coordination. Higher rolls correspond to rituals performed with greater precision.



Ropemaking

A rope is a collection of fibers that have been wound lengthwise. Whenever rope is to be wound, a Ropemaking skill check must be made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with rope of higher quality.

Rope Use

Rope may be used in many ways, such as for climbing, binding prisoners, drawing and quartering criminals, and in any occasion when a sturdy or appropriate knot is necessary.

Check: Roll percentile dice and apply the modifier from the sub-ability Hand-Eye Coordination. Consult the MM concerning the difficulty of the action chosen.

Saddlemaking

A saddle is a utility for a character who rides horses. The saddle lies between the rider and the horse. Whenever a saddle is to be constructed, a Saddlemaking skill check must be made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with saddles of higher quality.

Sailing

The proficiency a mariner has in directing a vessel as desired by manipulating sails is Sailing. Sailing entails familiarity with the stars, tides, winds, currents, and seagoing vessels. The Sailing skill is not necessary for small river craft. Any time a seagoing vessel is sailed, the decision-making sailor needs to make a Sailing skill check.

LC: The initial LC is 20, though it improves by 2 with each voyage.

Check: Roll percentile dice and apply the average of the modifier of Intelligence and the modifier for Vision. Many variables may influence sailing, such as the direction and speed of the winds and currents, storms, etc. The adjusted result of the skill check equals the percentage of Wind Potential that may be used (see *Chap. 18: Warfare*).

Additionally, a Sailing skill check is necessary when a vessel with a ram attempts to ram another vessel. For ramming, divide the feet per round of movement of the attacking vessel by 3, and add to the check. Additionally, a deceres gains + 1d12, septireme + 1d10, quinquereme + 1d8, and a trireme + 1d6. Consult the table below:

<u>TH</u>	<u>Result</u>	<u>Chance Ram Breaks</u>
<30	Miss	-
30	1d20 IP	1%
40	1d100 IP	2%
50	2d100 IP	3%
60	5d100 IP	4%
70	7d100 IP	5%
80	1d1000 IP	6%
90	2d1000 IP	7%
>99	5d1000 IP	8%

Sailmaking

A sail captures wind and helps propel or direct a waterborne vessel. Whenever a sail is to be constructed, a Sailmaking skill check must be made.

Check: Roll percentile dice and apply the modifier from the Spatial Intelligence sub-ability. Higher results correspond with sails of higher quality.

Sculpture

Traditionally, there have been two types of sculptures: freestanding and relief. Materials for sculptures are usually stone, metal, clay, or wood. The method may carving, chiseling, or casting. With casting, usually bronze is cast.

LC: Initially, the LC is 30, though it improves by 3 with every sculpture finished.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Intuition and Hand-Eye Coordination. The higher the result, the better the quality of the finished product.

Search

Whenever a character needs to search for something, such as pillaging a carcass, room, or home, a Search skill check is made. Most often, this skill is checked regarding corpses or rooms.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Intuition and Common Sense. Below is a list of examples of what may be found with a given TH:

<u>TH</u>	<u>Example</u>
5	A carcass is patted down
25	A creature's pockets are thoroughly examined, chests are opened
50	A creature's boots are emptied, tables are turned over
75	Concealed doors, gold dental fillings on a carcass, etc.
90	Secret doors, false bottoms, hollow compartments, etc.
95	A needle in a haystack in daylight
99	A needle in a haystack in the dark

Seduction

Practicing 'Seduction' implies intentions to mate an unknown subject.

Check: Roll percentile dice and apply the average of the modifiers from the Charisma ability and Bodily Attractiveness sub-ability. Initially, there is a base TH of 95 for males and 80 for females. First, since it is easier to seduce those less attractive, the difference between the Charisma ability scores of the seducer and subject are adjusted (1-15 = +/- 5, 16-30 = +/- 10, 17-45 = +/-15, etc.). Second, the MM determines a racial and/or cultural antipathy modifier (assuming sex is physically possible) from - 20 (kobolds and ogres) to 0 (same race). Third, if the subject has been drinking, the MM assigns + 5 (buzzing) to + 20 (drunk) bonus. Fourth, the MM includes a personal adjustment from - 20 (man-hating virgin) to + 20 (in heat). If the seducer succeeds, the subject is willing to mate.



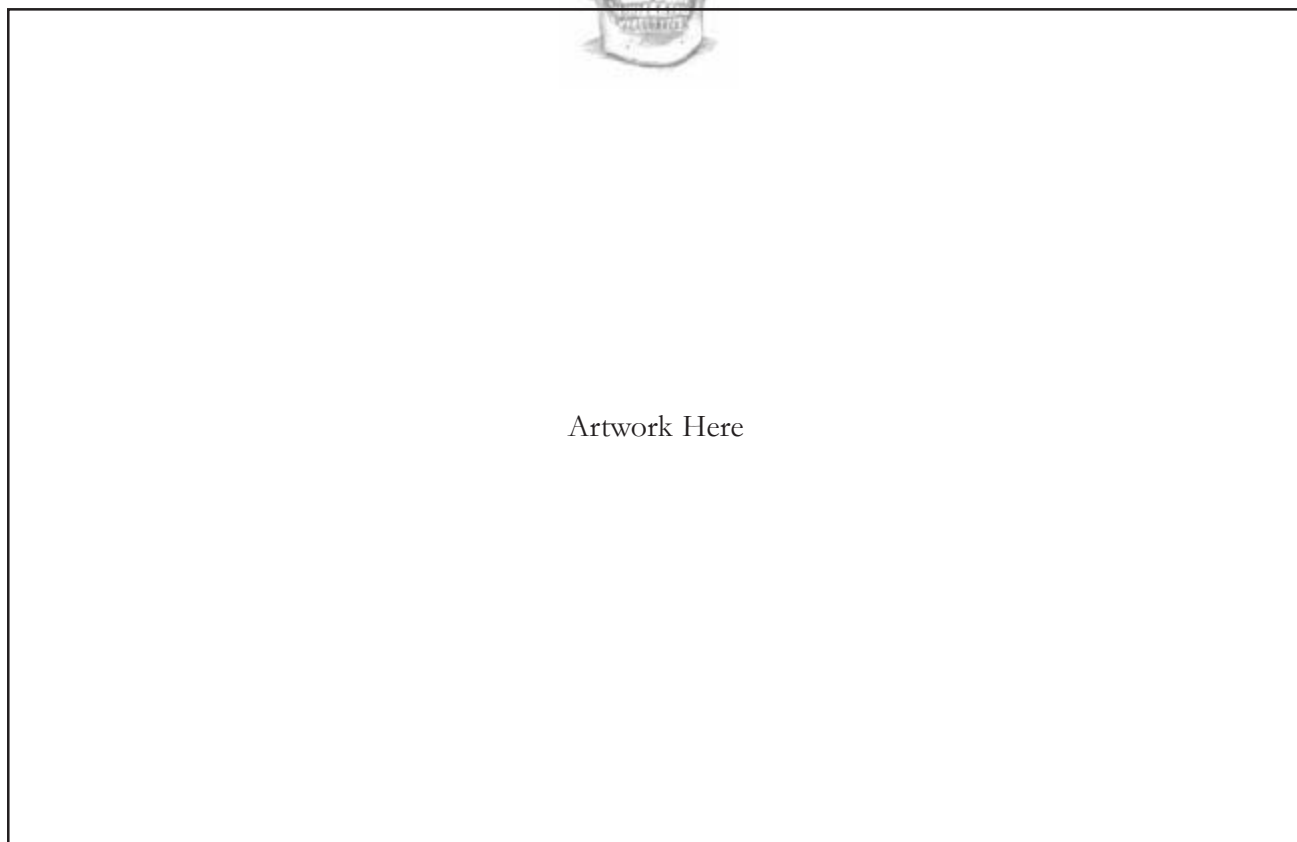
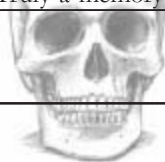
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Sexual Adeptness

In the inevitable sexual encounter itself, Sexual Adeptness heavily influences the perception of the other, from very positively to negatively.

Check: Concluding the act of sexual intercourse, a character must make a Sexual Adeptness check concerning the quality of their performance, as does the partner(s). The higher the roll, the more the character has satisfied their sexual partner. Roll percentile dice, apply the averaged modifiers of Bodily Attractiveness, Facial Charisma, and Kinetic Charisma, (if male, add in the average of the length and circumference Manhood modifiers - see *Chap. 3: Body*), and any points allotted to this skill and the skill of Contortion, and consult the table below to observe the performance of your character and the typical impression made on the sexual partner. Note that there may be instances, such as total darkness or a sack over the head, when Facial Charisma does not apply. Finally, in the case of multiple partners, a character's satisfaction may be considered either partner to partner, or averaged for the entire experience.

TH	Performance	Typical Impression of the Partner
5	Dysfunctional	"Can't get it up?"
10	Terrible	"Started yet?"
20	Poor	"Don't start a conversation <i>now!</i> "
30	Below Average	"You didn't move, you just <i>laid</i> there!"
40	Average-boring	"Two or three positions is <i>not</i> enough!"
50	Average-interesting	"What was your name again?"
60	Above Average	"Ahh, I needed that and it felt good."
70	Good	"That was a new and exciting position!"
80	Exceptional	"Don't let it end, not yet!"
90	Toe-curling	"I won't be able to walk for days!"
99	God-like	"Truly a memory beyond this world!"



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Sheathmaking

A sheathe is a holder for a weapon such as a sword, and is usually worn about the waist or on the back. Whenever a sheathe is to be constructed, a Sheathmaking skill check must be made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with a sheathe of higher quality.

Shipwright

To successfully build or repair a sailing vessel, and assuming the shipwright has the necessary labor and tools, the shipwright must make a skill check.

LC: The learning curve lessens by 5 for every ship built, and 1 for every ship repaired.

Check: Roll percentile dice and apply the modifier from the Spatial Intelligence sub-ability. Consider any prior learning that has been invested. Consult the table below concerning TH's:

<u>TH</u>	<u>Build</u>	<u>Repair</u>
10	Raft	
20	Rowboat	
30	Barge	minor gash
40	Cargo or Fishing ship	minor fire
70	Longboat	major fire
80	Trireme	medium gash

Sight

When it is important for characters to see well or to spot an object, a Sight skill check is made. This is different from searching or pillaging a nearby area, which is the Search skill.

Check: Roll percentile dice and apply the modifier from Vision. Characters with near-sighted Vision (see *Chap. 3: Body*) suffer penalties to Sight skill checks. Consult the table below concerning TH's:

<u>TH</u>	<u>Example</u>
10	The broad side of a barn that is fifty feet away
50	An ordinary character in a crowd of fifty characters who are fifty feet away
95	A needle in a haystack in daylight
99	A needle in a haystack in the dark

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Silence

If a character needs to be silent or move silently, they must pass a Silence check.

Check: Roll percentile dice and apply the modifier from the Health sub-ability. Further, if intending to move and maintain Silence, then the modifier for the Agility sub-ability averaged with the modifier for the Health sub-ability must also be applied. Consult the table below for TH's to see who or what was fooled by the Silence:

TH	Stationary	Moving
10	Obvious noise (hiccup, fart, etc.)	Obvious noise (hiccup, fart, etc.)
20	A nearby distracted and drunk character	Obvious noise (hiccup, fart, etc.)
30	A nearby drunk character	Obvious noise (hiccup, fart, etc.)
40	A nearby distracted character	A nearby distracted and drunk character
50	A nearby quiet character	A nearby drunk character
60	A nearby alert character	A nearby distracted character
80	A nearby alert dog	A nearby quiet character
90	A nearby alert cat	A nearby alert character
97	A nearby alert elephant	A nearby alert dog
98	A nearby alert owl	A nearby alert cat
99	A nearby alert bat	A nearby alert elephant



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Silversmithing

A silversmith is one who forges and shapes silver with an anvil and a hammer. Silver is heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Broken or obsolete silver objects can be melted down and the substance reused. Whenever such metalworking is done, a Silversmithing skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality metalwork. The MM will determine the TH for each application.

Skinning

Skinning is the removal of skin from a creature, as well as removing hair from the skin. Whenever a creature must have its skin removed, a Skinning skill check must be made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with higher quality Skinning.

Soapmaking

Soap is used to clean things. Whenever soap is to be produced, a Soapmaking skill check must be made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with soap of higher quality.

Sound

If a character needs to listen for a Sound, they must pass a Sound skill check.

Check: Roll percentile dice and apply the modifier from the Health sub-ability. Consult the table below concerning TH's:

<u>TH</u>	<u>Example</u>
5	Nearby explosion
10	Horses galloping past
20	Knight in platemail walking
30	Someone wearing chainmaille walking 20' away
40	Townsperson walking 20' away
60	Crackling campfire 20' away
70	Twig snapping 30' away
94	Pin dropping 20' away
96	Cat on the prowl 50' away
99	An eagle flying past 250' away

Spellcasting, Combat

This skill determines whether or not concentration is broken during spellcasting in combat. Regardless of the spellcaster's distance from the combat, concentration is equally likely to be broken. For example, combatants are continually changing positions, dying, screaming, bleeding, etc. If it is broken, chaotic effects may occur.

Check: Roll percentile dice and apply the modifier from the Drive sub-ability. Consult the table below:

<u>TH</u>	<u>Example</u>
30	Concentration is broken, the spell is wasted, but the ingredients, if any, remain unused.
40	Concentration is broken, the spell and its ingredients are wasted.
50	Concentration is broken, the spell and its ingredients are wasted, and consult <i>Appendix 3: Random Magical Effects</i> to determine a random effect.
60	Successful combat spellcasting occurs.

Spellcasting, Familiarity

This skill is only available to those who may become familiar with the intricacies of spellcasting: priests and wizards. Familiarity with Spellcasting allows a spellcaster a chance to identify a spell upon observing the casting of it, usually discerning it from others due to the accompanying ritual, gestures, and chants. Obviously, once a spell is cast, it is easier to identify the spell by observing the effects. Instead, this skill focuses on identifying a spell prior to its enactment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Since 1st level spells have a casting time of 1 second, they are too brief for this skill. Otherwise, consult the table below:

<u>TH</u>	<u>Example</u>
5	Able to identify the school of magic to which the spell belongs
10	Able to identify the casting of a 2nd level spell in (1d6 - 1) seconds
20	Able to identify the casting of a 3rd level spell in 1d10 seconds
30	Able to identify the casting of a 4th level spell in 1d20 seconds
40	Able to identify the casting of a 5th level spell in 2d20 seconds
50	Able to identify the casting of a 6th level spell in 1d20 minutes
60	Able to identify the casting of a 7th level spell in 3d20 minutes
70	Able to identify the casting of a 8th level spell in 1d12 hours
80	Able to identify the casting of a 9th level spell in 1d20 hours
90	Able to identify the casting of a 10th level spell in (1d8 - 1) days

Spellcasting, Specific

This skill is only available to those who are spellcasters by occupation: priests or wizards. For each spell that a spellcaster may use, the spellcaster may invest skill points into this skill in order to improve their magical performance. This skill applies individually to different spells.

Each skill point that is invested into the casting of a specific spell increases the following parameters of the spell by 1%: range, area, duration, damage, and whatever is appropriate. TH checks are adjusted in the appropriate direction, subject to the MM's approval. Level is not increased. Each skill point that is invested into the casting of a specific spell decreases casting time by 1%. Consult the MM to determine what is and is not affected for each spell.

For example, a third level sorcerer has invested a total of 15 skill points in the spell, One for All. The parameters for this spell are affected as follows: range is unaffected, area (1.15 creatures) still only affects one creature due to mathematical truncation, duration is 31 rounds (since $3^3 + 15\% = 31.05$), and the TH for the target creature is 57 (since $50 + 15\% = 57.5$). If the target creature fails its Drive check, then the number of exploited points is increased by 15%, as is the number of feet around the target creature in which the exploited points are absorbed by others.

Check: No skill check is necessary for this skill.

Spitting

This skill is available to anyone capable of launching saliva and mucous from their mouth. While Spitting may serve no purpose, it may also be a valued skill when accuracy is necessary. Spitting is commonly understood across cultures as barbaric. For instance, Spitting into someone's face is a sign of disrespect and usually meant to taunt aggression. Many creatures are capable of Spitting things in addition to saliva, such as poison or fire.

Check: Roll percentile dice and apply the modifier from their Enunciation sub-ability. If accuracy is a consideration, then the TH of the spitter equates to the CA hit. Armor does not figure into the CA in the case of Spitting. A creature may spit once per minute without penalty. However, for each Spitting beyond this limit, a cumulative penalty of -20 is incurred. Creatures that spit things in addition to saliva may have different limitations regarding frequency. Consult the table below:

<u>TH</u>	<u>Example</u>
<5	Dry, unable to muster any saliva
5	Minimal saliva Distance = 50% spitter's height
50	Moderate saliva Distance = 100% spitter's height
75	Substantial saliva Distance = 150% spitter's height
95	Lugee Distance = 200% spitter's height
99	Green and thick lugee Distance = 300% spitter's height

Note that with some Spitting creatures, it may be more appropriate to use the spitter's length than height.



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Sprint

This fundamental skill determines how long a character is able to move and at different speeds, including sprinting, running, jogging, walking, and forced marches.

Check: Roll percentile dice. Unless the character is naked, apply the resultant modifier from the Encumbrance table (see *Chap. 9: Equipment*) to the number of feet sprinted per round listed in the Physical Fitness sub-ability. Next, depending on the speed at which the character desires to move, a check must be made. Varying speeds are described below. Though Physical Fitness is the sub-ability for this skill, its role is to determine a character's speed, not to adjust their skill check rolls. Any Skill Points invested in this skill increase both the character's speed and the skill check rolls. Finally, consider the angle of elevation at which the character runs.

Sprint - After every 5th round of sprinting, a Sprint check must be passed at a TH of 75 or the character slows to 75% of their original Sprint (normal running) due to exhaustion. This process continues as long as the character is running as fast as possible at the moment, and they will eventually fail checks and slow to 50% of their original sprint (jogging speed), then 20% (walking speed), and finally be so winded they cannot run at all. To catch their breath, a character may attempt to pass a Sprint skill check every minute, then being able to move at 20% pace, next at 50%, 75%, and finally be fully recovered.

Run - After every 10th round of running (which is originally 75% of a character's Sprint speed), a Sprint skill check must be passed at a TH of 60 or the character slows to 50% of their original Sprint (jogging speed) due to exhaustion. This process continues as long as the character is attempting to run, and they will eventually fail checks and slow to 20% of their original Sprint (walking speed), and finally be so winded they cannot run at all. To catch their breath, a character may attempt to pass a Sprint skill check every minute, then being able to move at 20% pace, next at 50%, 75%, and finally be fully recovered.

Jog - After every minute of jogging (which is originally 50% of a character's Sprint speed), a Sprint skill check must be passed at a TH of 60 or

the character slows to 20% of their original Sprint (walking speed) due to exhaustion. This process continues as long as the character is attempting to jog, and they will eventually fail another check, being so winded they are forced to rest with their hands on their knees. To catch their breath, a character may attempt to pass a Sprint skill check every minute, then being able to move at 20% pace, next at 50%, 75%, and finally be fully recovered.

Walk - After two hours of walking (which is originally 20% of a character's Sprint speed), a Sprint skill check must be passed at a TH of 30 or the character needs rest due to exhaustion. To rest, a character may attempt to pass such a Sprint skill check every minute, then being able to move at 20% pace, next at 50%, 75%, and finally be fully recovered. To determine the distance in terms of miles walked per hour, adjust the Sprint speed for Encumbrance (see *Chap. 9: Equipment*) and divide by 20. Difficult terrain may also impede the distance traveled (see *Chap. 18: Warfare*).

Forced March - A forced march occurs when a leader forces warriors to march beyond 10 hours in a day. After two hours of forced march or twelve hours of marching (which is originally 20% of a character's Sprint speed), a Sprint skill check must be passed at a TH of 50 or the character needs to rest due to exhaustion. To rest, a character may attempt to pass a Sprint skill check every minute, then being able to move at 20% pace, next at 50%, 75%, and finally be fully recovered.

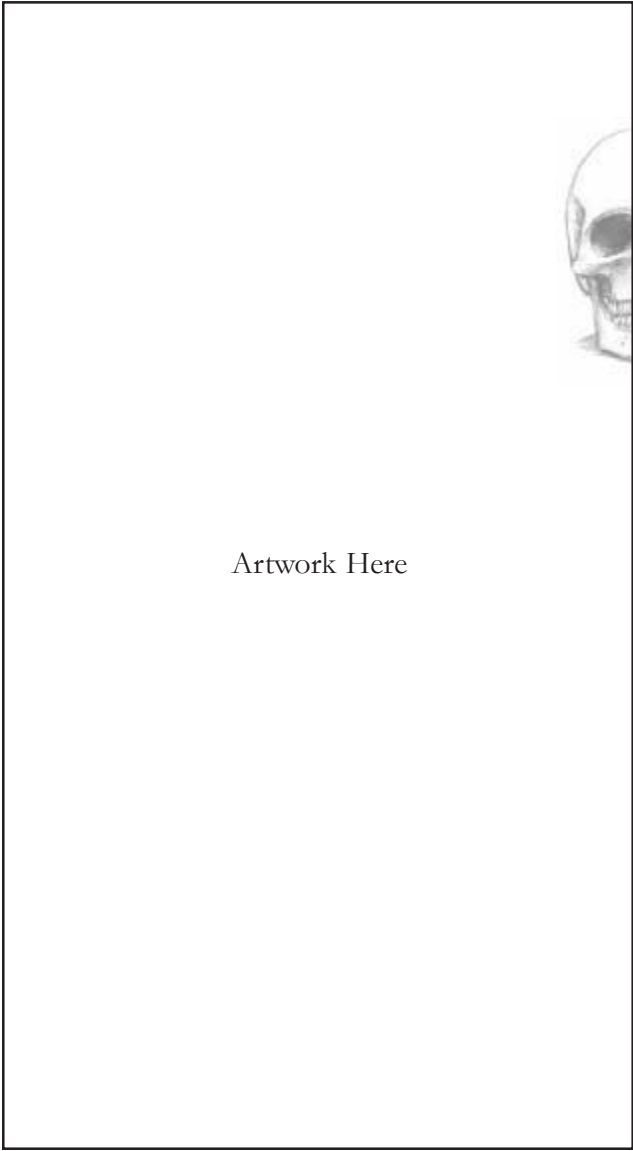
Angle of Elevation - Since it is more difficult to sprint uphill than downhill, angle of elevation becomes relevant to all movement.

Uphill - If the character is attempting to move uphill, acquire a calculator with a button called 'sin,' also known as sine. Make sure your calculator is in 'Degrees' mode. Press 'sin' and then enter the degree of elevation. Multiply the result by 100 and consider this to be a percentage of loss in speed. For instance, if a character is capable of sprinting 50 feet per round, but they attempt to Sprint at an uphill angle of 45 degrees, then $[(\sin 45 = 0.7071) \times 100] = 70\%$ of loss in speed. Instead of sprinting 50 feet in a round, this character may only Sprint 15 (50 x .3) feet per round at an uphill angle of 45 degrees.

Stonemasonry

This skill refers to the knowledge, experience, and ability to perform two types of masonry: rubble and ashlar. Rubble walls are composed of irregular and coarsely jointed field stone. Ashlar, conversely, is a wall constructed of carefully worked stones set with fine, close joints. It is in the building of ashlar walls that stonemasons are employed, as they painstakingly craft stones to certain measurements or specifications. Stonemasonry is often reserved as work for criminals.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Strength and Spatial Intelligence. The roll must exceed TH 30 to be successful for one day's worth of labor. A single stonemason can produce one cubic foot of fitted stone per day.



Storytelling

Creatures have told stories as long as language has existed. If a character is telling a story to entertain or impress, then a Storytelling skill check must be made. Storytelling may be combined with other skills. For instance, not to be mistaken with Trickery, which is telling a lie, a character may tell a detailed and fabricated story in an effort to fool someone; this is a combination of Trickery and Storytelling.

Most stories do not have a moral. In fact, wickedness triumphs more often than justice. Most popular of all are humorous short stories in verse, sometimes written and sometimes recited. These works are the products of authors of all social classes and are enjoyed by all audiences. Some have folk tale origins, some are drawn directly from life. Their common ingredient is humor, often bawdy. Certain characters recur: the merchant who is cuckolded, swindled, and beaten by his young wife; the young scholar who outwits the husband; the lecherous priest who is the rival of a husband. The women tend to be treacherous, lustful, faithless, and may be beaten by their husbands but always manage to get the better of them.

Check: Roll percentile dice and apply the modifier from the Charisma ability. The result indicates the effectiveness of the story in many respects, including elocution (how well it was physically delivered including appropriateness of gestures), logical coherence (did it make sense or did some elements contradict others), organization (was there a clear beginning, body, climax, and conclusion), etc. The higher the number, the more effective was the story. Unless successful Storytelling is combined with other skills such as Persuasion or Trickery, the audience will not be compelled to take any new action; they will simply enjoy the tale.

Surgery

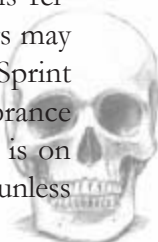
The skill of opening a creature with the intention of saving their life is Surgery. Only a doctor may perform the skill of Surgery. Whenever Surgery is being performed, a Surgery skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from Hand-Eye Coordination and Intelligence. Higher results correspond with better surgery. The MM determines the TH for each operation.

Swim

One of the healthiest skills, any humanoid with all of their limbs is capable of swimming, though some may do so calmly and others may be more stricken by panic. Under normal conditions, such as only needing to dog-paddle in a calm body of comfortable water, there is no need for a check. However, if the exhaustion of a swimmer is relevant, a skill check must be made. Characters may Swim as fast as their walking speed (1/4 of Sprint speed). In calm water, a swimmer's encumbrance (see *Chap. 9: Equipment*) is 1/10th of what it is on land. If it is exceeded, the character will drown unless they discard possessions.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Physical Fitness and Strength. Every hour of swimming, a check at TH 75 must be passed to continue swimming. If the check is failed, then the swimming character must rest. If the result is 10 or less, then a leg cramp occurs. The chance of getting a cramp increases by 10 every hour. If desired, a d6 and 1d10 may be rolled to determine which minute specifically within the hour the cramp occurs. Finally, it should be noted that while obese characters are more buoyant, they are less physically fit and will tire easier, so no adjustment to the check needs to be made based on obesity.



Symbology

Symbols are representations of other things. The study of symbols grants familiarity with religious and deific symbols, pictograms and ancient runes, as well as magical sigils. A skill check must be made to recognize, understand, or use symbols appropriately (not including daily language).

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Compare the result with the TH on the table below:

<u>TH</u>	<u>Religious or Deific Symbols</u>
5	Familiar with the symbol of a major local deity or church
10	Familiar with the symbol of a minor local deity or church
20	Familiar with the symbol of a major foreign deity or church
40	Familiar with the symbol of a trivial local deity or church
60	Familiar with the symbol of a minor foreign deity or church
80	Familiar with the symbol of a trivial foreign deity or church
99	Familiar with an obscure immortal
<u>TH</u>	<u>Pictograms and Ancient Runes</u>
70	Does not understand it, even when it is in the context of other familiar supplemental symbols
75	Partial understanding of it, only in the context of other familiar supplemental symbols
80	Understands it, only in the context of other familiar supplemental symbols
85	Partial understanding of the symbol alone, without contextual aid
90	Understanding of the symbol alone, without contextual aid
99	Understanding of the symbol as well as its etymological history

TH

Magical Sigils

- 5 Familiar with the concept of personal magical sigils as magical scripture that serves as a signature of a magician (usually hierophants, druids, mages, or sorcerers)
- 25 Familiar with the personal magical sigil of a famous Archmage
- 50 Familiar with the personal magical sigil of a popular local magician
- 75 Familiar with the personal magical sigil of a popular foreign magician
- 95 Familiar with the personal magical sigil of an obscure local magician
- 99 Familiar with the personal magical sigil of an obscure foreign magician

Tailoring

Clothes or cloth need to fit whoever or whatever they are designed to fit. Adjusting clothes or cloth for a good fit is Tailoring. Whenever cloth is adjusted permanently, a Tailoring skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Spatial Intelligence. Higher results correspond with better tailoring.



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Tanning

Tanning leather takes at least 40-50 days, depending on the product and the hide. Leather is the result of modification of an animal hide, and it is strong, flexible, and resists decay. Most leather is from cattle hides, calfskins, goatskins, kidskins, sheepskins, and lambskins, though the hides of many monsters yield quality leather as well. Depending on how the tanning is done, leather can be as soft as cloth or as hard as the sole of a shoe.

Promptly after removing the hide from the animal, it is cured. To cure the hide, salt is applied generously to it and it is stored for 30 days in a place that has no moisture. After 30 days, the salted hide is thoroughly dry. Next, the cured skins are soaked in pure water for 2-7 hours to eliminate salt, blood, and dirt, and to replace a small amount of moisture. After a good washing, the remaining flesh is thoroughly removed. Next, the hide is soaked in a solution of lime and water for nine days. The skin is now treated with a weak solution of acid. Finally, the skins are treated with a mixture of salt and acid and dried under conditions that control for heat and humidity.

Curing hides creates a pungent atmosphere. Tanners, both masters and apprentices, may be seen outdoors, scraping away hair and epidermis from the skins over a beam with a blunt-edged concave tool. The flesh adhering to the underside is scraped off with a sharp concave blade. Next the hide is softened by rubbing it with cold poultry, pigeon dung, or warm dog dung, then soaked in mildly acidic liquid produced by fermenting bran, to wash off the traces of lime left by the dung. The whole process of tanning takes months, usually over a year.

LC: The LC is 20 for the first solo attempt at tanning, and improves by 5 with each successful tanning of a hide.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Consider the roll to be the quality of the finished product. The table below assumes that the hides used will be common, not exotic. Exotic hides may be easier or harder to work with.

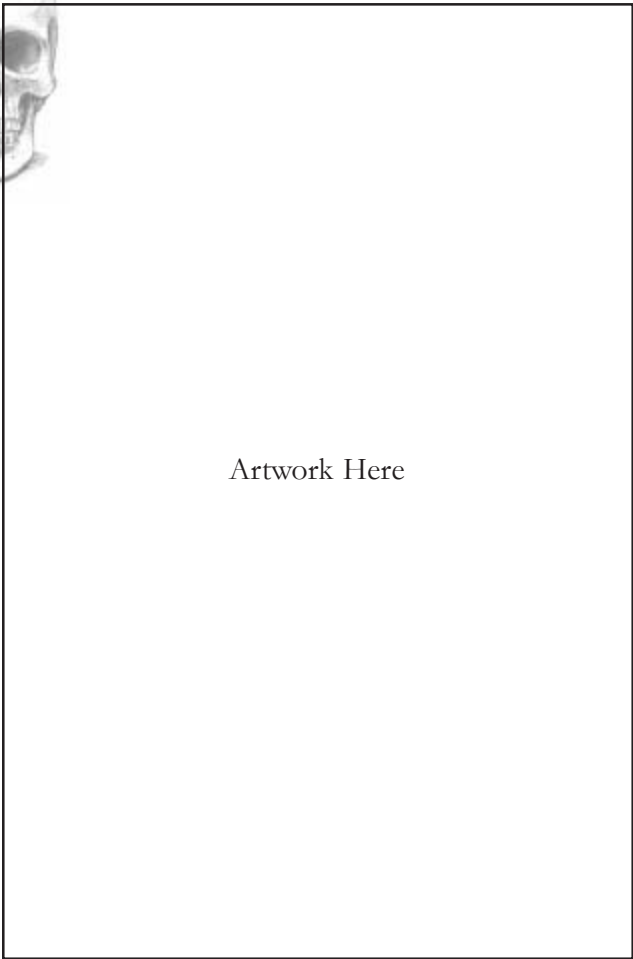
<u>TH</u>	<u>Example</u>
30	Successful tanning

Taste

The sense of taste can be very sensitive. If a character needs to assess the sensitivity of this sense at the moment, they must make a skill check.

Check: Roll percentile dice and apply the modifier from the Intuition sub-ability. Compare this result with the TH on the table below to understand the sensitivity of the character's Taste at the moment:

<u>TH</u>	<u>Example</u>
5	Can distinguish warm urine from cold water
50	Can distinguish between cow and goat milk
90	Can distinguish between fine wines
99	Can identify any oral substance as long as they have tasted it before, no matter how minute the difference, or the difference itself is noticed and may be described in as much detail as possible.



Teaching

To convey knowledge to another, so that the other understands it, is to teach. Whenever attempting to teach a willing character, a Teaching skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from Intelligence, Intuition, and Common Sense. Higher results correspond with a better understanding of the learner.

Thatching

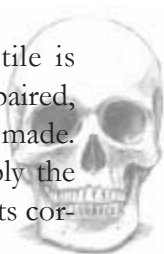
Building, repairing, or modifying a roof is Thatching. Whenever a roof must be built, repaired, or modified, a Thatching skill check must be made.

Check: Roll percentile dice and apply the modifier from Common Sense. Higher results correspond with a better Thatching.

Tilemaking

Building, repairing, or modifying tile is Tilemaking. Whenever a tile must be built, repaired, or modified, a Tilemaking skill check must be made.

Check: Roll percentile dice and apply the modifier from Common Sense. Higher results correspond with a better Tilemaking.



Tinkering

Building, repairing, or modifying kitchen utensils is Tinkering. Whenever kitchen utensils must be built, repaired, or modified, a Tinkering skill check must be made.

Check: Roll percentile dice and apply the modifier from Common Sense. Higher results correspond with a better Tinkering.

Touch

The sense of touch can be very sensitive. If a character needs to assess the sensitivity of this sense at the moment, they must make a skill check.

Check: Roll percentile dice and apply the modifier from the Intuition sub-ability. Compare this result with the TH on the table below to understand the sensitivity of the character's touch at the moment:

<u>TH</u>	<u>Example</u>
5	Being raped by a well-endowed ogre is obvious.
10	Being pinched is obvious.
20	A hand placed on your shoulder is obvious.
40	While lying in the shade, the hot sun on one part of your body is obvious.
50	A feather being dragged across your body is obvious.
60	A fly landing on you is obvious.
80	A single hair on the skin is obvious.
95	A change of 1 degree in air temperature is obvious.
99	With your eyes closed, you could pass your elbow through some smoke, say from incense, and feel the difference between smoke and air.

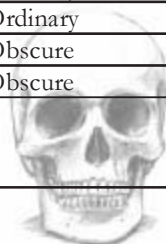
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Toxicology

This skill allows a character to do several things: find a poison, identify a poison, and to properly extract or prepare a poison. This is not to be confused with Herbalism, which is instead concerned with the healing effects of plants on wounds or ailments.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. A separate check must be made for finding, identifying, and extracting or preparing poison. Finding poison means that the character is attempting to find it in nature, such as searching a forest for a poisonous plant. The exact poison found is determined by the MM. A list of poisons is provided in *Chapter 17: Natural Substances*. Identifying poison means that if a character beholds a substance that they suspect is poisonous such as a tankard of beer handed to them by an immoral kobold, then they may possibly detect whether or not the wine is poisoned. Finally, extracting poison refers to properly removing it from nature, such as from a spider's sac. Preparing poison means to properly prepare the extracted poison, such as how much to mix with what kind of liquids, such as wine, etc.

TH	Find	Identify	Extract	Prepare
01	Nothing	Nothing	Sample ruined	Sample ruined
20	Common	Nothing	Simple	Easy
30	Common	Obvious	Simple	Easy
40	Common	Obvious	Simple	Easy
50	Common	Obvious	Moderate	Easy
60	Common	Obvious	Moderate	Average
70	Uncommon	Ordinary	Difficult	Average
80	Uncommon	Ordinary	Difficult	Average
90	Rare	Obscure	Difficult	Hard
99	Very Rare	Obscure	Impossible	Hard



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Tracking

If a character needs to track another creature, and knows that the trail before them is from the creature that needs to be tracked, then a Tracking skill check is made. If a trail is not before them, then they must use the Search skill to find the trail initially.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. The frequency of checks depends on the situation, and is up to the MM. Unless otherwise stated, checks should be made every hour, every half-hour if in twilight, every round in the dark, or every change of terrain. Otherwise, consult the table below to observe how well or poorly the character tracked:

<u>TH</u>	<u>Example</u>
5	Unable to track footprints through otherwise undisturbed snow.
25	Able to track no less than 3 sets of footprints in one group over a field after rainfall.
50	Able to track 1 set of footprints over marshland.
75	Able to track 1 set of footprints over dry land.
99	Able to track an ant's trail through a desert during a sandstorm.



Transcribing

To translate one text into the another language and scribe it in the new language is to transcribe the text. Whenever a transcription must be performed, a Transcribing skill check must be made.

Check: Roll percentile dice and apply the modifier from the Language sub-ability. Higher results correspond with a better Transcribing.

Trapping

If a character has traps to set, then a check of this skill will reveal how much food was trapped.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Note that the following results represent using traps of average quality in average terrain under average conditions. If necessary, the MM will determine the creature(s) that was (were) trapped. Results are considered to be daily. Consult the table below:

<u>TH</u>	<u>Example</u>
5	Nothing
10	Half a meal for one human
20	One meal for one human
30	Two meals for one human
40	Three meals for one human
50	Four meals for one human
60	Five meals for one human
70	Six meals for one human
80	Seven meals for one human
90	Ten meals for one human
95	Twenty meals for one human
99	Forty meals for one human

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Trickery

Different than Persuasion, Trickery is a character's skill at lying. If a character is attempting to lie to someone, then a Trickery skill check needs to be made. Trickery is often combined with the Persuasion skill.

Check: Roll percentile dice and apply the Skill Modifier from the Charisma ability. This number represents the believability of the character's lie. To detect the attempted Trickery, the target creature makes an Intuition sub-ability check. If the results are higher for the trickster, then the target creature believes the lie. If the results are higher for the target creature, then the lie has been detected.

Tumble

If a character needs to tuck and roll, then a Tumble skill check must be rolled.

Check: Roll percentile dice and apply the modifier from the Agility sub-ability. Compare this number with the TH below to understand how well or poorly your character tumbled:

<u>TH</u>	<u>Example</u>
10	Character slips and falls to the ground.
25	Character tumbles one revolution, then stands, but takes a moment to regain their balance, suffering - 5 to Agility for 1 round.
50	Character tumbles one revolution, then stands, if so desired.
75	Character tumbles two revolutions, then stands, if so desired.
99	Character tumbles three revolutions, then stands, if so desired.



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Urinating

While every character is capable of urinating, it requires skill to urinate accurately or to maximize the distance of a stream of urine. Generally, this skill is for males, though under certain circumstances females may exercise their Urinating skill. This is best left to the discretion of the MM. Whenever a character attempts to urinate on a target, and urination requires accuracy or distance, a Urinating skill check is made.

Check: Roll percentile dice and apply the average of the modifiers from the Health and Hand-Eye Coordination sub-abilities. If aiming at a target, then the TH also represents CA.

Two factors determine most variation in urination: time elapsed since last urination and cumulative volume of ounces of fluids drank. Consult the first table to determine a Urination Modifier:

Urination Modifier										
time \ ounces	0	1	2	4	8	16	32	64	128	256
1/2 hour	-100	-80	-60	-40	-20	-	+20	+40	+60	+80
1 hour	-95	-75	-55	-35	-20	-	+25	+50	+75	+100
2 hours	-90	-70	-45	-20	-	+20	+40	+60	+80	+110
4 hours	-80	-60	-40	-20	-	+25	+50	+75	+100	+125
8 hours	-70	-45	-20	-	+20	+40	+60	+80	+110	+130
16 hours	-60	-40	-20	-	+25	+50	+75	+100	+125	+150
1 day	-50	-25	-	+20	+40	+60	+80	+110	+130	+165
2 days	-40	-20	-	+25	+50	+75	+100	+125	+150	+175

Next, apply the Urination Modifier to the skill check and consult the table below:

TH	Example	Distance	Duration
<5	Do not have to go	-	-
5	Tinkle, tinkle	0.01 x Height x 1d10	1 second
25	Minor stream	0.1 x Height x 1d10	4d4 seconds
75	Major stream	0.2 x Height x 1d10	6d6 seconds
95	Flood	0.3 x Height x 1d10	10d10 seconds

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Ventriloquism

If a character intends to throw their voice, making it seem to originate from somewhere else nearby, then a Ventriloquism skill check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the Intelligence ability and Enunciation sub-ability. Compare this number with the TH below to understand how well or poorly your character used Ventriloquism:

<u>TH</u>	<u>Distance Thrown</u>
5	One inch
10	1 foot
30	2 feet
40	3 feet
50	5 feet
60	10 feet
70	15 feet
80	25 feet
90	50 feet
99	100 feet

Wainwrighting

A character who builds wagons is a wainwright. Whenever a wagon is being built, a Wainwrighting skill check must be made.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Higher results correspond with a better quality wagon.



Weapon, General Type

All weapons fall into one of several categories: bows and crossbows; axes, clubs, and hammers; knives; polearms; swords; and tools. Each time 5 Skill Points is invested or accumulated in this skill, they serve to negate the penalty

LC: Every melee combat in which this specific weapon is used, though no more than one combat per day, lessens the LC by 5.

Check: Roll percentile dice and apply the average of the modifiers from the Strength and Agility sub-abilities. A skill check with a General Type of Weapon means that a weapon of that general type is being swung at an opponent. For those who have never before swung this general type of weapon in combat or trained with it, there is a -20 penalty to the skill check. The TH is the opponent's CA (Current Armor), though each weapon has modifiers to hit certain types of armors and must be included in the roll. Further, every two Skill Points invested or accumulated with a General Type of Weapon beyond the first 5 will improve the skill check by 1 for all weapons of that general type.

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Weapon, Specific

This skill applies individually to different weapons. For each weapon in which 5 Skill Points have been invested, the weapon may be used in combat without penalty. Some occupations (see *Chap. 7: Occupations*) grant one or more Specific Weapon skills. Consider these granted skills as though 5 free Skill Points have been invested.

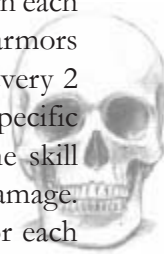
LC: Every melee combat in which the weapon specified for this skill is used lessens the LC by 5. No more than one combat per day may lessen the LC.

Check: Roll percentile dice and apply the average of the modifiers from the Strength and Agility sub-abilities. A skill check with a Specific Weapon is necessary when the weapon specified when this skill is acquired is being swung at an opponent. For those who have never before swung this particular weapon in combat or trained with it, there is a penalty of -20 on the skill check. The TH is the opponent's CA (Current Armor), though each weapon has modifiers to hit certain types of armors and must be included in the roll. Further, every 2 Skill Points invested or accumulated with a Specific Weapon beyond the first 5 will improve the skill check by 1. This skill does not increase damage. An extra attack per round may be gained for each 20 skill points invested in an Agility-based or 'A' weapon, 100 skill points invested in a Strength-based or 'S' weapon, or 30 skill points invested in a 'SA' weapon.

Weapon Trick

With this skill, the character has mastered a trick with a specific weapon. The trick may have one of three effects, though it must be determined when the trick is learned, not for each usage of the trick. The three effects include: increase damage on one attack per 2 rounds of the character's choice by 10%, increase the skill check with the specific weapon when attacking one attack per round of the character's choice by 10%, or bedazzle opponents as well as onlookers. Any round that a character is performing a Weapon Trick, their Current Armor suffers a -5 penalty.

Check: Roll percentile dice and apply the modifier from the Hand-Eye Coordination sub-ability. A check may be made once per 2 rounds. The TH varies with the complexity of the trick. The MM will assign a permanent TH to the Weapon Trick.



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Weaponsmithing

Crafting weapons is not an easy task. Before any weapon may be crafted, the character must have access to the necessary tools, including a forge.

LC: For each weapon that the character has never before crafted, the LC is 40. Each time a weapon is made successfully, the LC improves by 5.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Each weapon crafted requires a skill check. The TH affects Base Craft Time (BCT). Consult the table below:

<u>TH</u>	<u>BCT</u>	<u>Quality</u>
5	+ 3d100%	- 5d20% price
7	+ 2d100%	- 4d20% price
10	+ 1d100%	- 3d20% price
12	+ 4d20%	- 2d20% price
15	+ 2d20%	- 1d20% price
30	+ 1d20%	- 1d12% price
40	+ 1d10%	- 1d10% price
50	-	-
60	- 1d10%	+ 1d10% price
90	- 1d20%	+ 1d20% price
99	- 2d20%	+ 1d100% price

Note that metal, non-edged weapons are functional at 50% of BCT, though at this time the metal is still black, unpolished, and marred by blows of the hammer.



Weapon Mastery

After investing at least 25 Skill Points into a specific weapon, mastery may be claimed regarding that weapon. Weapon Mastery grants: an increased likelihood of Crucial Damage and a decreased likelihood of Crucial Fumbles. The range for Crucial Damage is doubled, and the range for Crucial Fumbles is halved.

Weather Prediction

Predicting the weather can be very handy for sailors and navigators, as well as guides in the wilderness, and towns along rivers in spring.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Common Sense and Reflection. By singular humanoid observation, it is possible to predict the exact weather conditions in the next hour (TH 10), six hours (TH 20), twelve hours (TH 40), day (TH 60), two days (TH 85), or three days (TH 95).

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Weaving

This is the skill concerning the interlacing of fiber strands into cloth. Raw materials for weaving include animal hairs such as wool, camel hair, rabbit hair, a vegetable fiber such as cotton, and hemp, and a leaf fiber. Many fine tapestries and rugs are woven by those who know this skill.

LC: Initially, weaving by hand yields a LC of 40, though the LC improves by 5 with every completed attempt, whether successful or not. Weaving with the hand loom has a LC of 20, which improves by 4 with every completed effort.

Check: Roll percentile dice and apply the modifier from the Common Sense sub-ability. Weaving may be either done by hand (TH 60) or by an ancient machine known as the hand loom (TH 20), though artistic pictorial weaves such as tapestries increase the TH by 10, due to the exactness of the finished product and the fact that tapestries differ from normal weaving in that they have no weft or horizontal thread spanning the width of the product. No more than twelve threads per inch may be attained. If multiple characters weave together as a team, only the highest roll from the group is considered for the skill check.



Wheelwrighting

A character who builds wheels is a wheelwright. Whenever a wheel is being built, a Wheelwrighting skill check must be made.

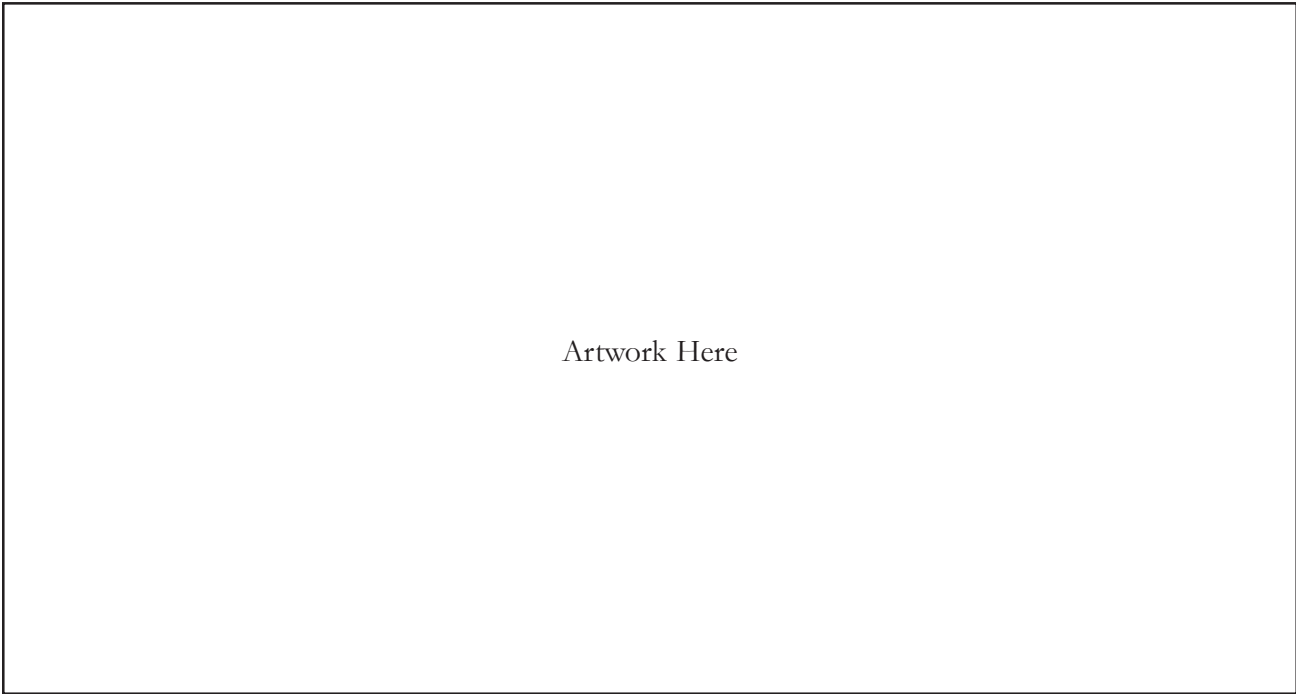
Check: Roll percentile dice and apply the modifier from the Spatial Intelligence sub-ability. Higher results correspond with a better quality wheel.

Wilderness Lore

Different from the related skills of nature, Wilderness Lore permits a character knowledge pertinent to survival in the wilderness, such as subtleties like which side of a tree moss grows on, or how to avoid being smelt downwind.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. The MM must determine the TH based on the difficulty of the check to be made. As a reference point, refer to the following table:

<u>TH</u>	<u>Example</u>
30	Imitate animal sound
40	Knowledge of what animals are indigenous in the current habitat
50	Knowledge of which local plants are edible
70	Avoid being smelt by normal wilderness animals



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Wrestling

Whenever two or more characters grapple with each other in close quarters, not predominantly to exchange blows but to force a submission, this is Wrestling.

Check: Roll percentile dice and apply the average of the modifiers from the Strength and Agility sub-abilities. All characters involved in an immediate fray must roll a Wrestling skill check. If the results are within 10 of each other among opponents, then they are gridlocked, unable to enact any effective maneuver for the round. The character with the highest roll (and exceeding by 10) wins, must now roll a 1d20, and consult the following table:

1. Head-butt - d2 subdual damage
2. Bear-hug - Opponent has their arms trapped at their sides while you squeeze their torso with your arms for everything you have. The opponent may attempt escape with a Wrestling check with a TH of 25, assuming your Strength scores are equal. Otherwise, apply the difference between these scores to the TH in the appropriate direction. If the check fails, the opponent loses 10% of their Strength each round until they pass out. If freed, Strength returns at the same rate taken.
3. Hammerlock - One of the opponent's arms is braced behind their middle back against their will and they are helpless from behind while standing (01-30%) or preferably braced on the ground or against something solid (31-100%). Opponent may attempt escape by making a successful Wrestling check with a TH of 30. If failed, you may break their arm, administering 2d8 damage and reducing their Agility to 70%. Otherwise, you may continue your submission hold and administer 2d6 subdual damage per round, unless they escape the lock, though the TH increases by 5 if standing up and 10 if braced.
4. Headlock - Opponent's head is trapped between arms or legs and the opponent may attempt escape with a successful Wrestling check with a TH of 70. If failed, you may snap their little neck, reducing their Life Points to 0, and their eyes will bulge. Otherwise, you may continue your submission hold and administer 2d8 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.
5. Ankle lock - Opponent's ankle is trapped between arms or legs and the opponent may attempt escape with a successful Wrestling check with a TH of 55. If failed, you may break their ankle, reducing their Sprint and Agility to 15%, as well as administering 2d10 damage. Otherwise, you may continue your submission hold and administer 2d8 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.
6. Wrist lock - Opponent's wrist is trapped in an awkward position and the opponent may attempt escape with a successful Wrestling check with a TH of 35. If failed, you may break their wrist, reducing their Hand-Eye Coordination to 30%, as well as administering 2d6 damage. Otherwise, you may continue your submission hold and administer 2d4 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.
7. Suplex (released) - Opponent is grabbed around the waist, whether arms are trapped or not and whether grabbed from behind or the front, hoisted into the air and hurled backwards (winner's Dead Lift for Strength must exceed the opponent's weight by 20%), and dropped on their head (01-20%), stomach (21-50%), or back (51-100%). This maneuver administers 1d20 damage if on the head, or 1d20 subdual to the body.

8. Leg lock - Opponent's leg is trapped between your arms or legs and the opponent may attempt escape with a successful Wrestling check with a TH of 40. If failed, you may break their leg, reducing their Sprint and Agility to 10%, as well as administering 2d12 damage. Otherwise, you may continue your submission hold and administer 2d10 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.

9. Arm bar - Opponent's arm is trapped between your arms or legs and the opponent may attempt escape with a successful Wrestling check with a TH of 60. If failed, you may break their arm, reducing their Agility to 70%, as well as administering 2d8 damage. Otherwise, you may continue your submission hold and administer 2d6 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.

10. Belly-to-back suplex - You have grabbed your opponent from behind, grasping their torso and the 'outside' arm, depending on which way you decide to thrash them. For example, thrashing someone to the right would require you to grasp their left arm (outside arm) so that they are unable to block their fall, and vice versa. The opponent suffers 2d6 subdual damage unless this action is so tastelessly performed upon a rock or some other solid bodily receptacle, which permits normal damage.

11. Scissors lock - You have your legs wrapped around their sides while you squeeze their torso with your legs for everything you have. The opponent may attempt escape with a Wrestling check with a TH of 40, assuming your Strength scores are equal. Otherwise, apply the difference between these scores to the TH in the appropriate direction. If the check fails, the opponent loses 10% of their Strength each round until they pass out. If freed, Strength returns at the same rate taken.

12. Overbearing - To overbear an opponent is to take them to the ground and pin them so that struggling against a hold is futile. Overbearing is largely determined by weight. It is not possible for a humanoid to overbear a heavier opponent; the target must be lighter in weight. Multiple grapplers may try to overbear a single opponent, in which case they sum their weight. For humanoids, the target's weight is subtracted from the grappler's weight. Next, this amount is subtracted from 100. Finally, percentile dice are rolled. If the roll is higher than the previously determined result, overbearing is successful.

If a human male successfully overbears a female, it is possible that rape may occur. If a male seeks to have his way with a woman at her expense and whether she likes it or not, he may attempt to Intimidate her to allow him to rape her without resistance. On the other hand, he may be enraged or prefer to continue without asking. If an Intimidation skill check is successful, then double the effective weight difference used in Overbearing above. In any case, he will have to overcome her clothing or armor. If naked, there is no modifier to the Rape roll. If either of them is wearing clothes, then the Rape roll suffers a + 5 penalty, + 10 for both. If either wears light armor, then the Rape roll suffers a + 10 penalty, + 20 for both. If either wears medium armor, then the Rape roll suffers a + 20 penalty, + 30 for both. If either wears heavy armor, then the Rape roll suffers a + 30 penalty, + 60 for both.

The Rape roll consists of rolling percentile dice, and the rapist wants to roll lower than the weight difference as used in Overbearing, doubled by Intimidation if used, and the roll is modified by clothing or armor. If the roll fails, then the woman manages to escape from the clutches of the rapist, and 80% of the time manages to land a Brawling blow with Crucial Damage to either the Penis (01-50%) or Testes (51-100%) of the would-be rapist. Further, if the roll fails then she either escapes prior to penetration (01-60%) or during the violation (61-100%). If the roll is successful, then the man does with her as he likes.

13. Brawling - Roll 1d100 and consult the table for the Brawling skill to determine location and damage.

14. Belly-to-belly suplex - You have grabbed your opponent from the front, grasping their torso and the 'inside' arm, depending on which way you decide to thrash them. For example, thrashing someone to the right would require you to grasp their left arm (inside arm) so that they are unable to block their fall, and vice versa. The opponent suffers 2d8 subdual damage and also temporarily stunning them for 1d6 rounds unless this action is so tastelessly pulverized upon a rock or some other solid bodily receptacle, which permits normal damage instead of subdual.

15. Suplex (unreleased) - Opponent is grabbed around the waist, whether arms are trapped or not and whether grabbed from behind or the front, hoisted into the air, hurled backwards (winner's Dead Lift for Strength must exceed the opponent's weight by 20%), and dropped on their head. This maneuver administers 3d10 damage. The opponent may attempt to escape your grasp with a Wrestling check with a TH of 25, assuming your Strength scores are equal. Otherwise, apply the difference between these scores to the TH in the appropriate direction. If the check fails, the opponent loses 40% of their Strength each round a successful suplex is given until they pass out. If freed, Strength returns at the same rate taken.



16. Choking - The opponent may attempt to escape with a successful Wrestling check at TH 60. Each round of being choked, the victim loses 10% of their potential Life Points in subdual damage. The choker may make a Crush Windpipe Check, which is TH 100 - (choker's Strength - victim's Strength). If the choker crushes the windpipe of the victim, then the victim no longer needs to be manually choked, but will continue to lose Life Points and Strength until they die, unless somehow saved. If the windpipe is not crushed, then after the first round of choking, the victim loses 2d10 Strength sub-ability points. The next round, the victim may again attempt escape, this time with a TH of 90. If failed, the victim loses 4d10 Strength. The third round of choking, the victim may attempt to escape with a TH of 99. If failed, the victim loses 6d10 Strength. The fourth round, they may not attempt escape at all. If still conscious, the victim loses 8d10 Strength. This pattern may be continued if desired or deemed necessary by the choker.

17. Fish-hook - You have successfully wedged a finger into each side of the opponent's mouth, outside of their biting range, and begun pulling apart as though you want the side of their lips to touch their ears. They may, however, attempt to escape, though they need to have a higher Strength score by 10 points than you. To escape, both combatants make a Strength check. If the victim's roll is higher, then he escapes. This vicious maneuver will never be forgotten, and if successful, administers 3d6 points of humiliating facial damage each round it is applied. Each round of successful fish-hooking, the opponent's Facial Charisma lowers 2 points.

18. Eye-gouge - If intended to kill, roll 1d20 for damage and apply appropriate modifiers. If intended for submission, administer 1d10 subdual damage, and the opponent must roll a TH of 50 to escape. If failed, again administer 1d10 subdual damage and the opponent must roll a TH of 90 to escape. If this is failed, they must pass a Health check at a TH of 90 or pass out for 1d100 minutes. If passed, they may not escape now, but will take 1d10 subdual damage every round and must pass a Health check at a TH of 95 to remain conscious.

19. New move - Though you have never seen or heard of this move before, it has forced your opponent into submission at your mercy.

20. Winner's Choice - Any of the above Wrestling techniques may be chosen.



Chapter 9: Equipment

Herein lie the goods that characters may purchase. Starting funds for characters were determined by Social Class (see *Chap. 6: Sociality*). Everything on the following lists may be purchased by characters, provided the MM declares it to be available and for sale. The prices in this chapter are recommended as averages; the prices for goods may vary depending on the culture, degree of urbanity, and availability. Equipment that is not new is most often sold for half price.

In order, this chapter introduces currency, a table that lists common equipment for adventurers, then three weapon tables (melee, miscellaneous, and missile), miscellaneous equipment, armor, encumbrance, and carrying capacity.

Integrity Points

Every object or item has a given number of Integrity Points (IP). While unlikely to come up in every game, sometimes it is relevant to know how many points of damage an item can take before losing its integrity -- in other words, falling to pieces or being destroyed. If damage is done to a living creature, then the damage is considered LP (see *Chap. 10: Combat*). However, if damage is done to an object, it is considered IP. Therefore, every item in this chapter has a number of IP listed for it. When an item is reduced to zero IP, it is destroyed, useless, broken, or whatever is most appropriate.

Note that some items, such as aprons, are very susceptible to some types of damage, such as slashing or burning, but not to pounding; in fact, you can pound an apron all day and not likely ruin its integrity. For this reason, IP for items are listed in three forms, separated by slashes. They are hacking/pounding/burning. If an object is damaged by different means, the MM may assign an appropriate modifier.

Finally, IP's are not detracted from an item in normal combat. For example, if a warrior is struck, then the armor does not lose IP, the warrior loses LP. If an item is targeted itself, however, it loses IP.

Currency

The currency of this game exists in two main forms: coins and bars. While different states or countries may put different seals on their currency, usually imprints of the images of deities or rulers, over the years all have adopted identical measures for the minting of coins and bars. All coins are the same weight, 1/8th of an ounce. One pound in weight is equal to 240 coins. A bar equals one pound and has the same value as 240 corresponding coins. The dimensions of bars are 3" x 2" x 2". Coins are as follows:

Coin	Equivalent	IP: H/P/B	Common Use	Diameter	Thickness
1 gold piece (g.p.)	20 silver pieces (s.p.)	1/1/15	Nobility and Royalty	14/16"	1/16"
1 electrum piece (e.p.)	10 silver pieces (s.p.)	2/2/12	Ancient Hoards	13/16"	1/16"
1 silver piece (s.p.)	4 copper pieces (c.p.)	3/3/10	Slaves, Peasants, Serfs	12/16"	1/16"
1 copper piece (c.p.)	4 bronze pieces (b.p.)	4/4/8	Ancient Hoards	11/16"	1/16"
1 bronze piece (b.p.)	1 bronze piece (b.p.)	5/5/10	Ancient Hoards	10/16"	1/16"

Note that electrum (an alloy of gold and silver), copper, and bronze (an alloy of copper and tin) are not currently used as coins, though they may be found in ancient treasure hoards. When bartering for goods and services, two coins will be encountered: silver and gold. Very few gold coins exist, so silver is the common currency. In fact, all gold in circulation could be melted down into an area of two yards cubed. Since gold pieces are rarely used in bartering, all prices for equipment are listed in silver pieces.

To put currency in perspective, the average character is a peasant. Most peasants struggle to earn enough to feed themselves and their family, earning several silver pieces for a day's labor. Out of the family's earnings, peasants usually purchase beer and bread as the daily staple, and some enjoy nothing else. Most peasants wear the same clothes throughout the year; poverty means struggling to survive. Outside of a town, peasants are slaves, and all belong to one serf or another. Inside towns, peasants may be free or slaves. If free, a yearly fee must be paid to the town to live there. Typically, peasants live in single-room huts that are often 16' x 12', or two-room cottages measuring 33' x 13'. These structures are built to last about twenty years before they need to be torn down and rebuilt. Few peasants ever travel far from their homes.

Serfs, who own land, typically have a long house that may average 50' in length and a byre (barn). Most serfs earn less than a gold piece per day, and use their earnings to purchase and pay peasants or slaves to work their land. Oftentimes, local serfs band together for the protection of a lord, a knight offering protection in exchange for service.

Nobility, of course, usually earns at least one gold piece per day, and often more.

While coins are the popular currency for most trade, bars are usually reserved for large purchases between nations or states. The presence of bars usually indicates royal property or stolen royal property.

Finally, before listing equipment, it may be helpful to note that there are 16 ounces in a pound and 2,000 pounds or 250 gallons in a ton. Equipment is numbered to facilitate determining Plunder in *Chapter 14: Treasure*.

1. The system of currency has been developed after considering ancient and medieval European currency. The silver piece is based on the Carolingian denier (d.) and Slovak Grosh, which evolved from the Roman denarius. The gold piece is based on the Venetian ducat. The other coins are based on coins from ancient Rome, Greece, and the Celts. Samples of at least 45 coins of each type were averaged to deduce diameter.

Equipment, Common			
Item	Cost	Weight (lbs.)	IP: H/P/B
1. Anvil, Iron	200 s.p.	100	10,000/10,000/10,000
2. Apron	3 s.p.	1	1/NA/1
3. Ballantion	2 s.p.	1	1/NA/1
4. Backpack, leather	10 s.p.	2	5/NA/10
5. Backpack, straw	4 s.p.	1	2/4/1
6. Bandeaux	2 s.p.	1	1/NA/1
7. Barrel	15 s.p.	30	50/25/15
8. Bed, canopy	300 s.p.	300	60/60/20
9. Bed, double	100 s.p.	150	50/50/15
10. Bed, single	50 s.p.	90	40/40/10
11. Belt, leather	3 s.p.	1	5/NA/5
12. Belt, chastity	50 s.p.	5	30/30/70
13. Bench	30 s.p.	15	40/40/10
14. Bit and bridle	10 s.p.	4	2/5/2
15. Blanket, fur	5 s.p.	3	6/NA/3
16. Blanket, wool	4 s.p.	3	5/NA/2
17. Book, 100 blank pages	200 s.p.	20	7/20/2
18. Bookcase (4' x 1' x 8')	30 s.p.	100	40/40/10
19. Boots, thigh	40 s.p.	5	5/NA/5
20. Boots, knee	30 s.p.	4	4/NA/4
21. Boots, calf	20 s.p.	3	3/NA/3
22. Bowl	3 s.p.	1	2/4/5
23. Bracers, leather	7 s.p.	2	2/NA/5
24. Breeches	4 s.p.	2	3/NA/2
25. Brooch	9 s.p.	2 ounces	4/2/5
26. Bucket, metal	6 s.p.	3	20/20/100
27. Bucket, wood	4 s.p.	2	15/10/5
28. Candle, 12" x 1"	1 s.p.	4 ounces	1/1/3
29. Candle, 10" x 3"	2 s.p.	2	2/2/5
30. Candle, 8" x 6"	4 s.p.	5	4/4/8
31. Cane, walking	3 s.p.	3	3/5/5
32. Cape, lacerna	30 s.p.	3	5/NA/2
33. Cape, paenula	30 s.p.	3	5/NA/2
34. Cape, birrus	30 s.p.	3	5/NA/2
35. Cauldron	300 s.p.	200	1,000/1,000/10,000
36. Chair	10 s.p.	10	20/20/8
37. Chalk, 1 piece	1 s.p.	1 ounce	1/1/1
38. Chamber pot	10 s.p.	5	50/30/150
39. Chemise	20 s.p.	3	4/NA/2
40. Chest, wood	50 s.p.	25	50/25/15
41. Cloak	25 s.p.	3	5/NA/2
42. Coal, lump of	1 s.p.	2 ounces	1/1/3
43. Condom	1 s.p.	2 ounces	1/2/1
44. Dice, pair of	2 s.p.	1 ounce	3/2/4
45. Dice, pair of loaded	5 s.p.	1 ounce	3/2/4
46. Dildo	3 s.p.	4	30/20/200
47. Dress, noble	300 s.p.	3	5/NA/2
48. Fishing net, 25 sq. ft.	10 s.p.	5	2/NA/2
49. Flask	4 s.p.	8 ounces	1/1/10
50. Flint	2 s.p.	1	5/5/5
51. Flute, wood	30 s.p.	1	2/1/3

Equipment, Common (continued)			
Item	Cost	Weight (lbs.)	IP: H/P/B
52. Garter	50 s.p.	1	1/NA/1
53. Gloves, leather	7 s.p.	1	2/NA/5
54. Goblet	3 s.p.	1	3/3/3
55. Hat	9 s.p.	1	2/NA/2
56. Horn	10 s.p.	7	3/2/20
57. Horseshoes	6 s.p.	12	30/20/100
58. Incense stick	1 s.p.	1 ounce	1/1/2
59. Ink, 1 vial	50 s.p.	1 fluid ounce	1/1/3
60. Kettle, iron	15 s.p.	5	100/100/5,000
61. Ladder, 10'	8 s.p.	20	1/1/3
62. Lantern	50 s.p.	3	2/1/10
63. Lock and key	40 s.p.	3	5/5/40
64. Lock-picking tools	50 s.p.	2	5/5/40
65. Lute	80 s.p.	3	2/1/3
66. Manacles, arm	20 s.p.	8	50/30/150
67. Manacles, leg	25 s.p.	10	60/40/175
68. Marbles, bag of 30	2 s.p.	1	70/30/200
69. Mattress	30 s.p.	50	100/100/10
70. Mirror, polished iron	80 s.p.	2	20/20/100
71. Oil flask	20 s.p.	2	1/1/5
72. Paper	20 s.p.	1 ounce	1/NA/1
73. Pillow	7 s.p.	2	2/NA/2
74. Pipes, musical	20 s.p.	3	1/1/5
75. Pouch, belt	6 s.p.	1	2/NA/8
76. Robe	10 s.p.	5	3/NA/3
77. Rope, per 50'	10 s.p.	10	3/NA/3
78. Rug	8 s.p.	3	10/NA/5
79. Sack	2 s.p.	4 ounces	2/NA/2
80. Saddle	30 s.p.	20	10/100/30
81. Saddle blanket	3 s.p.	1	5/NA/2
82. Saddlebags	10 s.p.	8	5/NA/10
83. Sandals	4 s.p.	1	2/NA/5
84. Sconce, wall	3 s.p.	4	40/20/100
85. Scroll	40 s.p.	3	1/NA/1
86. Scroll case	50 s.p.	8 ounces	5/5/10
87. Shirt	4 s.p.	2	3/NA/2
88. Shoes	10 s.p.	2	4/NA/5
89. Shoes, clogs	13 s.p.	4	6/10/6
90. Shoes, felt	25 s.p.	2	3/NA/4
91. Spike, 8" iron	2 s.p.	3	75/1,000/150
92. Stool	8 s.p.	6	20/20/8
93. Sundial	50 s.p.	50	5/3/100
94. Sundial, pocket	75 s.p.	2	1/1/50
95. Symbol, religious	10 s.p.	1	5/5/40
96. Table, 5' x 3'	50 s.p.	100	30/30/10
97. Tankard	2 s.p.	1	5/5/5
98. Tent for two humans	60 s.p.	20	5/NA/2
99. Torch	1 s.p.	1	4/6/5
100. Trousers	6 s.p.	1	1/NA/1
101. Tub, wooden	40 s.p.	75	30/30/10
102. Undershirt	5 s.p.	1	1/NA/1
103. Underwear	4 s.p.	1	1/NA.1
104. Urine, aged	10 s.p.	1 gallon	1/1/200

Equipment, Common (continued)

Item	Cost	Weight (lbs.)	IP: H/P/B
105. Vial	4 s.p.	4 ounces	1/1/8
106. Water, holy, 1 vial of	60 s.p.	1 fluid ounce	1/1/8
107. Water, unholy, 1 vial of	60 s.p.	1 fluid ounce	1/1/8
108. Whistle, signal	9 s.p.	4 ounces	2/3/15
109. Wig	40 s.p.	1	1/NA/1
110. Wineskin	6 s.p.	1	2/NA/4

Anvil, iron - This is a heavy iron block on which metal is shaped by hammering or forging.

Apron - This is a piece of cloth used during cooking to protect one's clothing.

Ballantion - This is a little bag for holding money that is hung on a cord about the neck. A ballantion can hold up to ten coins.

Backpack, leather - This is leather sewn together to allow storage within. Two straps allow characters to affix this sturdy leather pack to their back.

Backpack, straw - This is straw woven together to allow storage within. Two leather straps allow characters to affix this pack to their back. This pack, though cheaper, is not as sturdy as a leather backpack.

Bandeaux - This is a strip of cloth used by females to support and bind their breasts. A bandeaux is wrapped around their upper torso.

Barrel - This is a round bulging vessel of greater length than breadth that is usually made of staves bound with hoops and has flat ends of equal diameter. Barrels are renowned to hold 31 gallons.

Bed, canopy - This bed measures 7' long by 8' wide, and is large enough to accommodate three characters.

Bed, double - This bed is large enough to accommodate two characters, though not in comfort. One character may sleep on a double bed in moderate comfort.

Bed, single - This bed is small, only accommodating one character.

Belt, leather - This is a thin strip of leather that is tied around one's waist to hold up one's pantaloons.

Belt, chastity - Looking like iron underwear, a chastity belt is placed on a woman and locked in place so that she is unable to have vaginal intercourse.

Bench - An object on which to sit, a bench is usually made of wood, though other materials may be used.

Bit and bridle - This consists of a short cylindrical rod that lies across the back teeth of a horse.

Blanket, fur - A fur blanket is good for preserving body heat in cold winter.

Blanket, wool - A wool blanket is good for preserving body heat in cold weather.

Book, 100 blank pages - Books tend to be large and weigh considerably. The pages of books are thick, as are the covers. Books are usually bound in leather and have metal strategically placed for reinforcement.

Artwork Here

Bookcase (4' x 1' x 8') - This large piece of furniture consists of several shelves on which books may be stored. On average, 7 books may be stored per shelf, of which there are usually six shelves. The average bookcase of this size therefore holds 42 books.

Boots, thigh - Serving as protective leather footwear, these boots extend half-way up the thigh. Thigh boots protect against more than merely the cold, but also against snake bites.

Boots, knee - Serving as protective leather footwear, these boots extend as high as the knee. Knee boots protect against more than merely the cold, but also against snake bites.

Boots, calf - Serving as protective leather footwear, these boots extend halfway toward the knee.

Bowl - This is a small, hand-sized reservoir that is most often used to hold beverages or food. Bowls may be made of wood, metal, clay, or a variety of materials, though wood is most common.

Bracers, leather - Leather is wrapped around the lower forearm to reinforce the arm and wrist.

Breeches - This is clothing that covers the legs and waist of male characters.

Brooch - A small and decorative metal pin, a brooch is placed over the chest where it is used to connect the ends of a cloak or robe.

Bucket, metal - This is a small reservoir with a handle that is often used to transport beverages or grains from place to place.

Bucket, wood - This is a small reservoir with a handle that is often used to transport beverages or grains from place to place.

Candle, 12" x 1" - (height by diameter) A Tube of wax with a wick through the middle of it is burned by igniting the wick. The larger the candle, the slower the wick burns. This candle burns for 10 hours. In sheer darkness, one candle illuminates for a 1' radius and incurs a cumulative -10 to Sight checks (see *Chap. 8: Skills*) for each foot. No single candle illuminates beyond a radius of 10 feet. For each additional candle, the range of illumination is extended one foot.

Candle, 10" x 3" - (height by diameter) A Tube of wax with a wick through the middle of it is burned by igniting the wick. The larger the candle, the slower the wick burns. This candle burns for 30 hours. In sheer darkness, one candle illuminates for a 1' radius and incurs a cumulative -10 to Sight checks (see *Chap. 8: Skills*) for each foot. No single candle illuminates beyond a radius of 10 feet. For each additional candle, the range of illumination is extended one foot.

Artwork Here

Candle, 8" x 6" - (height by diameter) A Tube of wax with a wick through the middle of it is burned by igniting the wick. The larger the candle, the slower the wick burns. This candle burns for 60 hours. In sheer darkness, one candle illuminates for a 1' radius and incurs a cumulative -10 to Sight checks (see *Chap. 8: Skills*) for each foot. No single candle illuminates beyond a radius of 10 feet. For each additional candle, the range of illumination is extended one foot.

Cane, walking - A small staff, no longer than half the height of the character who needs it, is used to support a character as they walk.

Cape, lacerna - This is a short, light cape suitable to be worn during mild weather.

Cape, paenula - Made from either wool or leather, this cape is fitted with a hood and reaches to the knees of a character. A paenula is worn during rain.

Cape, birrus - Made from wool, this cape reaches to the knees of a character. A birrus is worn during cold weather.

Cauldron - This is a large container made of iron. A cauldron is placed over a fire and used to boil large quantities of food or beverage.

Chair - Constructed of wood, a chair is an object on which someone may rest their ass and their back.

Chalk, 1 piece - Very small, a piece of chalk is typically only a few inches in length and an inch in diameter. As chalk brushes against objects, it leaves behind a mark.

Chamber Pot - This pot is not used for cooking, but defecating and urinating. When a character is relieved, the chamber pot is carried to the top of the outer wall of the fortification, if there is one, and emptied over it. Otherwise, many inhabitants of castles relieve themselves in a garderobe.

Chemise - This is long, underwear for females only.

Chest, wood - This object is used to store items and to protect them from the weather or other characters. Wooden chests may be strategically braced by metal, and they may also be locked.

Cloak - A piece of material that is draped over a character's back is a cloak. Not quite as fully encompassing as a robe, a cloak may drape from the shoulders to the thighs or even to the feet. The corners of a cloak are usually pinned together over the breast with a brooch.

Coal - A lump of coal measures roughly 2" x 2". Coal is used in blacksmithing forges.

Artwork Here

Condom - This tool may take various forms. The purpose of a condom is to prevent pregnancy. The most popular condom is the bladder of a goat. If unavailable, any animal intestine may be used. If no condom is available, the method of coitus interruptus is popular, which means that the male withdraws and ejaculates onto the outside of her, rather than inside. To practice the rhythm method means to copulate at the time of the month when the female is least fertile. Some believe that applying juniper berries to the head of the penis causes temporary sterility. Others believe that inserting cedar oil into the vagina is inhospitable to sperm. Magic may be used as well.

Dice, pair of - Two small, six-sided wooden or bone cubes are known as dice. Usually, they are painted white and then black dots are painted on each side, ranging from one to six. Dice are popular in gambling games.

Dice, pair of loaded - Dice are described above. Loaded dice, however, are imbalanced and therefore tend to roll some numbers more than others.

Dildo - Often called an olisbos, this tool is sold to single females by merchants. A dildo is made of stone and represents a penis in size and shape. A horny female may masturbate by feverishly inserting the dildo into her vagina. Prior to insertion, olive oil is applied to the dildo as a lubricant.

Dress, noble - A noble dress may be made from a variety of fabrics and purchased in a variety of shapes or styles.

Fishing net, 25 sq. ft. - Many thin strands and cross-strands of rope comprise a fishing net.

Flask - A small container to hold liquid, flasks are usually used to hold oil.

Flint - Oftentimes, steel is rubbed quickly against flint to produce a spark, which is itself used to ignite flammable substances.

Flute, wood - A thin piece of wood is hollowed and periodic holes are drilled with precision. To operate this musical instrument, one end of the flute is placed before one's mouth and the player blows into the flute. As holes are covered and uncovered with one's fingers, the pitch decreases or increases respectively.

Garter - These are thin veiled and ruffled straps that women place strategically on a leg to entice a male.

Gloves, leather - Though simply designed to cover the hands, some gloves extend up the arm.

Goblet - This is a drinking vessel with a foot and stem and without handles that may be ornate or simple.

Hat - Material may be fashioned in many styles, though its primary purpose is to cover the head.

Artwork Here

Horn - The hollow horn of an animal may be used as a drinking cup or it may be blown.

Horseshoes - Iron is shaped and fitted to the foot of a horse to protect the horse's feet from the ground.

Incense stick - These sticks are material (such as gums or woods) are used to produce a fragrant odor when burned.

Ink, 1 Vial - Ink is a purplish fluid of viscous material that is used for writing.

Kettle, Iron - This is a container made of iron. An iron kettle is usually hung by its handle over a fire, and water is boiled inside it. An iron kettle is used in almost every kitchen.

Ladder, 10' - Two thin boards, each ten feet in length, are connected via many small crosspieces that are roughly spaced a foot apart and serve to support a foot. Ladders are a means to climbing.

Lantern - Though there are a variety of lanterns, essentially this consists of a glass compartment that holds oil and a wick that burns slowly. The contraption has a handle and is held so that light is cast before its carrier. Light extends forth in an arc of 60 degrees until it dissipates. Each flask of oil and wick will burn for a total of 70 hours. In sheer darkness, one lantern illuminates for 15 feet and incurs a cumulative -10 to Sight checks (see *Chap. 8: Skills*) for each three feet. No single lantern illuminates beyond 45 feet in front of it. For each additional lantern, the range of illumination is extended two feet.

Lock and key - In this age, there are not a variety of metal locks, but one design. These locks are easy to pick provided that they are not rusted shut.

Lock-picking tools - These long, thin, and hooked pieces of metal are shoved into locks in place of keys. The purpose of lock-picking tools is to turn the tumblers inside the lock, thereby opening without needing the key.

Lute - A lute is a stringed musical instrument that has a large pear-shaped body and a neck with a fretted fingerboard having from 6 to 13 pairs of strings tuned by pegs set in the head. It is played by plucking the strings with the fingers.

Manacles, Arm - This is a lockable iron brace that is affixed to the wrist and chained to an immovable object or each other.

Manacles, Leg - This consists of two lockable iron braces that are affixed to the ankles, connected by a thick chain, and sometimes chained to an immovable object.

Marbles, bag of 30 - This bag contains little balls made of a hard substance (such as agate, glass, baked clay, or steel) typically ranging from 1/2 to 1 inch in diameter. These are used for a game in which marbles are placed within a circle and then a marble is pushed at them with a thumb in hopes of knocking other marbles out of the circle or into a central pit.

Artwork Here

Mattress - This is straw-filled bedding that is hung on rope suspenders. The straw provides cushioning during sleep.

Mirror, polished iron - This piece of iron is polished to the point of being able to see a reflection of oneself in it.

Oil flask - A flask of oil is used for lanterns or hurling at opponents among other uses.

Pantaloon - These are loosely fitting pants, tied to one's waist by a string.

Paper - This is a substance on which ink and writing is applied. For information on paper, see the Papermaking skill in *Chapter 8: Skills*.

Pillow - This is made of cloth and is filled with feathers. A pillow provides comfort for a character's head during sleep.

Pipes, musical - Pipes of varying lengths and precise pitches are arranged abreast so that a musician may blow into them to create music. Pipes may be made of a variety of materials, though wood is the most common.

Pouch, belt - Leather is closed atop by a drawstring and attached to a belt when used as a belt pouch.

Robe - A robe is a large piece of clothing, usually with a hood, which drapes completely around a character's body.

Rope, per 50' - It is most convenient to sell rope per 50'. Rope itself is made from strands of hemp or flax twisted and braided together, usually in a thickness ranging from 1/4 inch to 5 inches in diameter.

Rug - This is woven from rough wool and placed on the ground.

Sack - Made from sackcloth, a sack may be used to hold and transport goods. In some societies, criminals are sewn into a sack and drowned.

Saddle - This is a seat shaped to fit the inside contours of the buttocks of a rider on horseback and made of a leather-covered wooden frame that is padded to comfortably span the back of a horse, raised in front and in back, provided with stirrups, and secured by a girth passing under the belly of the horse.

Saddle blanket - This blanket is worn between the horse's back and the saddle to prevent chaffing.

Saddlebags - These long bags are attached to the sides of a saddle to carry goods.

Sandals - Leather footwear consisting of a sole and one or more leather straps are sandals.

Sconce, wall - A sconce is a mount for a torch and is usually mounted on a wall.

Artwork Here

Scroll - A scroll is a long strip of leather, papyrus, or parchment, depending respectively on the degree of civilization and technology achieved within the culture in which the scroll was created.

Scroll case - Made of ivory, leather, wood, or any number of materials, a scroll case serves to protect a scroll.

Shirt - Though many designs or styles are possible, a shirt consists of cloth draped over one's upper body.

Shoes - A compromise in footwear between sandals and boots, shoes are made of leather and cover a character's feet, but not their legs.

Shoes, clogs - These shoes consist of a wooden sole with leather attached over the top.

Shoes, felt - These shoes are made entirely of felt leather, which is soft, expensive, and comfortable.

Spike, 8" iron - An iron spike may be used for many purposes, but is most often driven into the ground.

Stool - Constructed from wood, a stool is an object on which a character may rest their ass.

Sundial - A sundial consists of a flat dial with twelve numbers evenly spaced around its perimeter. A central arm extends upward, causing a shadow to fall on the dial when outdoors. The dial is placed so that the shadow corresponds with the time of day. Most sundials are accurate to within a quarter hour.

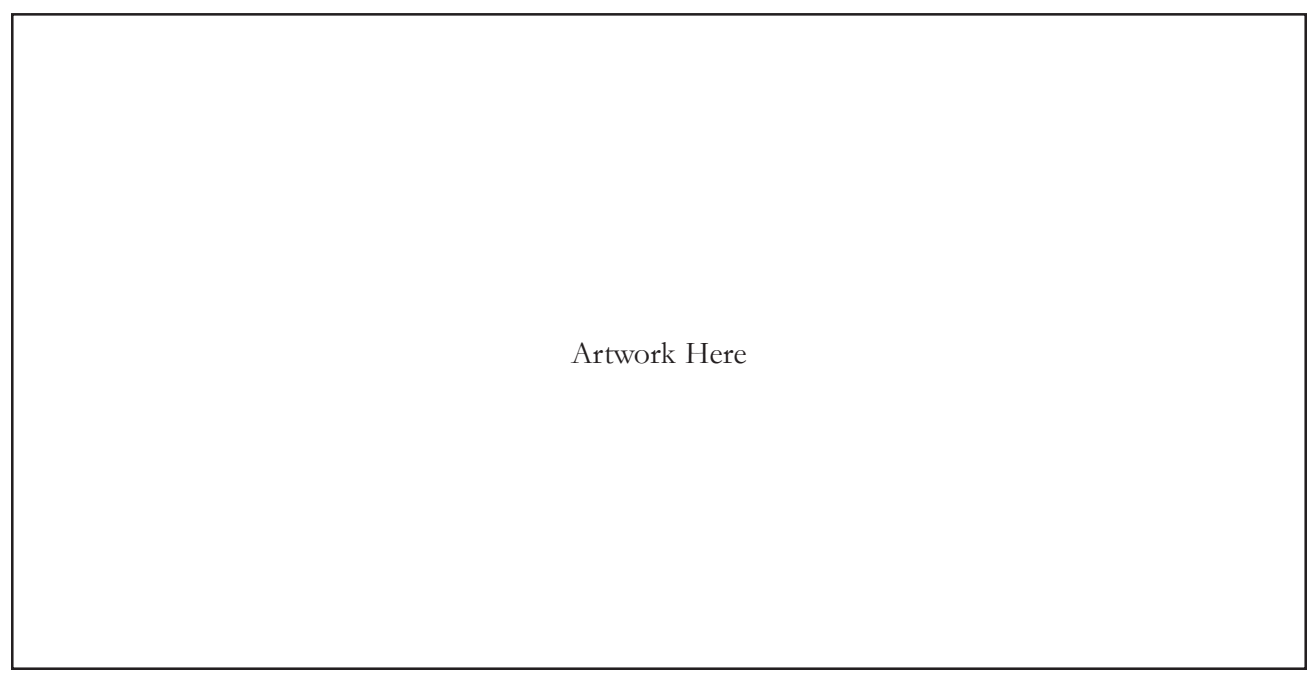
Sundial, Pocket - This is a miniature version of a sundial, made of bronze and measuring between 1 3/8" and 2 3/8" in diameter. Although it is not as accurate as a full-size sundial, it provides a rough idea of time. Pocket sundials are rare.

Symbol, religious - Most deities have their own religious symbols, and most priests carry a religious symbol representing their deity or their faith to their deity. These symbols may be made of various materials and come in a variety of shapes. Oftentimes, they are hung about the neck on a necklace.

Table, 5' x 3' - The corners of a 5' x 3' wooden slab are each supported by a pole known as a table leg. Tables are used in a variety of manners as convenient places on which work is done or food consumed.

Tankard - This is a mug in which ale or beer is poured. Tankards are popular in most taverns.

Tent for two humans - A tent consists of heavy cloth, some support poles, some stakes, and possibly some animal skins. Typically, the perimeter of the cloth is driven into the ground by stakes and the middle is supported by poles. If it is cold enough, skins of animals are often draped over the outside of it.



Torch - A torch is a straight piece of wood with a cloth wrapped around one end that has been dipped in oil. An ignited torch burns for 3 hours. In sheer darkness, one torch illuminates for a 10' radius and incurs a cumulative - 10 to Sight checks (see *Chap. 8: Skills*) for each additional two feet. No single torch illuminates beyond 30 feet radius. For each additional torch, the range of illumination is extended two feet.

Trousers - This is a tight-fitting combination of breeches and hose.

Tub, Wooden - This is a tub that is used for bathing. It is filled with water once per week. Slaves bring buckets of water that are heated over a fire.

Undershirt - This shirt is worn only by males.

Underwear - These clothes are worn around the waist by males and females, covering the genitals.

Urine, Aged - This bodily fluid is highly valued, and most towns and castles store urine of humanoid and animals to age it. Aged urine is applied atop objects to prevent the object from catching fire. Examples include wallwalks and the top of a cat (siege engine).

Vial - The smallest container of liquids, a vial hold only a gulp or two -- one fluid ounce. Vials may be made from many materials, but most of them are made from glass.

Water, holy, 1 vial of - This water has been consecrated on holy or moral ground, such as in a temple devoted to goodness. Upon contact, holy water burns immoral creatures, and a vial of it will cause 1d6 Life Points of damage.

Water, unholy, 1 vial of - This water has been consecrated on unholy or immoral ground, such as in an evil temple. Upon contact, unholy water burns moral creatures, and a vial of it will cause 1d6 Life Points of damage.

Whistle, Signal - A small piece of crafted metal, a whistle may be blown into which creates a loud, piercing noise. Militia and military often use signal whistles to signal various problems or convey commands.

Wig - This rare item consists of the hair of another character. This hair is bound together and worn atop a character's head as if it were their own hair.

Wineskin - Consisting of leather that is sewn around a nozzle, a wineskin holds wine, water, or other liquids. Most travelers bring a wineskin so that they may drink on their journey.

Artwork Here

Beverages		
Beverage	Cost	Weight
1. Ale, tankard of	2 s.p.	1 pint (2 lbs.)
2. Beer, tankard of	1 s.p.	1 pint (2 lbs.)
3. Mead, bottle of	10 s.p.	½ gallon (3.5 lbs.)
4. Milk, bucket of	5 s.p.	1 gallon (7 lbs.)
5. Water, bucket of	1 s.p.	1 gallon (8 lbs.)
6. Wine, bottle of	100 s.p.	½ gallon (3.5 lbs.)

Ale - This is a malted and hopped beverage that is usually higher in alcoholic content than beer, heavier in body, more bitter, and is brewed by top fermentation. Consuming ale affects one's body (see Intoxication in *Chap. 3: Body*).

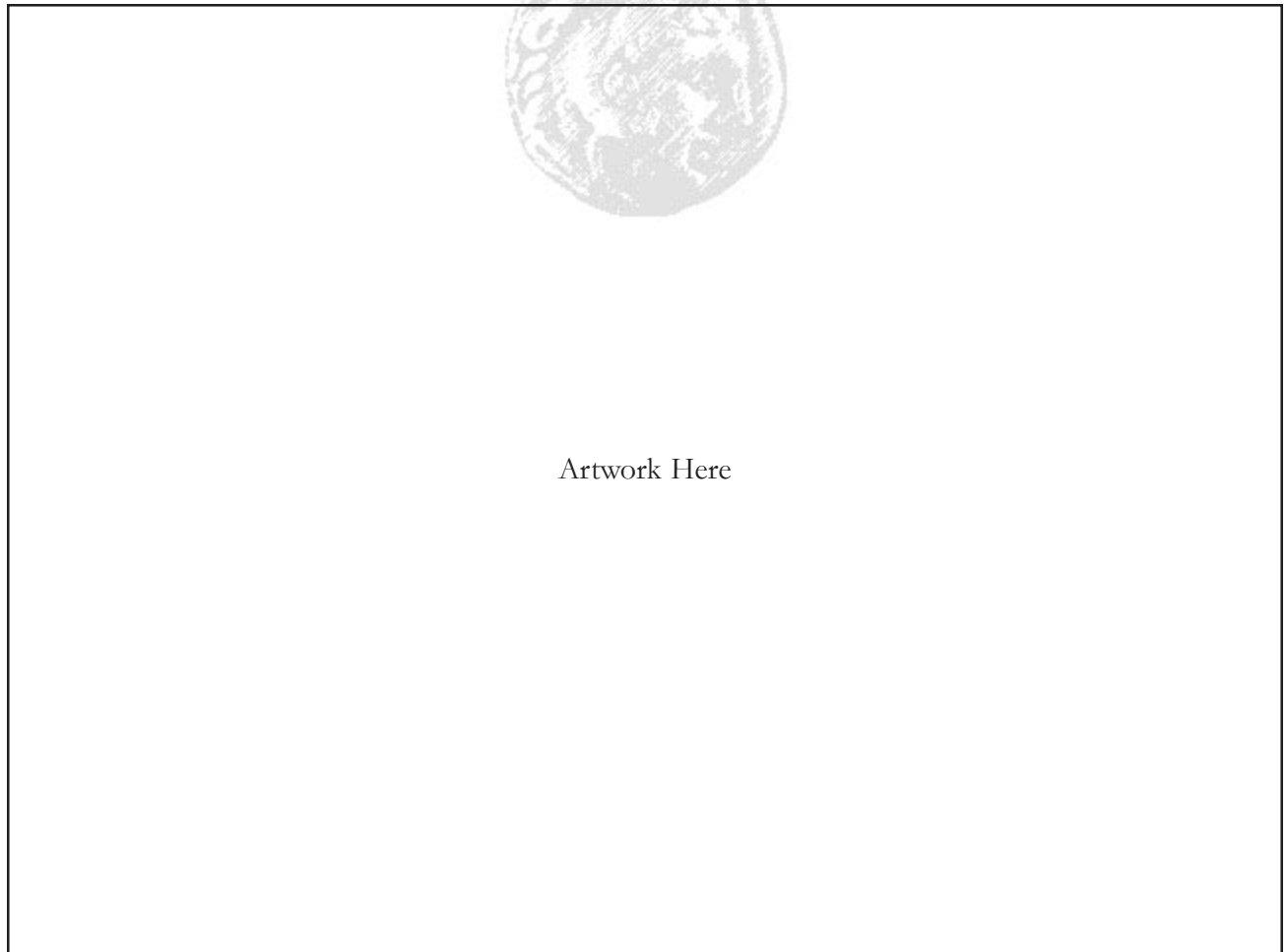
Beer - This is a malted and hopped beverage that is somewhat bitter and brewed by bottom fermentation. Beer usually has less alcoholic content than ale. Consuming beer affects one's body (see Intoxication in *Chap. 3: Body*).

Mead - This is a fermented beverage made of water and honey with malt, yeast, and sometimes other ingredients. Mead usually has more alcoholic content than ale, beer, or wine. The first alcoholic beverage discovered was mead. Consuming mead affects one's body (see Intoxication in *Chap. 3: Body*).

Milk - This is a white or yellowish fluid secreted from the mammary glands of female mammals for the nourishment of their young. Usually, it is drawn from cows and drunk.

Water - This liquid falls from rain clouds and fills streams, rivers, and seas. As a drinking beverage, water may range from clear and pure to brown and cloudy, from healthy to disease-ridden.

Wine - This is fermented juice of grapes. Wine usually has more alcoholic content than ale or beer, but less than mead. Since a container of wine cannot be fully sealed, wine tastes best when fresh and spoils within a year; vintage wine is nonexistent. Average wine sells for 10 s.p. less for each month of age. Consuming mead affects one's body (see Intoxication in *Chap. 3: Body*).



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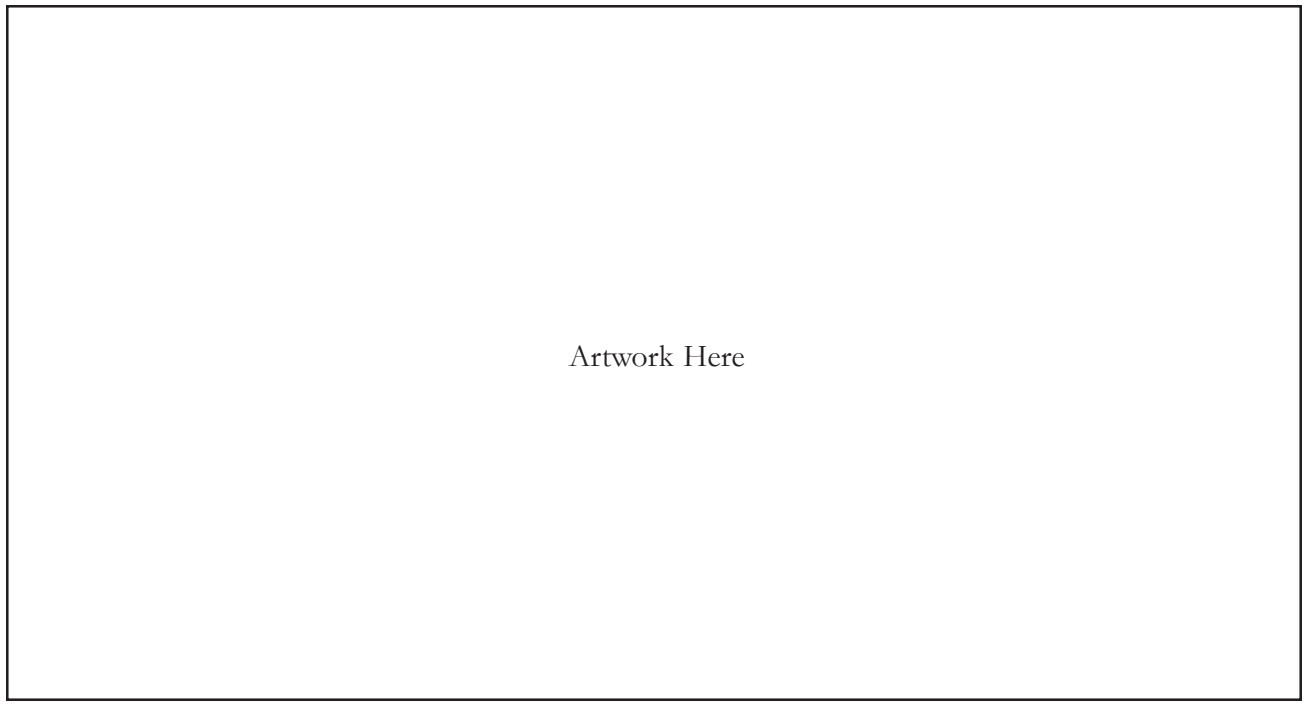
Food			
Food	Cost	Weight	IP: H/P/B
1. Blackberry	1 s.p.	1 lb.	1/1/2
2. Bread, loaf	2 s.p.	½ lb.	2/4/2
3. Broccoli	1 s.p.	1 lb.	1/1/2
4. Butter	20 s.p.	1lb.	1/1/2
5. Cabbage	1 s.p.	1 lb.	1/2/2
6. Carrot	1 s.p.	1 lb.	3/2/3
7. Caviar	200 s.p.	1 lb.	-/3/2
8. Celery	1 s.p.	1 lb.	1/1/2
9. Cheese, hunk	8 s.p.	½ lb.	2/4/3
10. Cherry	1 s.p.	1 lb.	1/1/2
11. Chestnut	1 s.p.	1 lb.	4/4/2
12. Egg, chicken	1 s.p.	1 ounce	1/1/1
13. Fig	2 s.p.	1 lb.	1/1/2
14. Fish	9 s.p.	1	3/10/3
15. Grain for horses	1 s.p.	5 lbs.	NA/NA/5
16. Grape	1 s.p.	1 lb.	1/1/2
17. Honey	2 s.p.	1 lb.	NA/NA/3
18. Lettuce	1 s.p.	1 lb.	1/2/2
19. Meat, chunk	7 s.p.	½ lb.	3/5/5
20. Olive	1 s.p.	1 lb.	1/1/2
21. Olive oil	2 s.p.	1 lb.	NA/NA/5
22. Plum	1 s.p.	1 lb.	1/1/2
23. Rape	2 s.p.	½ lb.	2/4/4
24. Rape oil	3 s.p.	½ lb.	NA/NA/5
25. Rapeseed	1 s.p.	1 lb.	NA/NA/5
26. Raspberry	1 s.p.	1 lb.	1/1/2
27. Salt	5 s.p.	1 lb.	NA/NA/5
28. Strawberry	1 s.p.	1 lb.	1/1/2
29. Walnut	1 s.p.	1 lb.	4/4/2

Food is anything that is edible and may sustain a creature when it is eaten. Not all food may be obtained in all locations. For instance, many fruits trees only grow where it is warm. Even then, not all foods are available during all seasons. Even though it seems as though there are a variety of foods, the daily staple of most peasants is a loaf of bread, and their diet seldom varies. Foods may be combined and cooked according to recipes (see *Chap. 6: Sociality*). Despite the many forms of food available in nature, most peasants starve. Eating should only be done to replenish the body. Overeating results from intemperance, which is a vice (see *Chap. 4: Disposition*). Fruit is considered a delicacy. It is dried and preserved for the winter months, or used in the production of fruit wines, of which grapes are the most popular. Following are descriptions of each food:

Blackberry - This fruit is purplish-black in color and is picked and eaten. Even though they taste great, blackberries are rarely grown in gardens.

Bread, loaf - This is a food made of a dough of flour or meal from grain with added liquid, shortening, and a leavening agent. The dough is kneaded, shaped, allowed to rise, and baked. The darker the bread, the healthier and cheaper it is.

Broccoli - This is a branching plant that grows about two feet high with edible green heads and thick stems.



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Butter - This is an important food consisting of a solid emulsion mainly of fat globules, air bubbles, and water droplets made to coalesce by churning the cream obtained from milk and used especially as a spread on bread and in cooking.

Cabbage - Also called, "big head," this vegetable is a biennial herb that has a dense head of leaves, a short stem, and additional edible leaves. The leaves are large and may be wrinkled or smooth. Cabbage is the most common, and most despised, vegetable.

Carrot - This is a common name for both the plant and its root. The root is the edible portion of the plant. Carrots grow in the ground. The color of a carrot is purple (not orange, originally).

Caviar - The eggs of lumpfish and sturgeon are edible, expensive, bitter, and an acquired taste. More specifically, the eggs of a specific sturgeon called the beluga are significantly more expensive, selling for 200 silver pieces per pound.

Celery - The stalks are eaten raw or cooked as a vegetable or part of a salad. Grown naturally, the stalks are greenish in color and have a bitter taste.

Cheese, hunk - This is curd that has been separated from whey, consolidated by molding for soft cheese or subjected to pressure for hard cheese, and ripened for use as a food. Numerous kinds of cheese are available, such as Brie, Camembert, Muenster, cheddar, and Gouda.

Cherry - This fruit grows on a cherry tree. Cherries range in taste from sweet to sour. The tree grows as high as 50 feet tall. Each cherry contains a single seed.

Chestnut - This fruit grows on a chestnut tree. The nut is edible.

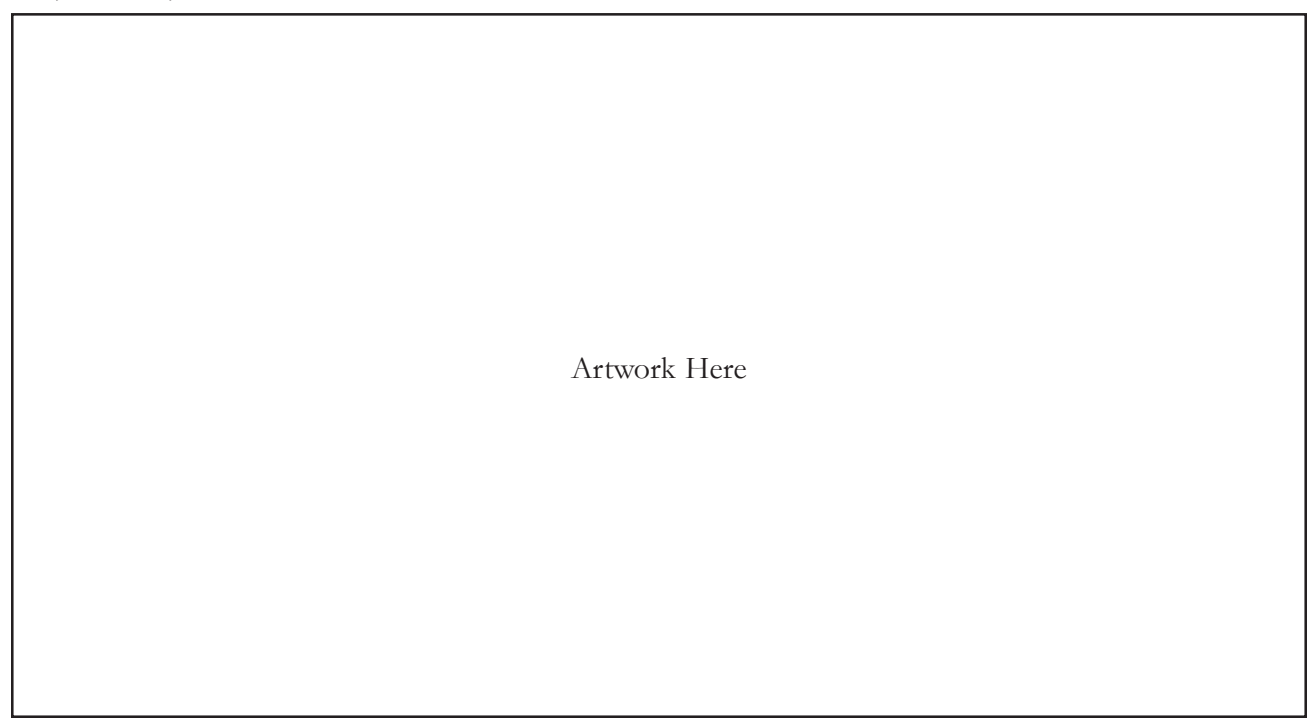
Egg, chicken - This is the hard-shelled reproductive body produced by a chicken, though other birds produce eggs as well. The content of an egg is used as food. Most often, it is cracked open, the contents are spilled into a pan, and the dead embryonic chicken is cooked.

Fig - This fruit comes from a fig tree. Fig trees are usually 15-25 feet tall. Figs may be sold fresh or dried.

Fish - A wide variety of fish may be found in bodies of water. The types of fish differ depending on the body of water. Most of this variation depends on whether it is saltwater or freshwater. Fish are caught, cleaned, cooked, and eaten.

Grain for horses - This consists of small, hard seeds such as wheat and oats. Horses eat grain. Oats are reserved for livestock, however they can be consumed as gruels, porridges, and additives to soups and stews.

Grape - This fruit grows on a grapevine. A popular food, the juice of grapes is also used to make wine. Grapes vary widely in taste.



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Honey - This is a sweet viscid material that is elaborated out of the nectar of flowers in the honey sac of various kinds of bees and stored in the nest for use during the winter as food for the larvae or especially in the case of the honey bee for the colony. Honey has a color and a flavor that depends largely on the plants from which the nectar is gathered. As a food, it is a sweet, sticky, syrupy liquid. Honey is the main ingredient of a beverage called mead, the world's oldest alcoholic drink.

Lettuce - This vegetable has a slightly prickly stem, and the leaves have soft-prickled margins. Garden lettuce is a hardy annual herb.

Meat, chunk - This is a portion of a dead animal that has been cleaned, cooked, and sold. Meat may be obtained from all animals, though perhaps the most common include chickens, cows, and pigs. In a human society, the norm is that only the rich eat meat. However, in a bugbear society, young human meat is likely to be available and a delicacy.

Olive - This fruit grows on an olive tree. Each olive contains a single seed. Olives are picked and eaten. Each olive contains 20% oil. Olives may be picked and eaten when they are either unripe or ripe. Unripe olives are green. Ripe olives are dark bluish when fresh and turn black during pickling. In cooking, the seed is often removed and the cavity is filled with spices. Olive trees only grow where it is warm and moist.

Olive oil - Olives yield an edible oil. To extract this oil, the seeds of olives are pressed. The first pressing produces oil that tastes bitter.

Plum - This fruit grows on a tree that reaches a height of no more than 33 feet. In color, plums are most often purplish-blue. Dried plums are called prunes.

Rape - Sometimes called a turnip, a rape is an herb of the mustard family. A rape is grown for its edible root. Rapes are grown for food and to feed livestock.

Rape oil - This oil is a byproduct of rape-seeds. Rape oil is used for lubricating and sometimes in cooking. Rape oil is the proper name, not canola oil.

Rapeseed - This is the seed of rape. A rape is sometimes called a turnip. Rapeseed is often used to feed birds, hogs, and sheep.

Raspberry - This fruit is red in color. Raspberries may be eaten fresh or mixed into other foods for flavoring.

Salt - This is a colorless or white crystalline compound that occurs abundantly in nature and it has various uses, from preserving meat to seasoning food and making glass and soap. Salt has a bitter taste and grains of it are sprinkled onto foods.

Strawberry - This fruit is red and eaten. Strawberries come from low, perennial herbs of the rose family.

Walnut - This nut grows on a walnut tree. This fruit is a one-seeded nut or a winged nutlet.

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Animal and Slave Trading	
Animal/Slave	Cost
1. Bull	100 s.p.
2. Camel	1,000 s.p.
3. Cat	3 s.p.
4. Chicken	2 s.p.
5. Cow	20 s.p.
6. Dog, domesticated	20 s.p.
7. Dog, wild	2 s.p.
8. Donkey	300 s.p.
9. Falcon	500 s.p.
10. Goat	10 s.p.
11. Goose	5 s.p.
12. Hare	4 s.p.
13. Hawk	300 s.p.
14. Horse, Bedouin	500 s.p.
15. Horse, Brabant	700 s.p.
16. Horse, Percheron	600 s.p.
17. Horse, Pony, Dartmoor	200 s.p.
18. Horse, Pony, Exmoor	250 s.p.
19. Mule	50 s.p.
20. Ox	100 s.p.
21. Pigeon	60 s.p.
22. Sheep	10 s.p.
23. Slave, adult female*	500 s.p.
24. Slave, adult male*	400 s.p.
25. Slave, boy*	200 s.p.
26. Slave, girl*	300 s.p.
27. Swine	10 s.p.
28. Wolf	200 s.p.

*Prices for slaves vary by race and specialty

Descriptions of these animals may be found in *Grimoirium Monstrum*, a companion book that details animals and beasts. The animals listed above are considered to be sold alive or as food; the prices are not set here for skins or pelts.

Slave-trading is popular in many cultures. In human societies, slaves are expensive. Female slaves are more expensive than male slaves¹. Many noble families display their status by owning slaves from exotic places. Slaves may be obtained of nearly any age and race, and for nearly any purpose ranging from farming, housekeeping, physical labor, and sexual favors. Slaves may only become free if the master dies of natural causes with no heirs and the local community does not claim them, or if the master chooses to free the slave.

Before a citizen may buy or sell slaves, they must register with the local government, paying 300 s.p. as a fee that is good for the rest of the master's life in that locale. Masters are obligated to properly feed and take care of their slaves, and masters may be executed for murdering their own slaves (see Justice in *Chap. 6: Sociality*).

There are many reasons why slaves are so numerous. The most popular claim is that slaves are prisoners of war. Once slaves reproduce with other slaves, the slave population self-perpetuates. Less popular is the fact that many slaves are citizens who are abducted by pirates and sold elsewhere as slaves. Another prevalent source of slaves is when a husband acquires a debt, and must sell his wife and children into slavery to pay his debt. Finally, since baby boys are valued far more than baby girls, female infants are often abandoned. When found, the child is usually raised as a slave.

SERVI AUT NASCUNTUR,
AUT FIUNT.

Slaves are either born
or made.

1. This comment on the gender of slaves is referenced from *Wage Labor and Guilds in Medieval Europe* by Steven A. Epstein. For more information, see the References section at the end of this book.

Vehicles		
Vehicle	Cost	IP: H/P/B
1. Carriage	800 s.p.	120/60/20
2. Cart	60 s.p.	80/50/15
3. Chariot	1,000 s.p.	200/200/200
4. Lectica	300 s.p.	80/40/20
5. Sled	40 s.p.	70/30/10
6. Wagon	100 s.p.	100/75/20

A vehicle is an object crafted to facilitate travel over land. Each vehicle must be powered by an animal and/or character. Each vehicle is described as follows:

Carriage - This is an enclosed four-wheeled vehicle that is drawn by at least two horses and used to transport characters or goods. A carriage is designed for private use, comfort, or elegance. Merchants and royalty often travel by carriage.

Cart - This is an open and heavy two-wheeled vehicle used for the ordinary purposes of farming or for transporting freight. A cart may be drawn by horses, ponies, dogs, or characters.

Chariot - This is a two-wheeled vehicle usually drawn by two horses and used in warfare, processions, and races. All chariots measure exactly 4' 8 1/2" in width, the perfect width to accommodate two horses.

Lectica - Also called a litter, this vehicle is for hire at city gates. A lectica consists of a couch with a canopy and draw curtains. The rider lolls at ease while six or eight burly slaves bear it along on their shoulders.

Sled - This is a vehicle that moves by sliding, usually on a pair of runners, especially over snow or ice.

Wagon - This is a heavy four-wheeled vehicle that is usually uncovered and designed especially for transporting bulky commodities and drawn by oxen or horses.



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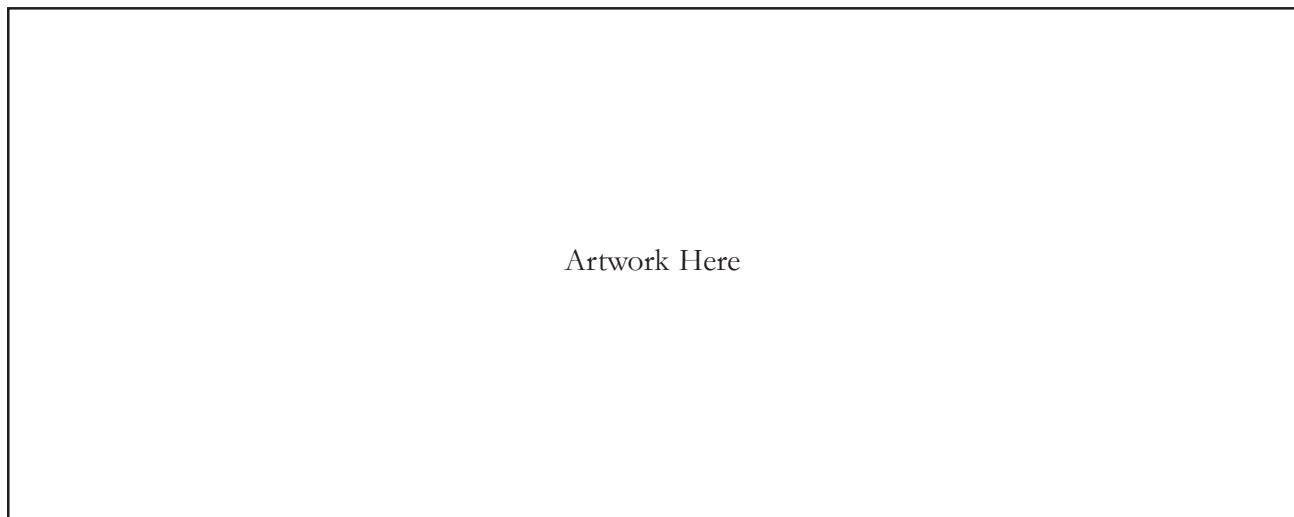
Vessels		
Vessel	Cost	IP: H/P/B
1. Barge	1,000 s.p.	500/400/500
2. Bireme	75,000 s.p.	7,500/7,500/800
3. Cog	50,000 s.p.	750/500/500
4. Deceres	1,000,000 s.p.	20,000/20,000/2,500
5. Fishing Boat	200 s.p.	200/125/200
6. Karve	50,000 s.p.	300/200/300
7. Knarr	75,000 s.p.	400/300/400
8. Log	10 s.p.	50/40/50
9. Longship	100,000 s.p.	500/400/500
10. Quinquereme	200,000 s.p.	12,500/12,500/1,500
11. Raft	200 s.p.	125/100/125
12. Septireme	500,000 s.p.	15,000/15,000/2,000
13. Trireme	100,000 s.p.	10,000/10,000/1,000
14. Unireme	50,000 s.p.	500/400/400

A vessel is a vehicle crafted to permit travel on the water. Many vessels, however, are not built merely for travel, but for trade or war. More information is available in *Chapter 18: Warfare*. Each vessel is described as follows:

Barge - This is a flat-bottomed vessel used principally in harbors or inland waterways, though a barge may also be seagoing. The main purpose of a barge is to transport goods.

Bireme - Descendant from the unireme, the bireme is a war galley that measures about 100 feet long, with a maximum beam or width of about 16 feet. The bireme has 2 rows of 40 oars. It derives its name from the 2 rows of oars, one atop the other. A bireme is a purely rowing vessel. The bireme is low at the bow and high at the stern. This vessel possesses a heavy, pointed ram, which is fastened to the keel beam on the front of the ship, just below the waterline. In fact, the massive, bronze-covered battering ram is the main weapon of this narrow, high-speed vessel. The battering ram is usually made in the shape of a trident or the head of a wild boar. The narrow prolate hull consists of two floors. The upper floor is for the helmsmen and warriors. A tower exists toward the rear. The balustrade of the battle platform of this tower is usually covered with the shields of warriors for reinforcement. A single, central mast holds a small sail, though it is virtually ineffective. In the past, the bireme reigned as the most popular warship, though currently it is very rare. War galleys follow the coasts and put into harbor every night, where the crew enjoys a shore-based meal and a night's sleep in a stable bed. While small changes may be argued, a bireme may also be known as a pentekonter.

Cog - Arguably the most common type of vessel in the water, the cog measures about 90 feet in length, with a maximum beam or width of about 25 feet. The cog has a single mast, deep draft, and a broad beam. The deep draft and broad beam hinder its speed, but allows the cog to carry considerable cargo, between 250-300 tons. The mast bears a large sail.



Deceres - A descendant of the quinquereme and septireme, the deceres is the largest vessel in the water. A deceres measures 145 feet long, with a maximum beam or width of about 20 feet, and a draft of 6-7 feet. The deceres is powered by 572 oarsmen. The oars are 48 feet long and arranged in three decks. As a compliment, the crew also consists of 15-30 sailors and 200-250 warriors. A deceres has 2 fighting towers and 2-6 catapults. If the vessel must flee, the fighting towers are jettisoned over the side. However, with the fighting towers, it is possible to fire arrows down upon an adjacent vessel or invaders. War galleys follow the coasts and put into harbor every night, where the crew enjoys a shore-based meal and a night's sleep in a stable bed.

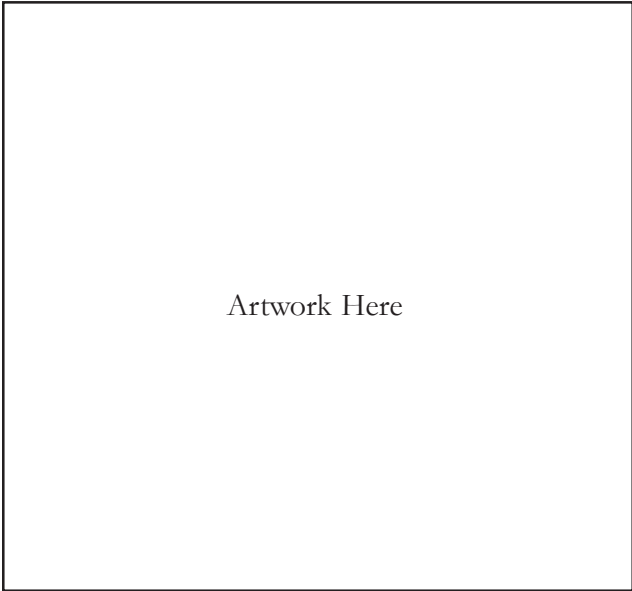
Fishing Boat - This vessel measures 12 feet long, with a maximum beam or width of 5 feet. A fishing boat has two oars per side, and two oarsmen. A fishing boat may function to ferry characters across a river. However, the most popular use is to fish.

Karve - A smaller relative of the knarr, a karve is a workshop that measures 45 feet long, with a maximum beam or width of about 10 feet. A karve has a carrying capacity of about 10 tons. This vessel is made from oak. A karve has 7 oars per side, with one oarsman per oar. 14 oarsmen power a karve. The front of the vessel is beached.

Knarr - This trading vessel measures about 55 feet long, with a maximum beam or width of about 15 feet, and a draft ranging from 2 to 4 feet depending on whether it is empty or fully loaded. This vessel displaces 34 tons and has a cargo carrying capacity between 20-25 tons. A knarr has only 2 oars per side, one oarsman per oar. Therefore, 4 oarsmen are required. Otherwise, a commander or sailor manipulates the sail. A crew for a knarr ranges from 5 to 8. The knarr is primarily a sailing vessel, and has a single mast with a large sail amidships. The average speed of a knarr is 5-6 knots, and the maximum speed is 13 knots. A knarr is constructed of massive pine planks, and the rest is built from oak and lime. It has decks fore and aft, while amidships is an open cargo compartment.

Log - While arguably a tree was the first waterborne vessel, since trees and craftsmen are readily available, and since a tree and a log do not substantially differ as a vessel, a log is presented. The measurements of a log may vary, but they are typically 10 feet long, 2-3 feet wide, and have a draft of 1-2 feet. A portion of a large log can be carved away so that a character may sit inside. These are known as dug-outs.

Longship - Arguably this is the most popular warship. The longship measures about 75-120 feet long, with a maximum beam or width of about 24 feet, and has a shallow draft. Due to the shallow draft, a longship may be beached easily. Longships are often called dragons, and most have a dragon's head carved on the front of it. They are made of northern oak and pine. Longships may have 30 rowing benches aboard. Up to 60 oarsmen may be aboard, one per oar. Because of the extreme narrowness of the vessel, it may achieve great speeds and penetrate many narrow waterways, allowing warriors aboard to invade nearly anywhere. Unfortunately, it is limited as a warship because it does not have a battering ram. In warfare, a longship must run alongside an enemy vessel, grapple, and board. A large, square sail hangs from a single mast amidships. A single side rudder on the starboard quarter is used for steering. Horses may be brought aboard. This ship is deemed unseaworthy if it needs bailing thrice in two days. A longship is constructed of overlapping planks, forced together with iron nails and caulked with tarred rope.



Quinquereme - Descendant from the trireme, this is a war galley that measures about 120 feet long, with a maximum beam or width of about 17 feet, and a draft of 5 feet. Known as “five,” the quinquereme potentially has 3 rows of oars, though only one row is preferred. There are 270 oarsmen. They may be distributed among three decks, such as: 112 on the upper, 108 on the middle, and 50 on the lower. The bottom rows of oars are powered by one oarsman apiece, while two oarsmen control each oar on the second and third decks. However, the most efficient manner is to only use one row of oars and assign five oarsmen per oar. One oarsman per oar needs to be highly trained, while the rest are mere labor -- most often slaves encouraged by the whip. Oars for a quinquereme are roughly 15 feet in length. Otherwise, there are 30 sailors and 40-120 warriors. Each oarsman pulls his own oar. The vessel is built in large numbers. Additionally, one sail exists on a mast amidships. The sails are lowered for battle, when the oarsmen and the bronze ram become the main armament. The quinquereme is equipped with a corvus for boarding (for more information, see *Chap. 18: Warfare*). Quinqueremes are made from cedar. War galleys follow the coasts and put into harbor every night, where the crew enjoys a shore-based meal and a night’s sleep in a stable bed.

Raft - This is a collection of logs or timber that are fastened together for transportation by floating. Although they vary, most rafts measure 10 feet long by 10 feet wide. A raft has a flat structure, a floating platform, for the conveyance of characters or cargo on a body of water.

Septireme - Descendant from the quinquereme, this vessel measures 135-140 feet long, with a maximum beam or width of about 18 feet, and a draft of 5-6 feet. The frame is reinforced, making this vessel much less susceptible to ramming. However, due to the increased weight of this large vessel, it is very effective at ramming. This vessel has 2 rows of oars, which are 32 feet long on top and 28 feet long on bottom. The crew consists of 350 oarsmen, 15-20 deck hands, 150-200 warriors, and the trierarch and officers. The ram is reinforced with bronze and iron. Finally, the septireme may have up to 5 catapults.

Trireme - Descendant from the bireme, the trireme is a war galley that measures about 125 feet long, with a maximum beam or width of about 20 feet, and a draft of 3 feet. The trireme has 3 rows of oars. It derives its name from the 3 rows of oars, one atop the other. A trireme is powered by oarsmen as well as sails, when wind is favorable. A trireme is manned by 170 oarsmen (85 per side), a captain (called a Trierarch), 3 oarsman chiefs (called Hortators, who 'encourage' the oarsmen), and 25 warriors who are either spearmen, archers, slingers, or a combination. Oarsmen are divided between the tiers as follows: 31 on top, 27 in the middle, and 27 in the bottom. Each oarsman controls one oar. Most strong oarsmen are placed on the upper decks. The oarsmen of a trireme are not slaves, but highly trained. The trireme can reach 7-8 knots under oars. This vessel has scant room for provisions. It is used for short naval trips. Even the largest triremes puts into shore and beaches, stern first for the night, resuming passage in the morning, weather permitting. The hull is a thin shell of planks joined edge-to-edge, and then stiffened by a keel and light, transverse ribs. Such light construction enables the trireme to displace only 40 tons. Square-rigged sails are used for power when the ship is not engaged in warfare. The principal armament of the trireme is a bronze-clad ram, which extends from the keel at or below the waterline and is designed to pierce the light hulls of enemy warships. The function of a trireme in warfare is to advance to maximum speed and attack the side of an enemy vessel with its battering ram. If this fails, the enemy vessel is usually boarded. Triremes are made from wood from fir trees.

Unireme - The unireme is a war galley that measures about 150 feet long. The unireme has 1 row of 50 oars. It derives its name from the single row of oars. A unireme is a purely rowing vessel with no sails. The unireme is powered by 100 oarsmen, each to his own oar. There are no multiple decks aboard this vessel. The unireme is fast and graceful, with a high, curving stem and stern. The unireme sometimes carries an embolon (a beak or ram). In its day it was a formidable war galley, but now, this light warship is mainly used for scouting.

Siege Equipment

Siege Equipment	Cost	IP: H/P/B
1. Ballista	10,000 s.p.	30/40/30
2. Battering Ram	5,000 s.p.	20,000/20,000/5,000
3. Belfry	30,000 s.p.	400/400/400
4. Catapult	20,000 s.p.	200/200/200
5. Cheiroballista	10,000 s.p.	20/30/20
6. Counter-Castle	varies	varies
7. Lithobolus	15,000 s.p.	150/150/150
8. Mantlet	100 s.p.	20/30/20
9. Manuballista	7,500 s.p.	20/30/20
10. Onager	22,500 s.p.	250/250/250
11. Trebuchet	50,000 s.p.	250/250/250

Ballista: Often mounted on seagoing vessels or castle walls or towers, a ballista is essentially a large crossbow that projects a spear called a bolt, which weighs around a hundred pounds and has a metal head over a foot in length. A ballista launches it between 300-400 yards, though unfortunately never with great accuracy. The bolt has almost no effect on stone walls, though it may impale several characters before it stops. Overall, the projectile is five feet in length. This weapon inflicts 4d20 IP or LP.

Battering Ram: A battering ram is the trunk of a tree suspended by large ropes or chains from a wooden box-like structure. The mobile, supporting structure is called a cat. The cat is usually covered with wet hides. The cat protects a siege engineer as he fills a moat, so that it may be crossed. Once at the wall of the enemy, the siege engineer may use a pointed iron pole, instead of a ram, to chip away at the joints between stone blocks in the wall. However, battering rams are most commonly placed before the closed doors of an enemy and the trunk is rocked back and forth, and pounded against the doors to break them. Most rams have an iron head. The largest ram is 100 feet in length, 4 1/2 tons in weight, and needs over 200 men to swing it effectively. The largest ram inflicts 5d100 IP. Defenders use two techniques against rams. Defenders may lower an apron, a large pad, to lessen the blows of the ram. Otherwise, defenders may lower a hook to catch the ram, lift it, and overturn it or delay the ramming.

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Belfry: Also known as a siege tower, a belfry is a wheeled, wooden tower. At or near the top of a belfry is a wooden drawbridge, which is dropped onto the battlements as soon as the tower is moved within reach. Thereafter, the occupants of the belfry storm over the battlements of the enemy. Sometimes, an additional floor is added so that archers may fire down into the positions of the enemy. Some belfries are equipped with a battering ram on the lowest level. Hides drenched with water or aged urine cover a belfry to protect its occupants. Moving a belfry is problematic, since it tips easily; the ground must be leveled and smooth.

Catapult: An ancient weapon, a well-built catapult launches a projectile up to 700-800 yards. The catapult functions by torsion. The heaviest stone that may be hurled is 180 lbs. With this projectile, a catapult inflicts 2d100 IP or LP.

Cheiroballista: A ballista is essentially a large crossbow that projects a spear which weighs around a hundred pounds and has a metal head over a foot in length. A cheiroballista is small and easily moved, since its frame rests on wheels. The range is roughly 300 yards. This weapon inflicts 4d20 IP or LP.

Counter-Castle: This is a temporary castle that is built by besiegers nearby the castle being besieged.

Lithobolus: The earliest torsion siege machine, the lithobolus is a stone-thrower that is designed to smash walls as well as men. By appearance, this machine looks like a larger ballista. This rock-thrower needs a special bowstring with a braided pouch. Typically, this machine is used to hurl rocks that are either 30 or 170 pounds in weight. The longest range with this weapon is 700 yards. With a 30 lb. rock, this weapon inflicts 1d100 IP or LP. With a 170 lb. rock, this weapon inflicts 2d100 IP or LP.

Mantlet: This is a wooden or wicker shield on a wheeled wooden frame. The shield is about 7 feet tall and 4-7 feet wide. A mantlet protects archers as they approach a fortification.

Manuballista: A ballista is essentially a large crossbow that projects a spear which weighs around a hundred pounds and has a metal head over a foot in length. The entire projectile is five feet long. A manuballista is a small torsion arrow-throwing engine that is stationary and without wheels. It is fired by heavily pressing down on a pad on the back. The range of a manuballista is about 300 yards; it is more accurate than a regular ballista. This weapon inflicts 4d100 IP or LP.

Onager: Named after a pig that kicks rocks behind itself when chased, an onager is an ancient, heavy catapult. The frame of the onager is composed of thick rectangular pieces of wood flat on the ground. Through each side of the frame are bored two holes through which run the skeins of rope. The ropes are held in place by a washer and counter-plate. In the middle of the sinew ropes stick a single arm that ends in a cup or a sling fitted for a stone. The arm is cranked down with a lever, further torsioning the skein, and is held in place by a ratchet and pawl. When released the arm snaps forward into a supported upright crossbar, which halts the arm and drives the shot toward its intended target. Onagers hurl 100 lb. rocks as far as 350 yards. This machine is very powerful and heavy. Due to its weight, it is difficult to move and is therefore used as a stationary defensive or siege weapon. This weapon inflicts 6d20 IP or LP.

Trebuchet: A recent creation, this siege weapon looks and functions similar to a catapult, though performs far better. Instead of functioning by torsion, this machine uses gravity to its advantage. A large and heavy counterweight (up to 12,000 lbs.) is dropped, which propels the wooden arm (a massive tree trunk) very quickly. The projectile from a trebuchet moves at a low velocity, but a high trajectory, and crashes down with devastating effect on wood and stone. These machines cast their missiles with precision. Various missiles may be utilized, including stones, barrels of pitch, bodies of dead horses and other animals often in a state of decomposition, barrels of offensive or putrid matter, and other missiles designed to cause pestilence. A trebuchet is capable of hurling 1,400 lbs. up to 87 yards, and 100 lbs. up to 235 yards. With 1,400 lbs., this weapon inflicts 1d1000 IP or LP.

Fortifications

Components	Cost	IP: H/P/B
1. Cistern	see wall	see wall
2. Drawbridge	see wall	(400/600/400)/ft.
3. Garderobe	see wall	see wall
4. Fortified Bridge	see wall	see wall
5. Gatehouse	see wall	see wall
6. Hoarding (cubic ft)	2 s.p.	200/300/200
7. Kitchen	see wall	see wall
8. Loophole	50 s.p.	-/-/-
9. Moat (per cubic ft)	2 s.p.	20,000
10. Portcullis	20,000 s.p.	1,000/1,000/3,000
11. Public Bath	see wall	see wall
12. Tower	see wall	see wall
13. Wall (per cubic ft)	1 s.p.	2,000/500/4,000
14. Well	see wall	see wall

A fortification¹ is a defensive structure. There are a variety of fortifications. Primitive fortifications were made from earth and wood. All modern fortifications are made from stone. Different types of fortifications are described below, and then components of fortifications.

Broch: This is a round, stone tower that has an entrance small enough that it is only possible to crawl through it. A broch may be up to 50 feet tall and has no exterior defenses or windows. This is a familial fortification, and is only found far from civilization.

Bergfried: This is a tall tower that is similar to a keep. Although it is usually smaller than a keep, a large bergfried may be comparable in size to a small keep. There is no space inside a bergfried for a residence. Prisoners, if any are taken, are held in the top of the tower.

Keep: Initially called a donjon, a keep may be one of two things: a single structure, or the most fortified part of a castle. If it is a single structure, it may be either a round or square building, and may seem similar to a large tower. Most keeps are several stories tall. Separate levels may be: fighting level (roof), arsenal (3rd floor), residential level (2nd floor), great hall (ground floor), administrative level (basement), and dungeon (cellar). The largest keep may be 100 feet tall and 80 feet wide, and its walls may be no thicker than 15 feet.

Castle: Derived from the word castellum, a castle is the epitome of military fortification. Every castle is different in size and shape. The most common parts of a castle include: church(es), courtyard, drawbridge, gatehouse, keep, moat, towers, and walls. The owner of a castle usually resides in the upper levels of its keep or a tower. The ground floor of a castle's keep is usually known as the great hall, which is used for banquets and to entertain the owner or nobility. The great hall is heated by a central fireplace that is round or octagonal and burns logs; when logs burn, smoke quickly fills the great hall. The kitchen is in a nearby building and food is carried into the great hall. A castle may have one or more courtyards, separated by additional walls.

Citadel: This is a castle that is the center of a capitol or city. The outside city is usually protected by one or more walls. A citadel is a governmental seat of power.

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1. Information regarding fortifications has been referenced from [The Medieval Fortress](#), by Kaufmann & Kaufman (2001). For more information, see the References section at the end of this book.

Cistern: A cistern is an underground reservoir with an opening above. Rainwater runs through the opening and, hopefully, fills the cistern. This water is used for sustenance, but may also be used to extinguish fires set by incendiary projectiles, which are launched by besiegers. During a siege, hides are often drenched in water or aged urine and placed atop hoardings and other flammable surfaces.

Drawbridge: A drawbridge is a means of crossing a moat. If a fortification has no moat, then it has no drawbridge. Although several mechanisms are available, by far the most common is a pulley system.

Fortified Bridge: Fortified bridges are common. A fortified bridge often has one or two towers on both ends. Towers may also interrupt the bridge to support it as well as offer protection. Fortified bridges have walls on either side, often with battlements. A fortified bridge may take up to 25 years to complete.

Garderobe: This is a small bench with a round opening on the seat through which the inhabitants of the castle defecate and urinate. Usually, a garderobe is placed on upper levels of towers and the waste falls down holes until it falls in the moat outside of the castle. Otherwise, a large cesspool is made below the garderobe to store the waste. Due to the cesspool, no dungeons exist below castles. About twice per year, peasants clean the cesspool. Some towers are used for sanitation, meaning they have a garderobe on the upper level and the floors below are one large cesspit.

Gatehouse: A gatehouse is a structure to protect the gate to the fortification, which is usually the favored means of entry. The simplest gatehouse has only a set of barred doors, while elaborate gatehouses have many features, including: drawbridge, as many as three portcullises, murder holes, a trap door inside opening to a pit of spikes below, and loop holes for archers and crossbowmen. The most common modern gatehouse has only one portcullis. In addition to the cost of constructing a gatehouse, a drawbridge and each portcullis must be purchased.

Hoarding: Also called a catwalk, this is a wooden structure added near the top of walls so that soldiers may travel between towers and archers may attack from the middle of the wall. Some fortifications leave their hoardings up for decades, while others only build them when attacked and remove them during peace.

Kitchen: The kitchen is in a building nearby the keep. Food is prepared in the kitchen and carried to the great hall in the keep for consumption. Bath water is heated in the kitchen and carried to the chamber of the lord where it is poured into a wooden tub. However, even the most affluent lord bathes only once or twice per year.

Loophole: This is a slit in a wall through which an archer or crossbowman may launch an arrow or bolt, respectively. A variety of different shapes exist for loopholes. Generally, a vertical slit is used by an archer, and a horizontal slit is used by a crossbowman.



Moat: A moat is a ditch surrounding the fortification to obstruct besiegers. Some moats are filled with water, though many are not. A moat may be no wider than 70 feet wide and 35 feet deep. If filled with water, waste from the kitchen and garderobes is deposited in the moat. Dry or wet, most moats also have sharpened stakes at the bottom. Deep moats also present an obstacle to besiegers who attempt to dig a mine under the wall.

Portcullis: This is a grid-like gate that is usually of wood and covered with iron. It is lowered over an entryway to prevent passage. One or more portcullis is a common part of a gatehouse.

Public Bath: Some cultures have a public bath in their fortifications. Other cultures are not concerned with cleanliness. Public baths are detailed in *Chapter 6: Sociality*.

Tower: Although ancient towers were made from wood, all modern towers are made from stone. Towers vary in shape, height, and diameter. The shape of a tower may be round, octagonal, square, triangular, or D-shaped. Usually, a tower occurs at the corner of buildings or walls. Oftentimes, long walls are periodically interrupted by towers. The part of a tower that is inside a fortification may be open or, most often, closed. Roofing may or may not be put atop a tower. If a tower has a roof, it is made of either lead or slate. A tower may be mostly outside, halfway (most common), or mostly inside a building or wall. Different towers may serve different functions, such as defense, observation, sanitation, and siege. Round towers cost 1.5 times the price to construct. Usually, towers do not have windows, because a window is a potential weakness. However, narrow slit-like openings cast light on an internal staircase. The staircase in a tower is made from either wood or stone. Usually, the staircase turns upward in a clockwise direction to allow a soldier to fight with his sword in his right hand as he retreats up the tower.

Wall: Walls are made from stone. The height and thickness of walls vary for fortifications. It is considered safe if the wall is at least one foot thick for each ten feet in height. Most walls are thicker than this ratio. An ancient rule declared a wall must be one foot thick for each four feet in height, though most modern walls are not this thick. Since the new siege engine known as a trebuchet wreaks havoc on walls, modern fortifications have walls thicker than the minimum 1/10 ratio. Walls are often buttressed, meaning they are reinforced by having a thicker base. In addition to the cost of building a wall, hoardings must be constructed if the walls are not at least four feet thick. Most walls have battlements, which are crenelations. Crenelations consist of a succession of openings called embrasures and small sections of wall called merlons. It is possible to walk behind the crenelations if the wall is at least four feet thick. This is called a masonry wall walk, or allure.

Well: When a well is dug, the MM will determine if water is below. A well is important to fortifications for many reasons. A well supplies drinking water. Water from a well may also be used to extinguish fires set by incendiary projectiles, which are launched by besiegers. During a siege, hides are often drenched in water or aged urine and placed atop hoardings and other flammable surfaces.

Torture Devices

Torture Devices	Cost	IP: H/P/B
1. Chair of spikes	300 s.p.	100/100/40
2. Headcrusher	50 s.p.	75/40/75
3. Pear	60 s.p.	5/5/15
4. Rack	500 s.p.	20/30/40
5. Stocks	100 s.p.	20/20/20
6. Thumbscrews	40 s.p.	5/5/40
7. Wake	200 s.p.	75/50/40
8. Whirligig	400 s.p.	100/40/150

Chair of Spikes: This is a large chair, but instead of having cushions, there are numerous small spikes. The victim is seated in the chair. Wooden bars are placed over parts of the body and each end screws into the chair. A wooden bar exists for the chest, the lower legs, and one which comes down on the knees. In addition, leather straps restrain the wrists, but also may be tightened further, driving the arms and hands down on spikes as well. The spikes are probably about the thickness of ordinary nails and an inch in length. The chair of spikes doesn't usually kill its victims, but tetanus often claims victims days or weeks after the ordeal.

Headcrusher: Used to extract a confession or as a means of execution, this device looks like a vice, except instead of crushing the head from the sides, the victim's jaw is placed on the bottom and the top is screwed down onto the top of their head.

Pear: A torture device that damages orifices, this is a long, thin shaft along which two spoon-like objects are affixed. The end of the shaft with the spoon-like objects is inserted into the orifice of the torturer's choice: either the mouth, vagina, or anus. The protruding end has a ring that may be screwed down along the shaft, which forces the spoon-like objects apart, stretching the orifice from inside. Death may result from substantial ruptures.

Rack: This device consists of two thick metal poles about eight feet apart. The character to be tortured lies down between these poles. Their wrists and ankles are affixed to ropes, which are in turn affixed to the poles. One torturer stands at each end and tightens the pole. This device stretches the body, typically while a torturer seeks a confession. If the tortured character does not die from their injuries, they are usually so injured that they cannot participate in their later public confessions, such as being unable to lift their arms to swear their confession.

Stocks: Sometimes called the Pillary, the Stocks consist of two large boards that, when closed together, leave holes for legs and arms. As public torture, a character's limbs are trapped between the stocks and the townspeople poke, slap, and besmirch the victim with feces and urine. Feces is often smeared into their mouth, ears, nose, and hair. More often, though, the victim is badly beaten, stoned, cut, burnt, and severely mutilated. Once in a while a character survives their term with only a few bruises and a couple of bumps.

Thumbscrews: Two metal plates, roughly six inches wide, are joined by a screw passing vertically through each end. In the middle of these two plates, the victim must place their thumbs. The two screws are then tightened on the victim's thumbs.

Wake: Three chains are affixed to the corner of a room, one on each wall and one from the ceiling. The three chains connect to a harness that is used to suspend a character in the air several feet above the ground. Next, the ankles are bound and one torturer pulls this rope to raise the legs. Finally, a point is placed underneath the victim's anus, vagina, scrotum, or lower back, depending on the whim of the torturer. The torturer can lower the character onto the point, varying the weight from zero to the victim's full body weight. Further, they may be gently dropped or may fall repeatedly onto it.

Whirligig: Looking like a large and cylindrical bird cage, this torture device accommodates a human. The center of the top and bottom of this cylinder are affixed to a sturdy external structure. Once a character is placed inside the cage, the cage is spun quickly, which results in dizziness, nausea, and then vomiting.

Weapons

There are three categories of weapons: melee weapons for armed combat in close quarters, miscellaneous weapons in which adventurers usually do not train but may use nonetheless, and missile weapons for distant combat. The weapons in the tables are numbered to facilitate the determination of Plunder in *Chapter 14: Treasure*.

Cost is listed in silver pieces (s.p.).

Weight is listed in pounds, so a dagger weighs one pound.

Size of the weapon is Tiny (less than 2'), Small (2-3'), Medium (3-4'), or Large (>4'). For example, a battle axe is a weapon of medium size (4'), while a hand axe (hatchet) is a tiny weapon (15"). Weapons are always the same size listed. There are not larger versions of these weapons for larger humanoids. Weapon size and creature size affect Smiting (see *Chap. 10: Combat*).

Type determines whether the weapon is a Stabbing, Hacking, or Pounding weapon, or a combination of these three. For example, a horseman's battle axe is primarily a hacking weapon, though due to its back spike the wielder may also reverse their grip and use it for stabbing.

Range lists the range increments of the weapon. The Strength sub-ability may be divided to determine the range increment. For each increment of range, a penalty of - 5 is applied to the Aim or Hurl skill check. Maximum effective range of the weapon is equal to ten times the range listed. For example, if a human with 120 Strength hurls a dagger (12' range increment) were thrown at a target 80 feet away, it would incur a - 40 penalty (- 5 x 8). Conversely, if a short bow (60' range increment) were utilized against a target 80' away, it would only incur a penalty of - 5. Their maximum effective ranges would be 120' for the dagger and 600' for the short bow.

Reach indicates that some weapons may not be used within a foot or two of the wielder, but that they reach several feet in normal use before connecting. This weapon category assists role-playing with miniatures with more accurate combat. For instance, a footman's flail needs 5' of swinging room and connects with the opponent 5' away from the wielder. If a character has an advantage of at least 1' of reach compared to their opponent, then the character automatically wins initiative (see *Chap. 10: Combat*). If a character with a reach advantage may not back up at the end of the round to maintain their reach advantage, then it does not apply the next round.

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Damage is the numerical damage determined by dice that the opponent suffers, should the wielder connect successfully with their opponent. Edged weapons listed are considered to be sharp. If an edged weapon is dull, it does only 50% of the damage listed.

Delivery Penalty lists a number that is to be subtracted from the initiative roll (see *Chap. 10: Combat*) each round, which serves to make combatants with weapons likely to be slower in attacking than combatants using only natural weapons, such as brawlers, animals, or many beasts. For instance, with an Agility of 100 (so, no initiative adjustment) a combatant rolls a 72 for initiative. If this combatant is wielding a footman's military flail, then 90 is subtracted, for an adjusted initiative of -18. Though this combatant's roll, and therefore initiative, was fairly fast and would normally enable quick action, the act of swinging the heavy weapon slows them down considerably.

Each weapon also has either A (Agility), SA (Strength and Agility), or S (Strength) listed. 'A' weapons may be used to attack twice per round in combat, while 'S' and 'SA' weapons may be used to attack once per round in combat. The number of attacks per round may be increased with skill points, as noted in the Weapon (General) skill (see *Chap. 8: Skills*). If an opponent is immobile, then twice the number of attacks may be made against them. All 'S' weapons require a Strength of 100 to use them. For each category of Strength higher than 100, the Delivery Penalty decreases by 2.

Penetration is a listing of modifiers against penetrating Light/Medium/Heavy armors for that specific weapon. Light armors are nakedness, clothing, gambeson, studded leather, and leather. Medium armors include brigandine, scalemail, chainmaille, and banded mail. Heavy armors include chainmaille with breastplate, platemail, and ceremonial platemail.



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Melee Weapons								
Melee Weapons	Cost	Wt. (lbs)	Size	Type	Reach	Damage	Delivery Penalty	Penetration L/M/H
1. Axe, Battle, Footman's (2H) (w/o back spike)	50 s.p.	4	M 4'	H	-	2d12+2	40/SA	-/-5/-10
2. Axe, Battle, Horseman's (w/back spike)	30 s.p.	3	S 2'	S/H	-	1d12+1	30/SA	-/-5/-15
3. Axe, Hand (Hatchet) (also thrown)	10 s.p.	2	T 15"	H	-	1d10	20/A	-/-10/-20
4. Club	-	2	S 2'	P	-	2d6	20/SA	-/-/-5
5. Club, Great (2H)	10 s.p.	4	M 3-4'	P	-	3d6	40/S	-/-/-5
6. Dagger (double-edged) (also thrown)	30 s.p.	1	T 11-18"	S	-	1d10	10/A	-/-5/-20
7. Dagger, Dirk (single edge)	20 s.p.	2	S 17-21"	S	-	1d12	20/A	-/-10/-25
8. Dagger, Stiletto(triple edge)	50 s.p.	1	T 1'	S	-	1d20	5/A	-/-/-10
9. Flail, Footman's,Holy Water Sprinkler (2H) [swivel end link (no chain) w/ attached 8" spiked mace]	50 s.p.	12	M 3' staff+8"	P	5'	2d12+3	85/SA	-/-/-5
10. Flail, Footman's Military (2H) [swivel end link (no chain) w/ attached 15" sectioned + spiked rod]	70 s.p.	13	M 3' staff+15"	P	5'	3d10+2	90/SA	-/-/-5
11. Flail, Horseman's (w/ chain and one spiked ball)	30 s.p.	6	S 2' staff	P	-	2d10+1	60/SA	-/-5/-10
12. Flail, Horseman's (w/ chains + two spiked balls)	40 s.p.	7	S 2' staff	P	-	2d10+3	70/SA	-/-/-10
13. Garrote (2H) (thin wire for choking)	5 s.p.	1	S 2'	-	-	3d8 (see description)	5/A	-/-/-50
14. Hammer, Maul (2H) (military sledge of stone)	120 s.p.	10	M 3'	P	-	2d20+4	100/S	-/-/-5
15. Hammer, War, Footman's (2H) (with back spike)	40 s.p.	3	M 30-33"	S/P	-	2d12+2	30/SA	-/-5/-15
16. Hammer, War, Horseman's (with back spike) (also thrown)	30 s.p.	2	S 2'	S/P	-	1d20+2	20/SA	-/-5/-15
17. Lance, Light (blunted end, hollow pole)	20 s.p.	5	L 5'	P	5'	1d12+2	50/SA	-/-5/-10
18. Lance, Heavy (x2 charge)	80 s.p.	10	L 14'	S	15'	1d20+3	85/SA	-/-5/-10
19. Lance, Jousting (x2 set charge) (blunted end)	100 s.p.	6	L 14'	P	-	1d12+3	75/SA	-/-/-
20. Mace, Footman's (2H)	40 s.p.	6	M 3'	P	-	2d12+3	60/SA	-/-/-10
21. Mace, Horseman's	20 s.p.	4	S 2'	P	-	1d20+3	40/SA	-/-5/-15
22. Mace-axe (2H)	60 s.p.	7	M 3'	H/P	-	2d12+4	70/SA	-/-/-10
23. Morgenstern (Morningstar) (2H)	40 s.p.	8	M 4'	S/P	-	2d12+3	80/SA	-/-5/-10

Melee Weapons (continued)

Melee Weapons	Cost	Wt. (lbs)	Size	Type	Reach	Damage	Delivery Penalty	Penetration L/M/H
24. Pick, Military, Footman's (2H) (also called the Bisacuta, Oucin, Besague)	40 s.p.	6	M 4'	S	-	2d12+3	60/SA	-/-5/-10
25. Pick, Military, Horseman's	30 s.p.	4	S 2'	S	-	1d20+3	40/SA	-/-5/-15
26. Polearm, Awl Pike (2H) (x2 set charge)	20 s.p.	12	L 18-22'	S	20'	2d10+2	80/SA	-/-5/-15
27. Polearm, Berdeesh (2H) (Bardiche or Sparth Axe)	30 s.p.	7	L 5'	H	5'	2d12+3	50/SA	-/-5/-10
28. Polearm, Bec de Corbin (Raven's Beak) (2H)	40 s.p.	6	L 6'	S/P	5'	2d10+1	40/SA	-/-5/-15
29. Polearm, Bill (2H)	50 s.p.	10	L 8'+	S/H	10'	2d12+2	80/SA	-/-5/-15
30. Polearm, Bipennis (2H) (double-bladed pole axe)	90 s.p.	12	L 6'	H	5'	3d10+2	90/SA	-/-/-10
31. Polearm, Fauchard (2H)	20 s.p.	7	L 8'+	H	10'	2d12+2	50/SA	-/-/-15
32. Polearm, Glaive (2H)	30 s.p.	8	L 8'+	H	10'	2d8	60/SA	-/-10/-20
33. Polearm, Guisarme (2H)	20 s.p.	8	L 6'+	H	5'	2d12+2	60/SA	-/-5/-10
34. Polearm, Halberd (2H) (x2 set charge)	50 s.p.	10	L 5-8'	S/H	10'	2d10+1	70/SA	-/-5/-5
35. Polearm, Military Fork (2H) (x2 set charge)	20 s.p.	7	L 7'+	S	10'	2d12	50/SA	-/-5/-10
36. Polearm, Partisan (2H) (x2 set charge)	50 s.p.	8	L 7'+	S	10'	2d10	60/SA	-/-5/-15
37. Polearm, Poleaxe (single-bladed Bipennis w/spikes on back and tip) (2H)	60 s.p.	10	L 5-6'	S/H	5'	3d10	70/SA	-/-/-10
38. Polearm, Ranseur (2H) (x2 set charge)	30 s.p.	7	L 8'+	S	10'	2d10+1	50/SA	-/-5/-10
39. Polearm, Sпетum (2H) (x2 set charge)	20 s.p.	7	L 8'+	S	10'	2d10+1	50/SA	-/-5/-10
40. Polearm, Voulge (2H) (Lochaber axe)	30 s.p.	10	L 8'+	H	10'	2d10+2	70/SA	-/-5/-10
41. Quarterstaff (iron end-caps)	1 s.p.	3	L 5-6'	P	-	1d8	30/A	-/-20/-80
42. Sap	2 s.p.	3	T 1'	P	-	1d6	10/A	-/-5/-50
43. Spear, Long (2H) (x2 set charge)	20 s.p.	5	L <13'	S	10'	2d10	50/SA	-/-5/-15
44. Spear, Medium (also thrown)	10 s.p.	3	L 5-7'	S	5'	2d10	20/SA	-/-5/-15
45. Spear, Short (half-spear or guard spear)	5 s.p.	3	S 27"	S	-	2d10	20/SA	-/-5/-15
46. Spear, Trident (2H)	8 s.p.	6	M 4-8'	S	5'	3d6	40/SA	-/-5/-10
47. Strike, Unarmed (see Brawling skill)	-	-	-	P	Subdual Damage Only	(see Brawling skill)	-	-/-50/-90
48. Sword, Bastard (Hand-and-a-Half)	120 s.p.	7	L 43-51"	H	-	3d10 + 1	60/SA	-/-5/-10

Melee Weapons (continued)

Melee Weapons	Cost	Wt. (lbs)	Size	Type	Reach	Damage	Delivery Penalty	Penetration L/M/H
49. Sword, Broadsword (seemingly, the average of swords)	50 s.p.	3	M 34-46"	H	-	1d20	30/SA	-/-5/-15
50. Sword, Cut + Thrust(thick sword of medium length)	90 s.p.	4	M 37-40"	S/H	-	2d10	40/SA	-/-/-15
51. Sword, Falchion (curved blade, weighted end, single edge)	60 s.p.	4	S 28-30"	H	-	3d6	40/SA	-/-5/-15
52. Sword, Flamberge (2H) (wavy blade)	300 s.p.	10	L 48-64"	S	5'	3d10	90/SA	-/-/-10
53. Sword, Gladius	60 s.p.	3	S 28"	S/H	-	4d6	30/SA	-/-5/-15
54. Sword, Long (thin blade that is long for a one-handed sword)	70 s.p.	4	M 34-42"	S	-	1d20	40/SA	-/-5/-15
55. Sword, Short (sometimes called an Archer's sword)	50 s.p.	3	S 22-31"	S	-	3d6	30/SA	-/-5/-15
56. Sword, Zweihander (2H)	250 s.p.	15	L 58-75"	S/H	5'	2d20	100/S	-/-/-10
57. Whip (subdual damage)	10 s.p.	2	M 8'	H	5'	1d4	20/A	-/-80/-95
58. Whip, Bull	20 s.p.	3	L 14'	H	10'	1d6	30/A	-/-70/-90
59. Whip, Cat-o-nine tails (subdual damage)	5 s.p.	1	T 18"	-	-	1d2	10/A	-/-80/-95
60. Whip, Scourge (a Cat-o-nine tails with barbs)	10 s.p.	1	T 18"	H	-	1d6	10/A	-/-75/-90

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Miscellaneous Weapons								
Miscellaneous Weapons	Cost	Wt. (lbs)	Size	Type	Range/Reach	Damage	Delivery Penalty	Penetration L/M/H
1. Axe, Hand (Hatchet)	10 s.p.	2	T 15"	H	(Strength- /10)'/-	1d10	20/A	-/-10/-20
2. Bottle (if broken, treat as a knife)	1 s.p.	1	T 1'	P	(Strength- /10)'/-	1d8	10/A	-/-5/-15
3. Bucket	2 s.p.	2	T 15"	P	-/-	1d4	30/SA	-/-10/-20
4. Chain	4 s.p.	5	L 5'	P	-/5'	1d6	50/SA	-/-10/-20
5. Chair (2H)	3 s.p.	3	M 3'	P	-/-	1d8	25/SA	-/-10/-20
6. Cleaver	10 s.p.	1	T 1'	H	(Strength- /10)'/-	1d10	10/A	-/-10/-20
7. File, Metal	2 s.p.	1	T <1'	P	-/-	1d4	10/A	-/-10/-20
8. Flail, Grain (wood joined by rope)	3 s.p.	2	S 2' staff	P	-/-	1d8	20/SA	-/-10/-20
9. Fork, Pitch (2H)	9 s.p.	6	L 7'+	S	-/10'	2d6	50/SA	-/-5/-15
10. Fork, Serving	6 s.p.	1	T 1'	S	-/-	1d6	10/A	-/-5/-25
11. Gauntlet	200 s.p.	2	T <1'	P	-/-	1d4	20/SA	-/-5/-15
12. Hammer, Tool (w/o back spike)	100 s.p.	2	T 15"	P	(Strength- /10)'/-	1d12	20/A	-/-5/-10
13. Hammer, Sledge (2H)	30 s.p.	8	M 3'	P	-/-	2d20	80/S	-/-/-5
14. Hoe (2H)	5 s.p.	3	M 3-4'	S	-/-	1d6	25/SA	-/-10/-20
15. Hook, Grappling	40 s.p.	4	T 18"	S/P	(Strength- /10)'/-	1d6	40/SA	-/-5/-10
16. Knife, Hunting or Tool (single edge)	8 s.p.	1	T 8-13"	S	(Strength- /10)'/-	1d8	10/A	-/-15/-25
17. Mallet (all wood)	2 s.p.	2	T 1'	P	-/-	1d4	20/A	-/-5/-20
18. Quill	40 s.p.	-	T 1'	S	-/-	1d2	-	-/30/-95
19. Pan, Frying (Iron)	8 s.p.	4	S 18"	P	-/-	1d8	40/SA	-/-5/-15
20. Pry bar (Crowbar)	4 s.p.	3	T 18"	P	-/-	1d8	30/SA	-/-5/-15
21. Rolling Pin	2 s.p.	2	T 1'	P	-/-	1d4	20/SA	-/-5/-20
22. Scissors	9 s.p.	0.5	T <10"	S	-/-	1d6	5/A	-/-5/-25
23. Scythe (2H)	30 s.p.	5	L 5'	S/H	-/5'	2d8	40/SA	-/-10/-20
24. Shield	varies	varies	varies	P	-/-	1d2	varies	-/-5/-10
25. Shoe	2 s.p.	0.5	T <1'	P	(Strength- /10)'/-	1d2	5/A	-/-5/-25
26. Shoe, Horse	5 s.p.	2	T <8"	P	(Strength- /10)'/-	1d4	20/SA	-/-5/-20

Miscellaneous Weapons (continued)

Miscellaneous Weapons	Cost	Wt. (lbs)	Size	Type	Range/Reach	Damage	Delivery Penalty	Penetration L/M/H
27. Shovel (2H)	8 s.p.	4	M 3-4'	H/P	-/-	1d6	35/SA	-/-5/-15
28. Sickle	10 s.p.	2	T 18"	H	-/-	1d10	20/A	-/-15/-25
29. Spade (2H)	7 s.p.	3	M 3-4'	H/P	-/-	1d6	25/SA	-/-5/-15
30. Targe (Spiked Shield)	20 s.p.	6	S 2'	S	-/-	1d8	60/SA	-/-5/-20
31. Torch (a burning club)	1 s.p.	1	S 2'	P	-/-	2d8	10/SA	-/-5/-15



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Missile Weapons

Missile Weapons	Cost	Wt. (lbs)	Size	Type	Range	Damage	Delivery Penalty	Penetration L/M/H
1. Arrows (12 w/quiver)	10 s.p.	2	S 30"	S	See Weapon	See Weapon	See Weapon	See Weapon
2. Axe, Hand (Hatchet)	8 s.p.	2	T 15"	H	(Strength- /10)'	1d10	20/SA	-/-10/-20
3. Bolas	10 s.p.	2	S 2'	P	(Strength- /5)'	3d4	20/SA	-/-20/-90
4. Bolts (20 w/ quiver)	20 s.p.	3	T 18"	S	See Weapon	See Weapon	See Weapon	See Weapon
5. Boomerang (does not return to thrower)	10 s.p.	1	T 18"	P	(Strength- /5)'	1d6	10/A	-/-10/-20
6. Bottle (if broken, treat as a knife)	1 s.p.	1	T 1'	P	(Strength- /10)'	1d8	10/SA	-/-5/-15
7. Bottle, Oil (with ignited wick) (Molotov cocktail)	5 s.p.	2	T 1'	P	(Strength- /10)'	1d20/ then 1d10	20/SA	-/-5/-10
8. Bow, Short (2H) (can use mounted)	150 s.p.	2	M 4'	S	60'	1d12	20/A	-/-20/-50
9. Bow, Long (2H) (too big to use mounted)	400 s.p.	3	L 6'	S	100'	1d20	30/A	-/-5/-10
10. Cleaver	10 s.p.	1	T 1'	H	(Strength- /10)'	1d10	10/SA	-/-10/-20
11. Crossbow, Hand (2H) (drawn by the hand) Crossbows and cross- bowmen are also called arbalests + arbalestiers.	180 s.p.	7	M 3'	S	80'	2d10+1	70/A	-/-/-5
12. Crossbow, Wheel + Ratchet (2H) (must be cranked) Crossbows and cross- bowmen are also called arbalests + arbalestiers. 400 draw lbs. required.	250 s.p.	14	M 3'	S	120'	3d10+2	100/A	-/-/-
13. Dagger (double-edged)	10 s.p.	1	T 11-18"	S	(Strength- /10)'	1d10	10/A	-/-5/-20
14. Dart	20 s.p.	0.5	T 18"	S	(Strength- /5)'	1d8	5/A	-/-25/-75
15. Flask	1 s.p.	1	T 6"	P	(Strength- /10)'	1d4	10/SA	-/-10/-25
16. Flask, Oil (with ignited wick)	20 s.p.	1	T 6"	P	(Strength- /10)'	1d8/ then 1d4	10/SA	-/-10/-20
17. Hammer, Tool (w/o back spike)	10 s.p.	2	T 15"	P	(Strength- /10)'	1d12	20/SA	-/-5/-10
18. Hammer, War, Horseman's (with back spike)	30 s.p.	2	S 2'	S/P	(Strength- /10)'	1d20+2	20/SA	-/-5/-15
19. Hook, Grappling	40 s.p.	4	T 18"	S/P	(Strength- /10)'	1d6	40/SA	-/-5/-10
20. Hurlbat (all metal hand ax)	20 s.p.	4	S 22"	S/H	(Strength- /10)'	1d20	40/SA	-/-5/-15
21. Javelin	10 s.p.	2	M	S	(Strength- /4)'	1d12	20/SA	-/-10/-25
22. Knife, Hunting or Tool (single edge)	7 s.p.	1	T 8-12"	S	(Strength- /10)'	1d8	10/A	-/-15/-25
23. Knife, Throwing (double-edged)	9 s.p.	0.5	T <8"	S	(Strength- /5)'	1d6	5/A	-/-10/-20

Missile Weapons (continued)

Missile Weapons	Cost	Wt. (lbs)	Size	Type	Range	Damage	Delivery Penalty	Penetration L/M/H
24. Net, Weighted	5 s.p.	10	L 10'	P	(Strength- /10)'	-	100/SA	-/-/-
25. Pilum	20 s.p.	1	L 6-7'	S	(Strength- /4)'	1d12	10/SA	-/-5/-10
26. Rock	-	1	T 3"	P	(Strength- /4)'	1d8	10/A	-/-5/-25
27. Sling (2H)	-	1	S 2-3'	P	(Strength- /2)'	1d8+1	5/SA	-/-5/-25
28. Spear, Medium	10 s.p.	3	L 5-7'	S	(Strength- /5)'	2d10	30/SA	-/-5/-15
29. Vial	5 s.p.	0.5	T 4"	P	(Strength- /5)'	1d4	5/SA	-/-10/-50



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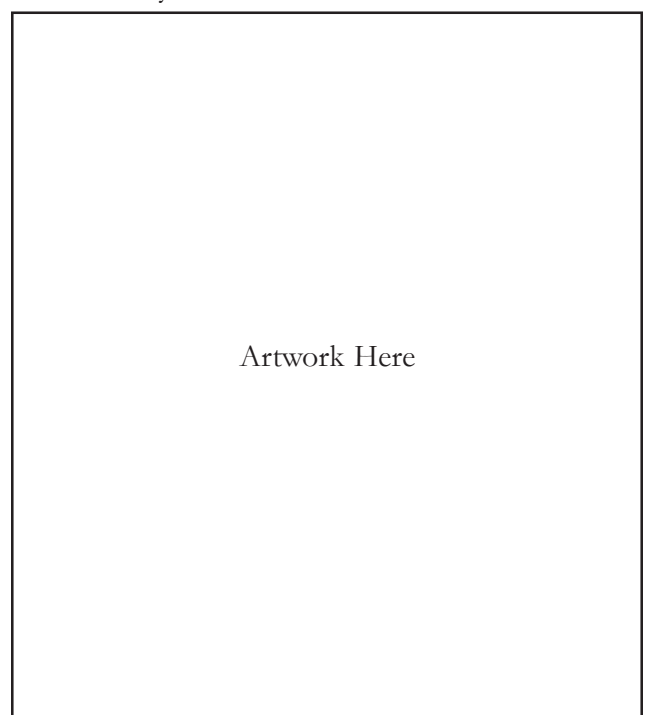
Axe, Battle, Footman's - Attached at the end of a 4' pole is the head of an axe with a blunt back and tip; there is no back-spike. This large two-handed axe is used to cleave objects in half. BCT is 1 day.

Axe, Battle, Horseman's - Attached at the end of a 2' pole is the head of an axe with a back-spike. This one-handed axe is used to cleave objects in half. However, the grip may be reversed and the spike may be used instead, inflicting stabbing damage if desired. BCT is 1 day.

Axe, Hand - Also called a hatchet, a small axe is attached to a 15" pole. A hand axe may be used as both a melee and a missile weapon. BCT is 1 day.

Bolas - This weapon consists of several separate small leather pouches filled with sand; the pouches are connected by thin ropes. This weapon is used by spinning above one's head and then hurling at a target. If the target is hit, numerous sand-filled pouches will hit in succession and cause damage. BCT is 1 day.

Boomerang - This weapon consists of a piece of wood that has been carved flat, is roughly 2-3" across, and otherwise is shaped like a 'V'. Having a skill with this weapon means that it will return to the thrower if it misses its target. Without a skill in this weapon, the boomerang will land randomly. BCT is 1 day.



Bottle - Though bottles may come in all shapes and sizes, a wine bottle is approximated here. **Bottle, Oil (with ignited wick)** - Also called a Molotov cocktail, this weapon consists of a bottle filled between a third and halfway with oil. A rag or wick is dipped in oil and stuffed into the mouth of the bottle. To use the weapon, the rag or wick is lit on fire and the bottle is hurled at an opponent or target. From personal experience, these are harder to use than it seems. Molotov cocktails are impeded by two factors:

1. The bottle is harder to break than one may think. Whenever one is hurled, an additional roll must be made to see if it breaks, not just if the hurled bottle connects with the target. If the bottle does not break, as determined below, then it only does d8 damage from the impact and eventually the wick will burn itself out. Below are different circumstances:

- a. If hurled against a solid, hard, and unmoving object such as a tree or a wall, there is only a 20% chance the bottle does not break.
- b. If hurled against an object of medium hardness such as a human standing up and wearing anything but platemail or carrying a tower shield, there is only a 60% chance the bottle does not break.
- c. If hurled against a soft, movable object such as hay, there is a 95% chance the bottle does not break.

2. If hurled during moderate or stronger winds, the wick is 90% likely to be extinguished before the bottle contacts the target.

Bow, Short - This two-handed weapon consists of a thin wooden pole and a tendon connecting the two ends. When the tendon is attached to both ends, the pole must be bent for it to reach. This creates pressure on the tendon. This weapon projects arrows at targets. Short bows are widely known to be ineffective against humanoid troops. BCT is 1 week.

Bow, Long - This two-handed weapon consists of a thin wooden pole and a tendon connecting the two ends. When the tendon is attached to both ends, the pole must be bent for it to reach. This creates pressure on the tendon. This weapon projects arrows at targets. The long bow is a new invention, it is fast, and surprisingly effective at penetrating armor and creatures. BCT is 2 weeks.

Bucket - This weapon consists of a metal or wooden structure and a handle. Normally, a bucket is designed to carry liquids such as water. In threatening situations, a bucket may be swung at an opponent. BCT is 1 day.

Chain - This weapon consists of numerous small metal links that are strung together one after another. Chains are swung above the head and one end is whipped at a target. BCT is 1 week.

Chair - This two-handed wooden weapon consists of something crafted on which characters rest their asses. In a threatening situation, a chair may be picked up and swung at an opponent, or it may be used effectively to keep an opponent at a distance. BCT is 1 day.

Cleaver - This weapon consists of a handle and a long, thick blade extending from it. The blade only has one edge, but it has a lot of steel behind it. Cleavers may be used in melee or missile combat. BCT is 1 day.

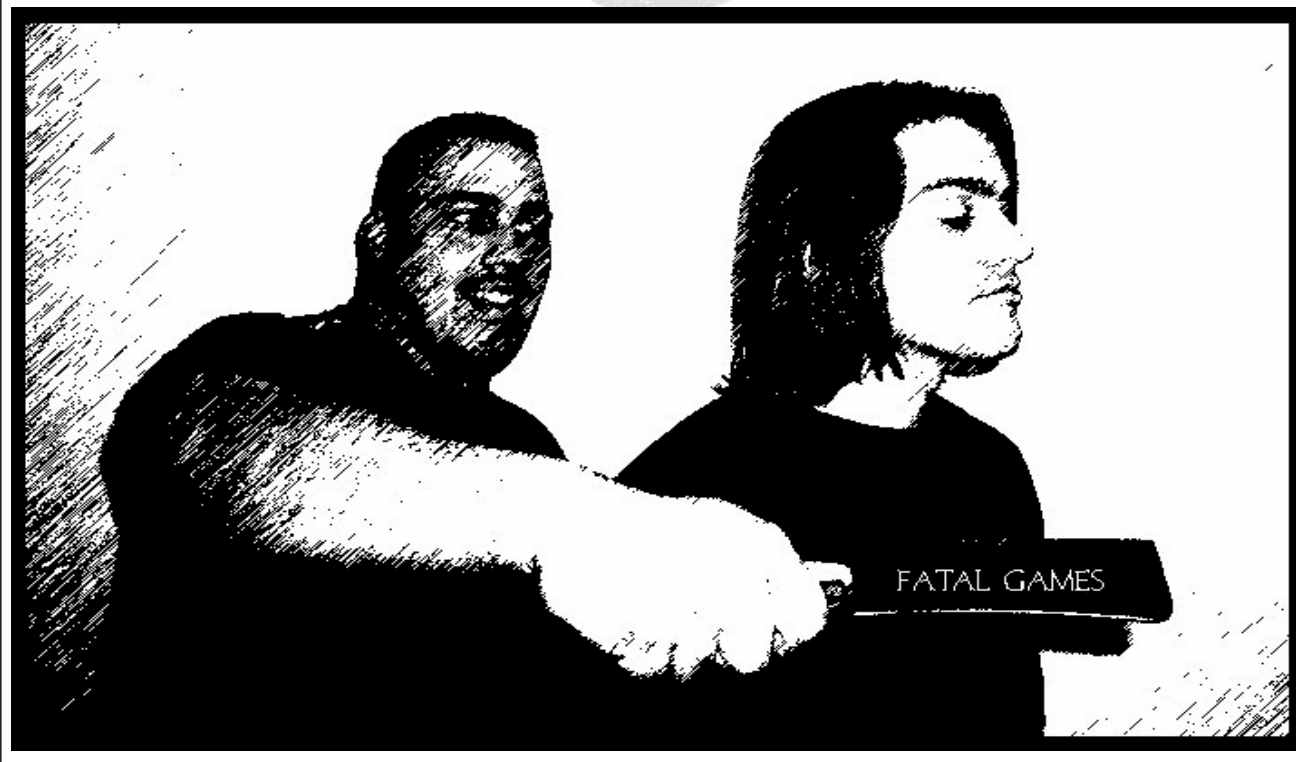
Club - This one-handed weapon consists of a piece of wood that is usually two feet in length. One of the most ancient of weapons, it is commonly used to bash creatures in the head.

Club, Great - This two-handed weapon consists of a piece of wood that is usually four feet in length. One of the most ancient of weapons, it is commonly used to bash creatures in the head. Monsters at least 12' tall may use this weapon effectively with one hand.

Crossbow, Hand - A hand crossbow is one that may be reloaded by hand or without needing a mechanism. After a bolt is projected at an opponent, the tip of the crossbow is placed on the ground, the user places the tip of their foot in a stirrup at its base, and the user pulls back on the sinew, cocking it again. BCT is 2 weeks.

Crossbow, Wheel and Ratchet - Once fired, this weapon must be cocked again by using a mechanism consisting of a wheel and a ratchet. While it is timely to cock this crossbow, the bolt is projected with incredible force. BCT is 2 weeks.

Dagger - Ranging from 11-18" in length, this weapon consists of a handle and a blade with two edges. This weapon may be used for both melee and missile combat. Daggers are very popular weapons, often used as eating utensils, and commonly hidden in boots. BCT is 1 week.



Dagger, Dirk - Essentially, a dirk is a larger dagger that has only one sharpened edge. Dirks are not balanced and may not be thrown properly. BCT is 1 week.

Dagger, Stiletto - This weapon is usually illegal wherever one may go, since it is so popular among assassins, easily hidden, and very lethal. The blade of this dagger has three edges, appearing triangular if observed from the tip. An edge of the blade is no more than 3/4" across at its widest near the thin handle, and the blade tapers to a very fine point. BCT is 2 weeks.

Dart - Very similar in size and shape to arrows, darts do not have fletching, but only a pole and a metal tip. Darts are hurled at opponents. BCT is 1 day.

Flask - This is a small, glass fixture designed to hold a small amount of liquid. If need be, flasks may be hurled at opponents. BCT is 1 day.

Flask, Oil - This is a small, glass fixture designed to hold a small amount of liquid. In this case, it is filled with oil. The oil-filled flask is hurled at opponents. BCT is 1 day.

File, Metal - This weapon is a long, thin piece of metal that has a rough texture. Normally, this utensil is used to file away at metal, but it may be used as a small club. BCT is 1 day.

Flail, Footman's, Holy Water Sprinkler -

This two-handed flail consists of a 3' pole and swivel link at the end, upon which swings an 8" metal rod with a spiked ball at the end. This flail has no chain. BCT is 1 week.

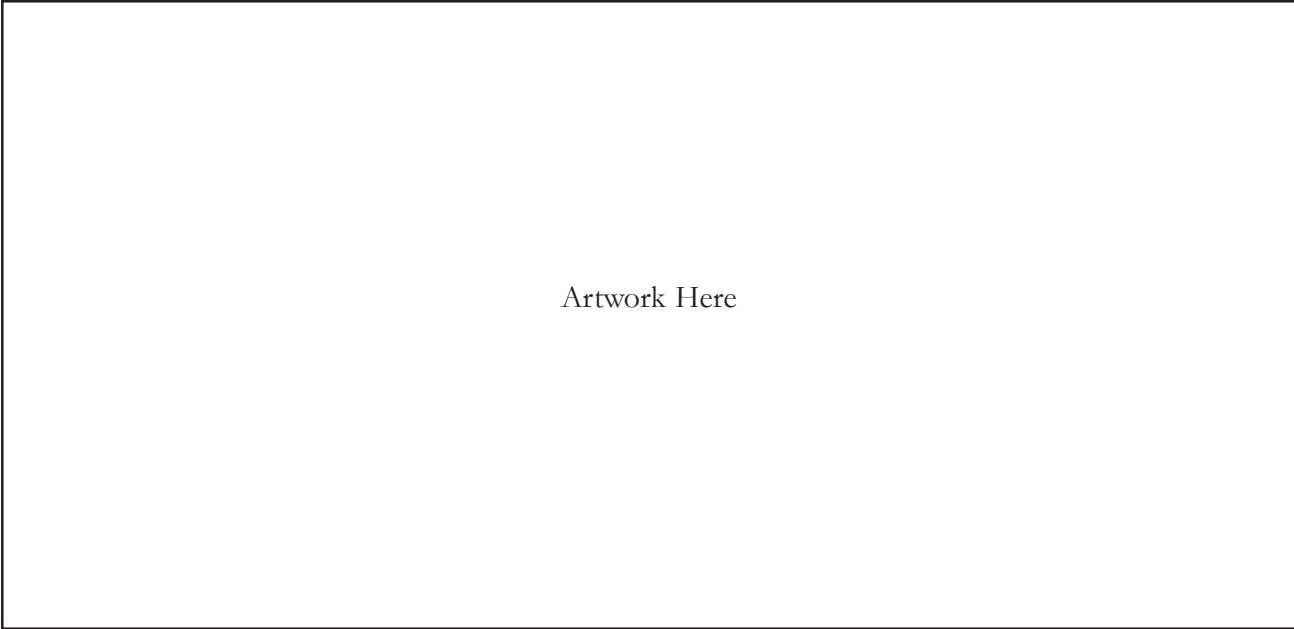
Flail, Footman's, Military - This two-handed flail consists of a 3' pole and a swivel link at the end, upon which swings a 15" metal rod. Periodically, the thin metal rod (1" diameter) has a ring of spikes around its circumference. This flail has no chain. BCT is 1 week.

Flail, Grain - Not the everyday flail, this weapon is almost strictly used to pound grain. This weapon consists of a wooden pole and wooden balls, which are connected to the pole with rope. BCT is 1 day.

Flail, Horseman's - These one-handed flails consist of a 2' pole and either one or two spiked metal balls. The pole and the balls are connected by a sturdy chain. Flails are surprisingly hard-hitting weapons. BCT is 1 week.

Fork, Pitch - Used for baling hay, this is commonly used by peasants as a weapon. The tines of a pitch fork are curved, so they don't pierce flesh as well as those of a military fork, which is simply this weapon with straightened tines. BCT is 1 day.

Fork, Serving - This weapon, usually used to serve food to others, may be used to stab creatures. To use in this manner, simply realize the opponent for what they are -- a piece of meat. BCT is 1 day.



Garrote - This is an atypical weapon consisting of a thin wire and it is used for strangulation. Though the garrote is a weapon that is easy to use quickly, the act of strangulation takes some time. A successful attack on an opponent that has their back to the attacker means that the garrote is firmly around their neck and that damage begins to occur immediately. If the defender does not have their back to the attacker, then the defender's CA increases by 60, 70 if they are familiar with the garrote and the fact that their neck needs special defense. Once the garrote is firmly in place around the opponent's neck, it causes 3d8 Life Points of damage per round, though the defender may attempt to escape with a successful Wrestling skill check of TH 80. If failed, they lose 10 Strength. The second round of strangulation, they may attempt escape with a TH 90. If failed, they lose 20 Strength. The third round of strangulation, they may attempt escape with a TH 99. If failed, they lose 40 Strength. Beyond this point, no attempts at escape may be made, damage will continue every round, and the loss in Strength will continue to double every round. BCT is 1 day.

Gauntlet - This is the metal glove of a suit of platemail and is designed to protect a hand. In times of duress, however, it may be impacted upon an opponent to damage them. BCT is 1 day.

Hammer, Maul - This two-handed weapon consists of a 3' pole, and at the end of it is affixed a stone block. This weapon is very slow, and the damage done is due to force, not speed. This rare weapon is incredibly effective at smashing things. BCT is 1 day.

Hammer, Sledge - This two-handed weapon consists of a 3' pole, and at the end of it is affixed a steel block, not unlike an oversized double-headed tool hammer. This weapon is incredibly effective at smashing things, and it is common among peasants. BCT is 1 day.

Hammer, Tool - One of the most common tools, a hammer is a small pole with a blunt piece of metal affixed to one end. Normally, hammers are used to drive nails through wood, though it is pleasingly effective at deadening foes. BCT is 1 day.

Hammer, War, Footman's - This two-handed weapon consists of a pole, usually 30-33", with a steel head affixed to one end. The front of the steel head is flat and used for pounding things. The other side usually has a straight spike, roughly 6" long, which may be used to stab things. Since this weapon may be used for pounding or stabbing, these are popular weapons of war. BCT is 1 day.

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Hammer, War, Horseman's - This one-handed weapon consists of a pole, usually 2' long, with a steel head affixed to one end. The front of the steel head is flat and used for pounding things. The other side usually has a straight spike, roughly 4" long, which may be used to stab things. A horseman's war hammer may be thrown as a missile weapon or used in melee combat. Since this weapon may be used for pounding or stabbing, melee or missile combat, these are very popular weapons of war. BCT is 1 day.

Hoe - Quite different from a prostitute, a hoe is a common gardening tool. BCT is 1 day.

Hook, Grappling - Only rarely used as a weapon, this item consists of a series of metal poles extending upward and outward from a central hub before sharply curving back down. Normally, a rope is attached to the hub and the grappling hook is hurled atop a castle wall where the sharp ends catch, embed themselves firmly, and allow others to Climb. It is also hurled from one vessel to another so that boarding may occur. As a weapon, a grappling hook is simply hurled at an opponent. BCT is 1 day.

Hurlbat - This weapon is similar to a hatchet made entirely of steel, including the handle. However, virtually any part of this all-metal axe is sharp and dangerous. Hurlbats are hurled at opponents. BCT is 1 day.

Javelin - Much lighter than a spear, javelins are also wooden poles with sharp metal points. Because of flimsiness, they are virtually worthless in melee combat, but have good range as a missile weapon. BCT is 1 day.

Knife, Hunting or Tool - A common knife may have only a single edge and may be used as a melee or a missile weapon. BCT is 1 day.

Knife, Throwing - Throwing knives look like small daggers since they have two edges. Even more than daggers, throwing knives are well-balanced. The handle of a throwing knife has no leather on it, and it is impractical as a melee weapon. BCT is 1 week.

Lance, Heavy - This version of the lance was adapted for warfare against foot soldiers and cavalry alike. This lance weighs a lot and has a sharp tip, but it is very sturdy and successful in unhorsing armored combatants and piercing foes on the ground. BCT is 1 day.

Lance, Jousting - The original version of a lance, the jousting lance, was an alteration from the success of spears and javelins. This is no different from a spear, except that the head is blunted. The pole is of uniform thickness from end to end with a lozenge-shaped head. Sometimes the blunted end has special points on it, though they do not pierce, but give a grip on plate armor. BCT is 1 day.

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Lance, Light - The newest version of the lance, a light lance is short, only five feet in length, and is hollowed out. These are lighter weight, but also splinter, breaking into pieces easily. For every hit on an upright armored humanoid, the weapon has a 30% chance of splintering. BCT is 1 day.

Mace, Footman's - This two-handed weapon consists of a 3' pole, either wooden or metal, and a metal head affixed to one end. The metal head may vary widely in its design. Some consist of a metal ball that is either spiked, studded, or blunt. Another popular design is to reduce weight is to have a large, ribbed end. Whatever is attached, the purpose of a mace is to dash the brains out of opponents with primarily pounding force. This weapon is popular with many hierophants, because numerous deities prohibit their worshippers from using edged weapons. BCT is 1 day.

Mace, Horseman's - This one-handed weapon consists of a 2' pole, either wooden or metal, and a metal head affixed to one end. The metal head may vary widely in its design. Some consist of a metal ball that is either spiked, studded, or blunt. Another popular design is to reduce weight is to have a large, ribbed end. Whatever is attached, the purpose of a mace is to dash the brains out of opponents with primarily pounding force. This weapon is popular with many hierophants, because numerous deities prohibit their worshippers from using edged weapons. BCT is 1 day.

Mace-Axe - This odd two-handed weapon consists of a 3' wooden pole and a metal head affixed to one end. The metal head has two sides: one like a battle axe, the other wide and blunt like a mace. Accordingly, the weapon may be used for either hacking or pounding. BCT is 1 day.

Mallet - A thick cylinder of wood is attached to a small handle. Mallets are normally used to pound stakes into the ground. In times of need, they may be used against opponents. BCT is 1 day.

Morgenstern - Also called a morningstar, this two-handed weapon consists of a 4' pole. At one end of the pole, nails are driven through it in all directions. This spiked weapon is easy to make, common among peasants, and often considered a mace with a spiked head. It is most appropriate for foot soldiers, though both cavalry and infantry may be armed with it. BCT is 1 day.

Net, Weighted - Small weights are affixed to the perimeter of this net and it is hurled at fish, wild animals, and sometimes opponents. The purpose of the weighted net is to take the opponent to the ground, so that others may approach and deprive the opponent of consciousness or life as desired while the opponent struggles for freedom. If hit by a net, an opponent must pass a Balance skill check at TH 70 or fall to the ground. Next, reverse the sign of the opponent's Intelligence Skill Modifier (such as positive to negative and vice versa) and multiply this result by 1d10 to determine the number of rounds it takes for them to find their way out of the weighted net. BCT is 1 day.

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Pan, Frying - Normally, frying pans are iron cooking utensils. If need be, this iron pan may be pounded against an opponent. BCT is 1 day.

Pick, Military, Footman's - This two-handed weapon consists of a 4' pole and a long, thin blade that is attached in a perpendicular fashion to one end of the pole. The footman's military pick was originally used for mining and has been adopted for warfare. BCT is 1 day.

Pick, Military, Horseman's - This one-handed weapon consists of a 2' pole and a long, thin blade that is attached in a perpendicular fashion to one end of the pole. The horseman's military pick was originally used for mining and has been adopted for warfare. BCT is 1 day.

Pilum - This weapon consists of a pole, half of which is wooden, half of which is steel. The steel half has a sharp tip and is front-heavy when hurled. Therefore, it is not effectively thrown long distances, but creates an impressive impact at lesser distances. The pilum often embeds itself into an opponent's shield and is heavy enough that the opponent must either discard the shield or pause to remove the pilum from it. BCT is 1 day.

Polearm, Awl Pike - This two-handed weapon consists of a pole that averages twenty feet in length with a spearhead attached at one end. Essentially a very long spear, this weapon is useful because it allows one to reach over other combatants. To resist cavalry or other charges, the base of the pike is fixed into the ground. Long strips of steel down the shaft may be considered one of its special features, as it cannot be put out of action by any ordinary (natural 90 or higher on attack dice) cuts of the sword, axe, etc. Those impaled in this way receive double damage and are twice as likely to receive Crucial Damage (see *Chap. 10: Combat*). BCT is 1 day.

Polearm, Berdeesh - Also called a bardiche or a Sparth axe, this weapon consists of a pole typically five feet in length with a large, elongated axe-like blade attached to one end. This weapon is popular for beheading at executions, and so is the zweihander. BCT is 1 day.

Polearm, Bec de Corbin - Also called a Raven's Beak, this weapon consists a hammer-like head, a small spike on top, and a small back spike. All are affixed on the end of a pole. BCT is 1 day.

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Polearm, Bill - Although the term 'bill' is applied to all shafted weapons of peculiar form that do not fall readily under any particular heading, the bill is a polearm that was most popular about four hundred years ago. The most common bill consists of a long and thin blade attached to the end of a pole. In the middle of one side of the blade is a hook that points downward, usually six inches in length. Roughly one-third up the other side of the blade, a straight spike extends roughly four inches perpendicularly. These proportions and locations vary somewhat. BCT is 1 day.

Polearm, Bipennis - This two-handed weapon is the double-bladed pole axe. At the end of a 6' pole is affixed a large double-bladed axe-head. This fierce weapon hits hard due to the considerable weight and the leverage offered by the pole. If a weapon is needed to cleave through something, the Bipennis is highly recommended. Conversely, the disadvantage of this weapon is that a large area is necessary for it to be swung effectively. BCT is 1 day.

Polearm, Fauchard - This weapon is a more recent version of an old glaive, and it is currently very popular. The weapon consists of a blade resembling a short sword attached to the end of a pole. There is nothing fancy about this weapon, but many folks seek to abolish the weapon due to the deadly and ghastly nature of the wounds inflicted by this weapon. BCT is 1 day.

Polearm, Glaive - Differing from the bill, this weapon has the cutting edge upon the convex instead of the concave curve of the blade, and it is also much broader. Essentially, this weapon consists of a blade attached to the end of a pole. BCT is 1 day.

Polearm, Guisarme - This weapon may be claimed with confidence to be one of the most ancient of weapons, originating when bronze was the predominant material of which weapons were made. More fancy than a fauchard, a guisarme consists of a blade resembling a short sword attached to the end of a pole. Oftentimes, the blade will have a hook extending from the back of the blade or other unusual designs along the back of the blade. BCT is 1 day.

Polearm, Halberd - Perhaps the handiest of all polearms, a halberd consists of an irregularly shaped blade affixed to the end of a pole. One long blade exists, suitable for hacking. A point is at the end, suitable for stabbing. Other points often appear in the back of the blade that are useful for removing plate armor from fallen opponents. A common technique with a halberd is to knock a heavily armored foe to the ground and then, using the back spikes, pry an opening in their armor and stab them to death. There are many variations on the design of the halberd. This weapon originated in the northern climes and dates back considerably far, though it has only been recently introduced to more southerly regions. BCT is 1 day.

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Polearm, Military Fork - This weapon is the pitchfork adapted for warfare. The tines, either two or three, of the pitchfork are straightened. Currently, it is a very popular polearm and is in widespread use. BCT is 1 day.

Polearm, Partisan - This weapon is new, being introduced for the first time in the last few years, and it is gaining popularity fast. Essentially, this weapon consists of a sharp tip at the end of a pole, similar to a spear. This spearhead, however, also has a barbed tip extending outward a short distance of an inch or two from its base on each side. This weapon is always symmetrical. Specific names of some designs of partisans are the corseque and the spontoon. BCT is 1 day.

Polearm, Poleaxe - The battle-axe and the poleaxe may be claimed to be the same weapon, simply differing in the length of the shaft. The poleaxe consists of a single axe-blade, accompanied by a large spike on top and the back. Poleaxes always require both hands. This weapon is essentially from northern climes. Recently, it is becoming one of the favored weapons for encounters on foot. BCT is 1 day.

Polearm, Ranseur - The ranseur is a version of the partisan, which is new itself, being introduced for the first time in the last few years. Both partisans and ranseurs are gaining popularity quickly. This weapon consists of a sharp tip at the end of a pole, similar to a spear. This spearhead, however, also has a barbed tip extending forward and outward a short distance of three to five inches from its base on each side. This weapon is always symmetrical. BCT is 1 day.

Polearm, Spetum - The spetum is a version of the partisan, which is new itself, being introduced for the first time in the last few years. Both partisans and spetums are gaining popularity quickly. This weapon consists of a sharp tip at the end of a pole, similar to a spear. This spearhead, however, also has a barbed tip extending outward a short distance of three to five inches from its base on each side. This weapon is always symmetrical. BCT is 1 day.

Polearm, Vouge - This weapon may be regarded as a cousin to the guisarme, and has at times been very similar. Although this weapon has been used since a very early period by those high in the mountains, characters on the plains below have not started using it until very recently. The vouge consists of a thick and straight single-edged blade with a sharpened tip that is attached to the end of a pole. BCT is 1 day.

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Pry Bar - This is an iron bar with one curved, flattened tip. The tip is inserted between two objects that are difficult to separate, and then leverage is applied on the bar. In emergencies, this is suitable as a weapon and is most often used to club a character in the head, smashing their skull. BCT is 1 day.

Quarterstaff - Nothing more than a wooden pole, a quarterstaff is handy, though it only inflicts light damage. A quarterstaff may be spun in one hand, but two hands are needed to effectively strike objects. BCT is 1 day.

Quill - This writing utensil consists of a large feather such as a black plume from a raven. Normally, a quill is dipped in ink, but in times of duress, it may be used to stab an opponent. BCT is 1 day.

Rock - Underneath most character's feet, depending on the location of course, are rocks. As a weapon, a rock is typically picked up and hurled at an opponent.

Rolling Pin - Normally a rolling pin is used in the kitchen. However, under duress, a rolling pin may be used as a pounding weapon and swung at an opponent. BCT is 1 day.

Sap - A sap consists of roughly a handful of sand wrapped in leather. The sap is then most commonly used to sap someone in the head. BCT is 1 day.

Scissors - This tool consists of two parallel blades connected at a central revolving joint. As the two blades are brought together, objects are cut apart. Scissors may be used combatively, if need be, as a capable stabbing weapon. BCT is 1 week.

Scythe - This tool consists of a long, thin, arching blade that is attached to the end of a pole. Normally, a scythe is used as a tool for harvesting. Combatively, a scythe may be used to attempt to harvest the soul of a creature; it is a formidable slashing weapon. BCT is 1 day.

Shield - Normally, the purpose of a shield is to protect someone, shielding them from harm. Shields may also be useful in rushing opponents, or more directly, punching them. Shields cause only little damage, but there are times when this technique may prove necessary and useful. BCT is 1 week.

Shoe - A shoe is a piece of footwear crafted from leather. Normally, a shoe is worn on the foot, but if necessary, it may be hurled at an opponent. BCT is 1 day.

Shoe, Horse - This iron shoe is meant to protect a horse's hooves from the ground. If desired, this weapon may be swung and hurled at an opponent, though usually underhanded and with as little of an arc as possible. BCT is 1 day.

Shovel - This tool consists a curved metal plane attached to the end of a pole. Shovels are intended to dig into the earth, but they may be swung at an opponent to either hack them with its fairly dull edge or pound them with the blunt side. BCT is 1 day.

Sickle - This is a curved, hemispherical, handheld blade used for agriculture. However, it may also be used to reap life. BCT is 1 day.

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Sling - This ancient two-handed weapon consists of two leather or sinew straps, between two and three feet in length. One end of each strap is attached to the sides of a small piece of leather or cloth. The ends of the straps are held by the slinger. One strap is wrapped securely around a finger or the wrist. The other, usually knotted to provide a grip, is held freely between the thumb and forefinger of the throwing hand. The missile was placed on the piece of leather or cloth, and the straps were pulled taut, so that the material became a pocket snugly containing the projectile. With the sling loaded and poised in the launching position above the slinger's head, a rotary motion of both wrists sets the sling whirling. When it has acquired sufficient momentum (usually within three or four rotations), the unlooped strap is released, thereby discharging the missile at high speed toward its distant target. The centrifugal force gained in the whirling action gives power and range to the shot.

Slings project either a small pebble, an almond-shaped pebble the size and shape of a small egg, or a man-made missile called a glandes. A glandes is made of lead and has a greater range and impact. The missile is often inscribed in Sapien on one or both sides the name and number of the slinger's military formation, the commanding officer's name, or even sarcastic slogans such as "a nasty present," "take that," or "ouch." On many others appear emblems of deities. Sling missiles range from one to two ounces.

When members of an infantry, slingers commonly carry their missiles in a bag on their hip. Unfortunately, slingers require substantial room to use this weapon effectively. BCT is 1 day.

Spade - Normally this is a tool. A spade is a curved unit of metal attached to the end of a pole. BCT is 1 day.

Spear, Long - Some call this a small pike, but originally it was referred to as a long spear, since it is nothing more than a common medium spear with a longer pole. This weapon is too long to hurl. BCT is 1 day.

Spear, Medium - The most common of spears, this weapon consists of a small blade, called a spearhead, attached to the end of a pole. The spear is used to stab opponents and it may be hurled. BCT is 1 day.

Spear, Short - Also called a half-spear or a guard-spear, this is identical to the popular medium spear, except that the pole is only half as long. This weapon is too short to hurl it any distance effectively. BCT is 1 day.

Spear, Trident - This weapon is a medium spear, though the tip branches widely and offers three sharp points to an enemy. BCT is 1 day.

Sword, Bastard - Also called the hand-and-half or hand-and-a-half, the bastard sword is claimed as belonging to the two-handed variety, though it is possible to swing it effectively with one hand; in such a case, to give extra effect to a blow, both hands are brought into action near the pommel. This weapon is very new and most have not heard of it yet. BCT is 2 weeks.

Sword, Broad - This is a double-edged sword that is moderately long. It is wide-bladed and designed to deal hacking blows. The crossguards are usually straight. BCT is 2 weeks.

Sword, Cut and Thrust - Similar in shape to a broadsword, this sword has a blade that is even thicker. The concept behind this sword is that the additional weight of this blade allows a defender to overpower an opponent's swing and to counter with a thrust. BCT is 2 weeks.

Sword, Falchion - This sword is most often used by archers and men-at-arms. It has a blade wide at the point. The edge is curved and convex, and the back is concave. BCT is 2 weeks.

Sword, Flamberge - This weapon is identical to the zweihander (see below), except that the blade is wavy instead of straight. Upon designing this variation of the zweihander, it was thought that this style of blade will inflict more deadly wounds. It does not, but, it is effective and attractive. While they vary in size, the most common flamberge is smaller than a zweihander, having a handle roughly just over twelve inches and a blade of 50 inches, for an overall length of 62 inches. BCT is 2 weeks.

Sword, Gladius - This weapon is similar to a sturdier shortsword. It is a standard issue to some soldiers, who are renowned for getting close, blocking with their large shields, and stabbing with their gladius. BCT is 2 weeks.

Sword, Long - This sword is double-edged and the blade is long and narrow. BCT is 2 weeks.

Sword, Short - One of the most common swords, a short sword has an edge on each side and is mostly used for stabbing. This is one of the earliest swords, back when heavier metals were used and larger swords were impractical. Now, it is practical only in very close quarters. BCT is 2 weeks.

Sword, Zweihander - Typically, this two-handed sword consists of a handle that is 21 inches in length and a blade that is 51 inches, for an overall length of six feet. It is a new weapon and is beginning to be one of the ordinary weapons of the foot soldier. To wield it, cutting sweeps are made, and consequently room must be available for such a swing. Cavalry may carry it attached to the saddle as a reserve weapon in case of being dismounted. Currently, it is most commonly used by elite foot soldiers as shock troops that disrupt formations of enemy infantry. BCT is 2 weeks.

Targe - This is a round, wooden shield wrapped in leather that is periodically interrupted with metal studs. The main feature of a targe is a thin spike protruding from the middle by several inches. This shield is often used to rush opponents, hoping to both pound and stab them at once. BCT is 1 week.

Torch - Torches are nothing more than burning clubs, in effect. BCT is 1 day.

Vial - Though these containers are extremely small, they may be hurled at opponents for minimal damage. BCT is 1 day.

Whip - Consisting of long strips of leather wrapped together, the end is thin and usually frayed. The end is hurled at an opponent and at the precise moment of contact it is pulled back very quickly. This sudden reversal causes the end of the whip to crack, making a loud noise as it moves exceedingly fast. This weapon is most effective on unarmored skin. This whip is short and the damage is not permanent, although it is certainly felt at the moment. For this reason, it is considered subdual damage, though each wound will heal fully within 1d12 hours. BCT is 1 day.

Whip, Bull - Consisting of long strips of leather wrapped together, the end is thin and usually frayed. The end is hurled at an opponent and at the precise moment of contact it is pulled back very quickly. This sudden reversal causes the end of the whip to crack, making a loud noise as it moves exceedingly fast. This weapon is most effective on unarmored skin. The damage from this weapon is real, or that is to say, it is not subdual damage. BCT is 1 day.

Whip, Cat-o-nine-tails - This weapon consists of a leather handle to which nine short strands are attached. Each strand is the same length, usually just over a foot, and they consist of strips of leather wrapped together, with a knot tied toward the end of each strand. This weapon is not capable of real damage, but only subdual damage. While the wound is felt at the moment, the pain disappears (and Life Points return) within 1d12 minutes, regardless of the blow. This weapon is commonly used for torture or sexual stimulation. BCT is 1 day.

Whip, Scourge - This weapon is identical to the cat-o-nine-tails, except that a metal barb or small hook is attached to the end of each of the strands. This weapon is used for torture. It is common to flay a character's back as they are restrained. Those trained in the use of this weapon will throw the barbs over the victim's shoulder, and upon pulling back violently, skin is ripped from the shoulders. BCT is 1 day.

Armor

Several types of armor are available to be worn or carried, and they are listed individually so that suits of armor may be custom designed to an extent, which is common in this period. The MM must exercise great judgment, since players may try to stack different kinds of armor in hopes of maximizing Current Armor. For convenience, total suits or outfits have been listed separately, at the bottom of the following table. The table is numbered to facilitate the determination of Plunder from *Chapter 14: Treasure*.

Armor Type lists the type of armor available, such as leather, chainmaille, or various types of shields.

Cost is the price of the armor the character must pay to purchase it. Cost is listed for a human in a human society. Cost for a subterranean troll in their own society is 150%. Cost for a dwarf or kobold in a dwarven or kobold society is 75%. Cost for an elf in an elven society is 67%. Cost for an anakim is 200%, and 300% for an ogre. Otherwise, the cost of armor between societies is more expensive to purchase, and the same item will sell for less.

Weight is listed in pounds, so a suit of platemail weighs seventy pounds. Weight is listed for a human. Armor for an ogre weighs 200%. Armor for an anakim, bugbear, or troll weighs 150%. Armor for a dwarf or kobold weighs 75%. Finally, armor for an elf weighs 67%.

Armor Bonus is cumulative among armor types. For instance, if a character were wearing platemail (which itself assumes clothing, gambeson, and chainmaille are underneath the plates and included in the Armor Bonus) and carrying a steel round shield, their Armor Bonus from this table is 100 (80 + 20). For more information on Current Armor, see *Chapter 10: Combat*. The Armor Bonus does not change for different races.

Agility refers to the temporary penalty that must be applied to the Agility sub-ability while the armor in question is worn. Armor may limit Agility. Current Armor is calculated after Agility is adjusted.

Hide considers the shininess of the armor when attempting to use the Hide skill (see *Chap. 8: Skills*). Bright, shiny, reflective armor inhibits chances to hide. When appropriate, the numbers listed in this column are subtracted as a penalty from the check for the Hide skill.

Silence refers to how noisy armor can be, especially when a character wants to avoid sound, such as with the Silence skill (see *Chap. 8: Skills*). When appropriate, the numbers listed in this column are subtracted as a penalty from the check for the Silence skill.

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Armor						
Armor Type	Cost*	Weight*	Armor Bonus	Agility	Hide	Silence
Individual Pieces						
0. Naked, birthday suit	-	-	-	-	-	-
1. Arming Cap	10 s.p.	-	-	-	-	-
2. Clothing	20 s.p.	3	1	-	-	- 1
3. Bracers, Leather (forearms)	10 s.p.	-	1	-	-	-
4. Bracers, Steel (forearms)	30 s.p.	1	2	-	- 2	-
5. Gambeson (Padded)	10 s.p.	2	5	-	-	- 1
6. Leather, Studded	50 s.p.	5	7	-	-	- 1
7. Leather	70 s.p.	7	10	- 1	-	- 2
8. Chainmaille Coif (4-in-1)	200 s.p.	5	4	-	- 2	- 3
9. Chainmaille Hauberk (4-in-1)	1,000 s.p.	30	15	- 2	- 3	- 4
10. Chainmaille Chausses (4-in-1)	500 s.p.	13	8	- 1	- 3	- 4
11. Gauntlets, Bell-cuffed**	1,000 s.p.	1	2	-	- 1	- 2
12. Gauntlets, Clamshell**	700 s.p.	1	2	-	- 1	- 2
13. Muscle Mail(breast/backplate)	6,000 s.p.	20	10	- 2	- 2	- 2
14. Brigandine	200 s.p.	25	30	6	-	- 2
15. Scalemail	400 s.p.	35	40	- 5	- 7	- 8
16. Plate, neck (Gorget)	900 s.p.	1	3	-	- 1	- 3
17. Plate, shoulder (Pauldrons)	1,000 s.p.	1	2	- 1	- 1	- 3
18. Plate, arm (Articulated Arms)	1,800 s.p.	2	8	- 1	- 2	- 2
19. Plate (Breast and Backplate)	4,500 s.p.	9	10	- 2	- 3	- 2
20. Plate, leg (Articulated Legs)	6,500 s.p.	12	15	- 2	- 2	- 3
21. Plate, lower leg (Greaves)	1,800 s.p.	3	4	-	- 1	- 1
22. Plate, feet (Sabatons)	1,000 s.p.	1	1	- 1	- 1	- 3
23. Helm, Conical w/nasal guard	30 s.p.	2	2	-	- 1	-
24. Helm, Ribbed	30 s.p.	2	2	-	- 1	-
25. Helm, Spangenhelm***	200 s.p.	3	3	-	- 2	- 2
26. Helm, Corinthian***	500 s.p.	5	4	-	- 1	- 1
27. Helm, Gladiatorial***	600 s.p.	4	4	-	- 1	- 1
28. Helm, Great***	500 s.p.	3	4	- 1	- 2	- 1
29. Buckler, Wood	20 s.p.	2	5	- 1	-	-
30. Buckler, Steel	40 s.p.	3	7	- 1	- 3	-
31. Shield, Round, Wood	50 s.p.	3	15	- 2	-	-
32. Shield, Kite, Wood	60 s.p.	3	15	- 2	-	-
33. Shield, Heater, Wood	70 s.p.	3	15	- 2	-	-
34. Shield, Round, Bronze	200 s.p.	15	25	- 8	- 2	-
35. Shield, Round, Steel	80 s.p.	6	20	- 3	- 4	-
36. Shield, Heater, Steel	100 s.p.	7	25	- 4	- 4	-
37. Shield, Body, Wood	200 s.p.	6	70	- 15	-	-
Suits of Armor						
38. Chainmaille Suit (4-in-1)	2,000 s.p.	52	35	- 3	- 8	- 12
39. Chainmaille Suit (6-in-1)	3,000 s.p.	78	53	- 5	- 8	- 12
40. Banded Maille	5,000 s.p.	50	55	- 4	- 6	- 8
41. Chainmaille w/Breastplate	6,500 s.p.	49	45	- 5	- 9	- 13
42. Platemail Suit	20,000 s.p.	70	80	- 12	- 12	- 28
43. Platemail Suit, Ceremonial	1,000,000 s.p.	65	90	- 10	- 15	- 25

* This is affected by the race of the creature wearing the armor. See the description for cost and weight for armor preceding this table.

** Hand-Eye Coordination is adversely affected. See the item description.

*** Vision and the Sound skill suffer - 10 while wearing.

Arming Cap - Like a gambeson, this piece of armor consists of two pieces of linen that are sewn together. Inside, straw pads the layers, offering protection to the head. The purpose of an arming cap is not to protect someone from blows, but to protect against chaffing while wearing other armor, namely a chainmaille coif. This armor may be donned in (2 + 1d4) seconds. BCT is 1 day.

Articulated Arms - Consisting of several plates, this combination serves to protect the bicep, elbow, and forearm. Typically, these plates are fastened over a chainmaille hauberk as well as a gambeson. Each articulated arm may be donned in (8 + 1d6) seconds. BCT is 1 week.

Articulated Legs - Consisting of several plates, this combination serves to protect the thigh, knee, and lower leg. Typically, these plates are fastened over chainmaille chausses. Each articulated leg may be donned in (8 + 1d6) seconds. BCT is 1 week.

Banded Maille - This armor consists of numerous metal rings placed on belts. As each belt is strapped to the character, the rings lay sideways, affording metallic protection. These ringed belts are strapped over a character's clothes to their arms, legs, and torso. No helmet is included in this suit of armor. This armor may be donned in (30 + 1d20) rounds. BCT is 1 week.

Bracers, Leather - This is a strip of leather that is tied to each forearm. They may not be worn in addition to any other armor on the arm. Each bracer may be donned in (4 + 1d4) seconds. BCT is 1 week.

Bracers, Steel - This is two plates of steel per forearm that are curved to accommodate the outer limb, connected by hinges on one side and tied together with leather straps on the other. They may not be worn in addition to any other armor on the arm. Each bracer may be donned in (4 + 1d4) seconds. BCT is 1 week.

Breastplate and Backplate - Two plates fasten together by hinges on one side and leather straps on the other to provide protection for the torso that ranges from the waist to the collarbones. Usually, this is worn over chainmaille and may not be worn effectively over other armors such as banded maille, brigandine, and scalemail. These plates only fit characters who are 80% similar in Height, Weight, and Physical Fitness to the owner for whom they were crafted. This armor may be donned in (4 + 1d4) seconds. BCT is 1 week.

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Brigandine - This armor consists of metal plates of only several inches in diameter that are sewn between a front and a backing of leather. Brigandine is quiet for the amount of protection provided, though the inner layer of leather quickly begins to smell of body odor. This armor may be donned in (5 + 1d8) seconds. BCT is 1 week.

Buckler, Steel - Roughly one foot in diameter, a steel buckler is strapped to a forearm for minimal protection. This shield may be strapped in (4 + 1d4) seconds. BCT is 1 week.

Buckler, Wood - Roughly one foot in diameter, a wooden buckler is strapped to a forearm for minimal protection. This shield may be strapped in (4 + 1d4) seconds. BCT is 1 week.

Chainmaille Chausses (4-in-1) - Chainmaille consists of numerous, small interlocking rings of steel in a pattern in which four outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Chausses are the portion of a suit of chainmaille that protect the legs and feet, extending half-way up the thigh. The top of the chausses are strapped to the belt for support. Typically, there are over 4,000 links in each legging. This armor may be donned in (10 + 1d20) seconds. BCT is 1 month

Chainmaille Coif (4-in-1) - Chainmaille consists of numerous, small interlocking rings of steel in a pattern in which four outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Coifs are essentially chainmaille head protection that also covers the neck and shoulders. The face remains open and accessible. Unfortunately, this armor is abrasive to wear, and usually an arming cap is also purchased and worn underneath. This armor may be donned in (2 + 1d4) seconds. BCT is 1 month.

Chainmaille Hauberk (4-in-1) - Chainmaille consists of numerous, small interlocking rings of steel in a pattern in which four outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Unfortunately, this armor is abrasive to wear, and usually a gambeson is also purchased and lies between the maille and the clothes of the wearer. A hauberk is a tunic that extends to mid-thigh and also covers most of the arms. Hauberks have been in use for over a thousand years. This armor may be donned in (5 + 1d10) seconds. BCT is 2 months.

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Chainmaille Suit (4-in-1) - Chainmaille consists of numerous, small interlocking rings of steel in a pattern in which four outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Unfortunately, this armor is abrasive to wear, and usually a gambeson lies between the maille and the clothes of the wearer. This suit consists of a gambeson underneath, an arming cap, a coif, ribbed helm, hauberk, and chausses. This armor may be donned in (18 + 6d8) seconds. BCT is 4 months.

Chainmaille Suit (6-in-1) - Chainmaille consists of numerous, small interlocking rings of steel in a pattern in which six outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 6-in-1 pattern provides moderate flexibility, though only acceptable protection. This type of chainmaille is rare. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Unfortunately, this armor is abrasive to wear, and usually a gambeson lies between the maille and the clothes of the wearer. This suit consists of a gambeson underneath, an arming cap, a coif, ribbed helm, hauberk, and chausses. This armor may be donned in (22 + 6d8) seconds. BCT is 6 months.

Chainmaille Suit w/Breastplate - Given the popularity of 4-in-1 chainmaille, many have begun to experiment with strapping plates on top of it, the most common of which is the breastplate. It was this experimentation that led to the very recent development of platemail. The combination of chainmaille with breastplate is popular. This outfit of armor consists of a gambeson, chainmaille chausses, hauberk, coif, breastplate and backplate, and a ribbed helm. This armor may be donned in (26 + 7d8) seconds. BCT is 4 months.

Clothing - Usually, peasant clothing consists of some form of pantaloons and a shirt. Others wear only robes. Only the upper class has customized clothing of any kind. Clothing may be donned in (5 + 1d4) seconds. BCT is 1 week.

Gambeson - Also called padded armor, a gambeson consists of two pieces of sturdy material sewn together and the layers are padded on the inside by straw and hay. The shirt-like garment has sleeves to the middle of the forearm and it hangs down to the middle or upper thigh. Gambesons do not last very long and quickly begin to stink of body odor. Just the same, it is considered the armor of the masses, because almost any character can afford it or make it if needed. Alone, the armor is very quiet when worn, though it is typically worn underneath heavier armors, such as chainmaille. This armor may be donned in (2 + 1d4) seconds. BCT is 3 days.



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Gauntlets, Bell-cuffed - These expensive gauntlets are articulated for every joint. They cover three sides of every finger. While wearing bell-cuffed gauntlets, Hand-Eye Coordination suffers - 10. Each gauntlet may be donned in 1d4 seconds. BCT is 1 month.

Gauntlets, Clamshell - The common gauntlet, these do not allow individual finger movement, but have articulated plates so that the fingers may bend in unison. While wearing clamshell gauntlets, Hand-Eye Coordination suffers - 15. Each gauntlet may be donned in 1d4 seconds. BCT is 1 week.

Gorget - This consists of two pieces of armor, a front and a back. They are strapped together to cover the neck and collarbones. Customarily, a gorget is fastened over a hauberk, which is worn over a gambeson. This is only one component of a suit of platemail. This armor may be donned in (4 + 1d4) seconds. BCT is 1 week.

Greaves - These are rounded pieces of metal consisting of a front and back that have hinged together and serve to protect the lower leg from above the ankle to below the knee. Each greave may be donned in (3 + 1d4) seconds. BCT is 1 week.

Helm, Conical w/nasal guard - This helm is solid steel and fitted to the wearer's head. The top of the helm reaches a point and a nasal guard extends downward in front. Otherwise, there is no protection for the ears, eyes, or rest of the face. This helm may be worn without additional armor, but is often worn over an arming cap and chainmaille coif. The origins of this helm are in the northern clime. This helm may be donned in 1-2 seconds. BCT is 1 week.

Helm, Corinthian - This helm is ancient and currently rare to find or encounter. This helm is made of bronze, so it weighs upon the head, but it offers nearly full protection of the head. The top of the helm fits the head rather well, and eyeholes exist. The front of the helm extends down quite far and restricts side to side neck movement. This helm may not be worn with other headgear such as a chainmaille coif. This helm may be donned in 1-2 seconds. BCT is 1 week.

Helm, Gladiatorial - This grandiose helm has a grating visor and large metal rims extending upward. This helm is made of bronze, so it weighs upon the head, but it offers nearly full protection of the head. It has no specific eyeholes. The wearer looks and breathes through the grating. This helm may not be worn with other headgear such as a chainmaille coif. This helm may be donned in 1-2 seconds. BCT is 1 week.

Helm, Great - This helm has no visor and is boxy, but fully covers the head, having only narrow horizontal slits for the eyes and periodic small holes for breathing. This helm is usually worn over a chainmaille coif, which is in turn worn over an arming cap to prevent chaffing. This helm may be donned in 1d4 seconds. BCT is 2 weeks.

Helm, Ribbed - This all-metal helm is closely fitted to the wearer's skull, and offers no protection to the ears or face. This helm is usually placed directly on the head. This helm may be donned in 1-2 seconds. BCT is 1 week.

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Helm, Spangenhelm - This is essentially a ribbed helm that extends low enough in front to cover the eyes and most of the nose. Round eye-holes exist. Around the bottom rim of the helm is camail, which is a chainmaille girdle hanging down that conceals the lower face of the wearer and also covers the neck. This helm is usually placed directly on the head, though it may be worn over an arming cap and chainmaille coif as well. The origins of this helm are in the northern clime, and it is popular on plundering raids. This helm may be donned in 1-2 rounds. BCT is 1 week.

Leather - This armor consists of a shirt of thick leather that has been tanned and is now hardened. This armor lasts a long time, repels body odor well, is very quiet, and fairly cheap. Since this is only a shirt, this is only one piece of armor, and it affords no arm, leg, or head protection. This armor may be donned in (4 + 1d4) seconds. BCT is 2 weeks.

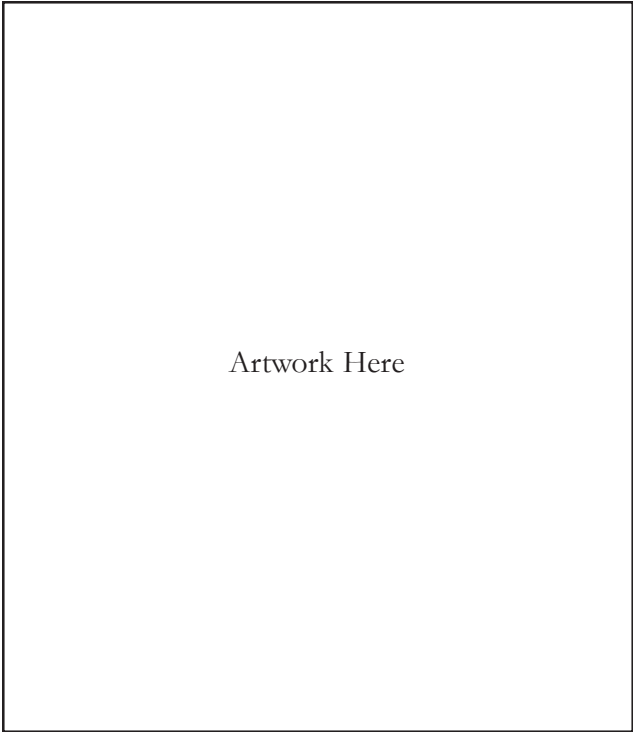
Leather, Studded - This armor consists of thin, soft leather, is often sleeveless, and comes down to the middle to upper thigh. Roughly every two to three inches the soft leather is interrupted with a metal stud. The armor is very quiet when worn. Since this armor is only a shirt, this is only one piece of armor, and it affords no arm, leg, or head protection. This armor may be donned in (3 + 1d4) seconds. BCT is 3 weeks.

Muscle Mail - Identical to breastplate and backplate, the only difference is that muscle mail is ancient, rare to encounter, made of bronze and therefore heavy, and fitted to the naked skin of its owner so that each muscle indentation is represented to foes. Just like breastplate and backplate, in order to wear it someone must be 80% similar in Height, Weight, and Physical Fitness to the owner for whom it was crafted. This armor may be donned in (4 + 1d4) seconds. BCT is 2 weeks.

Naked - When no armor or clothing is worn, the character is naked. Observe that even when naked, a character maintains the minimum of a Current Armor of 10, depending on race.

Pauldrons - Consisting of many articulated plates, pauldrons offer protection to the shoulders. Customarily, they are fastened over a hauberk, which is worn over a gambeson. This is only one component of a suit of platemail. Each pauldron may be donned in (4 + 1d4) seconds. BCT is 1 week.

Platemail Suit - Platemail consists of numerous plates strapped over the course of the body of the defender. The plates are custom made for each character, so platemail may not easily be sold or worn by others. In fact, the Height, Weight, Physical Fitness, Strength, and Bodily Attractiveness of the owner of the platemail must all be at least 90% similar to anyone else attempting to wear it. Otherwise, a majority of plates will not fit correctly or at all, and the new wearer will only be effectively wearing Chainmaille w/Breastplate. Underneath, either an entire suit or only a skirt of chainmaille is worn, and beneath that a gambeson and clothing. Otherwise, a suit of platemail consists of sabatons, articulated legs, breastplate, backplate, pauldrons, articulated arms, clamshell gauntlets, gorget, and great helm. This armor may be donned in (50 + 6d6) seconds. BCT is 26 weeks.



Platemail Suit, Ceremonial - This kingly and rare armor is entirely custom made for each owner, and may be worn by no other, unless they are at least 99% similar in Height, Weight, Physical Fitness, Strength, and Bodily Attractiveness. Essentially, this is perfectly fitting platemail crafted of a superior alloy and laden with gold and articulate designs. Underneath this suit is worn clothing, a gambeson, and a suit of chainmaille. Otherwise, a suit of ceremonial platemail consists of sabatons, articulated legs, breastplate, backplate, pauldrons, articulated arms, bell-cuffed gauntlets, gorget, and great helm. This armor may be donned in (50 + 6d6) seconds. BCT is 1 year.

Sabatons - These are articulated plates that are curved to fit the top and sides of the foot. With a suit of platemail, they are strapped over the foot, which is already protected by shoes and customarily chainmaille chausses as well. Another character's foot must be within one shoe size in order to wear the sabatons of others. Each sabaton may be donned in (2 + 1d4) seconds. BCT is 1 week.

Scalemail - Looking like scales of a fish, this armor consists of numerous, small pieces of steel or other metals that are sewn together in numerous, overlapping layers. The armor provides decent flexibility, is noisy to wear, and also allows air through the armor as the wearer moves. This armor is most popular in a warm climate. Only clothing is worn underneath this armor. Alone, scalemail does not provide protection for the arms, head, or legs. This armor may be donned in (5 + 1d4) seconds. BCT is 2 months.

Shield, Body, Wood - Also called the scutum, this enormous shield usually measures between five and six feet in height and averages three feet in width. The body shield has its name because the bearer may hide their entire body behind the shield, if necessary. Some military commanders have created formations of soldiers armed with body shields, who, when advancing upon a fortification, all hold their shields in the air, creating a wall of impenetrable wooden cover. BCT is 1 week.

Shield, Heater, Wood - Typically, wooden heater shields are only used for jousts, tournaments, and training. The shape of a heater shield is square on top, it continues straight for over a foot, and then tapers widely to a point below. BCT is 1 week.

Shield, Heater, Steel - Quickly growing in popularity, the steel heater shield is proving to be a practical defense. The shape of a heater shield is square on top, it continues straight for over a foot, and then tapers widely to a point below. BCT is 1 week.

Shield, Kite, Wood - A kite shield is rounded at the top, and the bottom slowly tapers into a point. Often, a metal boss is affixed to the middle of the shield. The owners of kite shields strongly prefer not to have a metal rim added to the wooden shield, because they want to use the wood to catch an opponent's weapon, and while the opponent struggles to pull their weapon free from the wood, the owner of the kite shield delivers a blow. Whenever an opponent uses a hacking weapon against a bearer of a wooden kite shield, if the opponent misses the CA of the bearer by less than 5, then the hacking weapon is temporarily caught in the wood of the shield. In this case, the bearer gains a free attack. Thereafter, the opponent, if still alive, pulls their weapon free. BCT is 1 week.

Shield, Round, Bronze - Larger than the other round shields, this shield averages three feet in diameter, and bronze is very heavy. Typically, the upper lip is rested on the soldier's shoulder. BCT is 1 week.

Shield, Round, Steel - Possibly the most common shield, the steel round shield is two feet in diameter, very solid, and either a leather strap is held inside or a metal crossbar, or a combination of the two. BCT is 1 week.

Shield, Round, Wood - Round shields average two feet in diameter, and some are called targes, having a thin layer of leather stretched over the shield, though it provides no additional protection. BCT is 1 week.

Armor, Barding			
Armor Type	Cost	Weight	Armor Bonus
Caparison	20 s.p.	5	5
Caparison w/Chainmaille	4,030 s.p.	85	35
Chainmaille	4,000 s.p.	80	30
Chamfron (face)	50 s.p.	5	5
Crinet (neck)	100 s.p.	10	5
Crupper (flank)	50 s.p.	20	10

Barding is armor that is designed to protect a horse. To own a horse is a considerable status symbol, as well as a large investment. For this reason a knight takes great pains to protect his horse. It is considered to be unchivalrous among humans to harm the horse of an opponent because a horse is considered a valuable trophy meant to be captured not destroyed. If a horse is harmed in a tournament, the character who harmed the horse is instantly disqualified. In combat, human knights have discovered that their steeds are vulnerable to opponents such as archers or characters of other races who do not recognize or obey the code of chivalry, and who have little use for warhorses.

It is interesting to note that knights and mounted warriors ride with an almost straight leg in order to deliver a mightier thrust with lance or sword. However, the relatively short seats and forward placement of the stirrups also force the rider into this position. There is no room to ride with bent knees. Given the placement of stirrups, a rider thrusting downwards stands on the stirrups rather than sitting in the saddle.

Caparison - The knight's horse is usually covered with a large, ornate cloth called a caparison. The ornamental designs on the caparison correspond to the knight's heraldic patterns and serve as a form of identification. BCT is 1 week.

Caparison w/Chainmaille - This caparison has a layer of 4-in-1 chainmaille inside the quilted material. It is effective and popular armor. BCT is 8 months.

Chainmaille - A layer of chainmaille may be fastened underneath a caparison on the horse. It is effective and popular armor. BCT is 8 months.

Chamfron - A chamfron is a leather defense that guards the horse's face. BCT is 2 weeks.

Crinet - A crinet is armor for a horse's neck. This is a recent invention and is rarely used. A crinet is made of overlapping leather bands from the top to the bottom. BCT is 3 weeks.

Crupper - A crupper is a leather defense that guards the horse's flank. BCT is 2 weeks.

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Encumbrance

The more weight a character carries, the slower they move. To determine a character's maximum movable weight, consult Dead Lift under the sub-ability of Strength (see *Chap. 1: Abilities*). The total weight of the character's load or possessions is compared to their Dead Lift. If their weight is less than 25% of their Dead Lift, then they are unencumbered, moving at their full potential. If their weight is between 26% and 50% of their Dead Lift, then they are lightly encumbered, moving at $\frac{3}{4}$ their unencumbered pace. If their weight is between 51% and 75% of their Dead Lift, then they are moderately unencumbered, moving at $\frac{1}{2}$ their unencumbered pace. If their weight is between 76% and 95% of their Dead Lift, then they are heavily encumbered, moving at $\frac{1}{4}$ their unencumbered pace. If their weight is between 95% and 100% of their Dead Lift, then the character may not move effectively and must reduce their encumbrance to be able to move. Agility also diminishes accordingly (see *Appendix 1: Character Sheets*).

Two other limitations of movement are noted below: Pull and Push.

Pull - The most amount of weight that a character can Pull is the sum of the character's Dead Lift (see *Chap. 1: Abilities*) and their body weight (see *Chap. 3: Body*). The duration a character may Pull weight, before needing rest, may be calculated as follows:

1. Divide the amount of a character's maximum Pull by the weight actually pulled. For example, if a character is pulling a 100 lb. female carcass, but can Pull a maximum of 500 lbs., then this ratio is divided and the result is a 5.
2. Multiply the result from above times 1d4 rounds.

Push - The most amount of weight that a character can Push is the sum of the character's Bench Press (see *Chap. 1: Abilities*) and their body weight (see *Chap. 3: Body*). The duration a character may Push weight, before needing rest, may be calculated as follows:

1. Divide the amount of a character's maximum Push by the weight actually pushed. For example, if a female character is pushing a 200 lb. bookcase across the floor, but can Push a maximum of 250 lbs., then this ratio is divided and the result is 1.25.
2. Multiply the result from above times 1d4 rounds.

Carrying Capacity

Below is a table that lists the carrying capacity per item of equipment. Physical dimensions are listed for each item, as well as the amount of weight and coins the item is capable of carrying.

Carrying Capacity			
Item	Dimensions	Weight Capacity	Coin Capacity
Ballantion	2" x 2" x 3"	1	10
Backpack, leather	18" x 12" x 2'	30	400
Backpack, straw	2' x 2' x 2'	10	500
Barrel	4' x 30" x 30"	217 (31 gallons)	10,850
Bucket, metal	1' x 1' x 1'	20	250
Bucket, wood	1' x 1' x 1'	10	250
Chest, wood	3' x 2' x 2'	100	5,000
Flask	4" x 4" x 5"	1 pint (2 lbs.)	-
Pouch, belt	6" x 2" x 8"	5	50
Sack	8" x 8" x 8"	4	200
Saddlebag	24" x 10" x 10"	20	1,000
Tankard	4" x 4" x 8"	1 pint (2 lbs.)	50
Vial	1" x 1" x 2"	1 fluid ounce	-
Wine bottle	4" x 4" x 10"	$\frac{1}{2}$ gallon (3.5 lbs.)	-
Wineskin	4" x 4" x 10"	$\frac{1}{2}$ gallon (3.5 lbs.)	-

Chapter 10: Combat



Chapter 10:
Combat

This chapter covers combat between a small number of foes. Combats of a larger scale are covered in *Chapter 18: Warfare*. Combat occurs in rounds. Each round in the game represents 3 seconds. Since rounds are based on time, so are actions. Many actions may occur in a round, while some may take multiple rounds. Following is a table explaining the duration of actions:

Table 10-1	
Action	Duration
Attack with body (fists, feet, elbows, claws, etc.)	1.5 seconds (or 2/round) on avg
Attack with bow (includes loading, aiming, and firing)	6 seconds (or 2 rounds)
Attack with crossbow (aiming and firing, not loading)	3 seconds (or 1/round)
Attack with weapon, delivery penalty of 10 or less	see weapon tables in Chapter 9
Bandage wounds	Not in active combat
Cast spell, 1st level	1 second
Cast spell, 2nd level	1 round
Cast spell, 3rd level	2 rounds
Cast spell, 4th level	4 rounds
Cast spell, 5th level	1 minute
Cast spell, 6th level	30 minutes
Cast spell, 7th level	1 hour
Cast spell, 8th level	12 hours
Cast spell, 9th level	1 day
Cast spell, 10th level	1 week
Charge	see Charging in this chapter
Dismount horse	1 round
Draw and drink potion	2 rounds
Drop item from grasp	Negligible
Drop to prone position on ground	1 second
Extinguish yourself (stop, drop, and roll)	3 round
Load hand crossbow	2 rounds
Load wheel and ratchet crossbow	3 rounds
Mount a horse	2 rounds
Open a door in haste	1 second
Retrieve item from backpack or sack	3 rounds
Sheathe a sword	1 round
Stand up from a prone position	1 round
Turn and retreat	1 second
Unsheathe a sword	1 second



FATAL GAMES

Surprise

The beginning of each combat may not be announced by the attacker, such as in an ambush. In fact, it often is not. If one party is unaware that they are being attacked, then the aggressor or aggressing party may attack once without the possibility of retaliation; an aggressor who attacks with surprise gains a free attack. After the single surprise attack, initiative must be rolled by all parties involved who are able to respond.

Maybe most importantly, however, when an attacker surprises an opponent, a bonus of 10-100 (1d10 x 10) is applied to the attack skill for the first and only the first attack. Thereafter, provided the initial attack did not debilitate or kill the opponent, the opponent may respond normally or without penalty, voiding the bonus to the attack skill.

Initiative

At the beginning of each round, an initiative roll is made for each attack to determine the order of attacks. A high initiative roll is desirable, allowing a combatant to react before those with lower initiative. Consult the Reaction Speed sub-ability (see *Chap. 1: Abilities*) to obtain a modifier. Depending on the scale of the combat, the MM may opt for each player to roll separately, or for one roll to be made for each group of combatants. If the group rolls are used, no individual modifiers are included. Normally, each player rolls for their own character, adjusting their initiative according to the Skill Modifier listed under the Reaction Speed sub-ability and the Delivery Penalty for their weapon:

$$\text{Initiative} = (1d100) + / - (\text{Reaction Speed Skill Modifier}) - (\text{Delivery Penalty})$$

The results of the initiative rolls of all combatants and/or groups are announced, and those with the higher initiative act first. Weapons are usually not used as quickly as fists or one's own body, so each weapon has a Delivery Penalty (see *Chap. 9: Equipment*). This penalty negatively affects initiative. Regarding movement, each 10% of a character's Sprint speed traveled before an attack incurs a - 10 penalty to initiative.

Charging

Charging an opponent in combat means to jog, run, or Sprint at the opponent in order to give a harder blow. Charging only increases stabbing damage, not hacking or pounding. To determine how quickly a character may charge, consult the Sprint skill (see *Chap. 8: Skills*). When a character charges an opponent, consult the following table:

Charging		
Sprint Speed	CA	Stabbing Damage
Jog	- 15%	+ 10%
Run	- 20%	+ 20%
Sprint	- 40%	+ 40%

Life Points

A character's Life Points (LP) are a measure of how much damage the character can sustain before falling unconscious or dead. As characters increase in occupational level they do not gain additional Life Points. Upon character creation, the Life Point Modifiers from Strength, Health, and Drive (see *Chap. 1: Abilities*) are directly applied to the Base Life Points, which are determined according to race (see *Chap. 2: Gender and Race*). The result is the LP of the character. When a character is reduced to 20% of their LP, they are unconscious; upon being reduced to 0, the character is dead.

Unconsciousness

When a character is reduced to 20% of their Life Points, the character falls unconscious. Upon falling unconscious, the character must roll percentile dice, rolling higher than a TH of 30, though the Skill Modifier for Health applies to the roll. If the player's roll exceeds the TH, then the character stabilizes and remains at their current Life Points, not deteriorating any further. If the roll fails, however, the character continues to lose 1 Life Point every 1d10 minutes, usually from blood loss or internal bleeding. Finally, if an O1 was rolled, the character falls into a coma, and the MM must secretly determine the duration by rolling 1d20 years. To avoid death, a player may continue to roll every round to see if they stabilize, though the TH is now 95. Bandaging a fallen character will stabilize them.

Natural Healing

Characters naturally heal a percentage of their potential Life Points at a daily rate according to the following table:

	Infant	Child	Puberty	Young Adult	Middle Age	Old Age	Venerable
Daily Recovery	30%	25%	20%	10%	5%	3%	1%

Character Death

When a character dies, usually they are permanently dead. However, if others care for the dead character and are either capable of powerful magic or have the necessary funds to hire a spellcaster to cast *revivification*, it is possible though difficult to return from the dead. If the character is not able to be revived, the character sheet must be passed to the MM for review, and many things may happen: the character sheet may be returned to the owner for the memories, it may instead be ripped up to prevent further adventuring with a dead character, their possessions may be distributed to others nearby, etc. Most humanoid cultures do not bury or embalm the deceased, but instead cremate them. Below are some facts about death:

Livor Mortis: The color of the skin of a carcass begins to turn reddish-purple to purple within 30 minutes to 2 hours, and the discoloration of the corpse is complete in roughly 8 to 12 hours. This discoloration is a definitive sign of death.

Rigor Mortis: This is a gradual stiffening of the muscles consistent with the position of the body. Rigor mortis, like livor mortis, is a definitive sign of death. Eventually, the body will become limp again due to decomposition. The onset of rigor mortis is influenced by many factors including disease processes, effects of violent exercise, temperature, poisoning, and electrocution. In cold temperatures, a carcass will be stiff from 8 to 36 hours after death before becoming limp again. In warm temperatures, a carcass will be stiff between 3 and 8 hours after death. Small muscles are affected first. The typical order is the jaw, followed by the upper appendages, followed by the lower appendages. Juveniles and the elderly develop less rigor mortis.

Algor Mortis: Immediately upon death, the body temperature begins to adjust to the surrounding environment, usually cooling down. However, after putrefaction begins (about two days after death - see below), body temperature increases again due to the activity of decomposing organisms.

Decomposition: Several stages of decomposition are noted below:

- **Initial Decay:** Initially, the carcass appears fresh externally, but is decomposing internally. The skin will now begin to display a greenish discoloration. This period is from the time of death until about two days afterwards. A brownish-black band on the eyes is noticeable after 24 hours.
- **Putrefaction:** Roughly 2-14 days after death, the cadaver or corpse becomes swollen by gas produced internally, and is accompanied by the odor of decaying flesh. Marbling of the blood vessels is visible through the skin. At this time, several different insects are attracted to a corpse, namely blow flies and flesh flies. The female blow flies lay their eggs on the body, especially around the natural orifices such as the nose, eyes, ears, anus, vagina, and penis. If the body is wounded, the eggs are also laid in each wound. After one to two weeks, maggots will be seen crawling about. Flesh flies do not lay eggs, but deposit larvae instead, which live on the dead tissue.
- **Black Putrefaction:** From 14-20 days after death, the flesh becomes creamy and the body collapses as gases escape. The body turns a uniform greenish-black, and the original skin color may be impossible to discern at this point. The odor of decay is

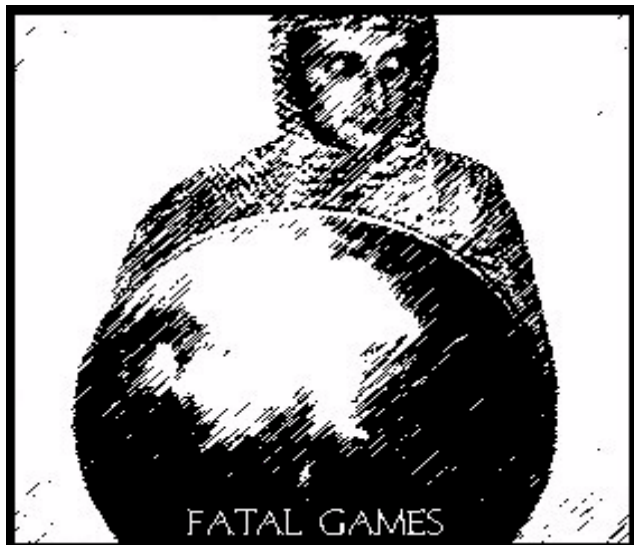
very strong. A bloody purge of fluid often occurs through the nostrils and other orifices.

- **Butyric Fermentation:** From 20-60 days after death, the cadaver or corpse is drying out. Some flesh remains and a cheesy odor develops. Beetles are attracted to the exposed bones.
- **Dry Decay:** From 2-18 months after death, the cadaver is almost dry and there is a slow rate of decay.

Current Armor

Different characters and creatures have differing degrees of protection. Current Armor (CA) represents protection with a number ranging from 1 to infinity -- the higher the number, the more protection. No creature may ever have a CA less than 1. Therefore, even if the target creature is asleep, the attacking creature must make an attack skill check. Although CA may exceed 99, a natural attack roll of 100 always hits an opponent with the MM's approval.

The base CA is 10 for dwarves, elves, kobolds, and humans. The base CA is 15 for ananim and bugbears, 20 for ogres, and 30 for trolls. Many modifiers may be applied to this base, such as from armors worn, the Agility sub-ability, some spell effects, and some magical items. Modifiers may indirectly affect CA, such as sobriety. More information concerning CA and armor is available in *Chapter 9: Equipment*.



Attacking Opponents

To physically attack an opponent, a character must make a skill check with the appropriate skill: Aim, Brawling, Hurl, Weapon (General), Weapon (Specific), and Wrestling. Additional skills may become included, such as Ambidexterity, Balance, Blindfighting, Disarm, Dismemberment, Impaling, Mangling, Parry, Tumbling, and Weapon Trick, among others.

Skills for making attacks differ from other skills only in that instead of the roll needing to exceed a TH declared to be appropriate by the MM, adjusted attack skill rolls must exceed the Current Armor of the defender. For more detail, see each skill individually in *Chapter 8: Skills*.

If an attack succeeds, damage is subtracted from the opponent's Life Points according to the type of weapon used. Consult *Table 10-4* below to adjust the damage according to cumulative armor. If a 90 or higher is rolled on the attack skill before any adjustments are made, proceed to the Crucial Damage tables at the end of this chapter before making adjustments due to armor on *Table 10-4*.

Multiple Brawling Attacks

As indicated in *Table 10-1*, different forms of attack allow for a different number of attacks to be made per round. Agility and skill points invested affect number of Brawling attacks per round. Strength may affect some weapon attacks (see *Chapter 9: Equipment*).

Attacks occur according to the order of initiative. However, if an attacker was damaged prior to their attack in this combat, the damaged attacker must roll and exceed a TH to be able to make future attacks in the current round. The TH is equal to a cumulative percent of their LP that was lost in the current combat. If the check is failed, then the damaged attacker may not make their next attack in the current round. This check is unnecessary if no more than 20% of LP have been damaged in the current combat.

For instance, two human characters named Plundern and Tenesmus begin Brawling with each other. For the sake of simplicity with this example, Plundern and Tenesmus have sub-ability scores of 100, have 20 LP each, and neither are wearing armor. Therefore, Plundern and Tenesmus each get 2 Brawling attacks per round. For initiative, the player of Plundern rolls 51 and 76, while the player of Tenesmus rolls 80 and 26. With a higher initiative of 80, Tenesmus strikes Plundern first. Tenesmus rolls a Brawling skill check of 64, which is successful against Plundern's CA 10. Consulting the Brawling skill table in *Chapter 8: Skills*, the player of Tenesmus rolls 77, and does an 'Elbow to the Nose' for 2d8 damage. The player of Tenesmus rolls 6 for damage. Thus, Plundern loses 30% of his LP.

The next highest initiative is 76, which belongs to Plundern. However, to see if Plundern can attack after taking 30% of LP in damage, he must pass a TH of 30. The player of Plundern rolls 27, and so Plundern loses this attack.

The next highest initiative is 51, which still belongs to Plundern. The player of Plundern rolls a Brawling skill check of 61, which is successful against Tenesmus' CA 10. Regarding Brawling again, the player of Plundern rolls 43, and does a 'Fist to Throat' for 1d12 damage. The player of Plundern rolls 3 for damage. Since this is less than 20% of the LP of Tenesmus, Tenesmus automatically is able to perform his next attack.

The lowest initiative is 26, which belongs to Tenesmus. The player of Tenesmus rolls a Brawling skill check of 62, which is successful against Plundern's CA 10. Regarding Brawling again, the player of Tenesmus rolls 51, and does 'Fist to Temple' for 1d12 damage. The player of Tenesmus rolls 5 for damage, which is higher than 20% of Plundern's initial 20 LP. Nonetheless, this does not carry over into the next round of initiatives and attacks, but if Plundern is damaged in this future combat, the damage of the attack, when considered as a percent, will be added to TH 55% (30% + 25%). However, if Plundern loses less than 25% of his initial total LP, but greater than or equal to 20%, then another check has to be made. If Plundern loses 25% or more, then he is rendered unconscious.

Multiple Weapon Attacks

As indicated in *Table 10-1*, different forms of attack allow for a different number of attacks to be made per round. Agility and skill points invested affect number of weapon-attacks per round. Strength may affect some weapon-attacks (see *Chap. 9: Equipment*).

Attacks occur according to the order of initiative. However, if an attacker was damaged prior to their attack in this combat, the damaged attacker must roll and exceed a TH to be able to make future attacks in the current round. The TH is equal to a cumulative percent of their LP that was lost in the current combat. If the check is failed, then the damaged attacker may not make their next attack in the current round. This check is unnecessary if no more than 20% of LP have been damaged in the current combat.

Each calculated initiative must have a difference from a previous initiative greater than or equal to the Delivery Penalty of the weapon used. If not, then the succeeding initiative is lowered appropriately. For instance, if a player rolls 90 and 88 for initiative regarding two attacks with a dagger, which has a DP of 10, then the first initiative is 80 (90 - 10), and the second is 70 (80 - 10).

Intentions

The intentions of a character may change each second in combat. However, some actions take longer than a second to perform. Once an action has been started, a character must pass a Reaction Speed skill check at TH 50 to change their intentions immediately. Otherwise, the MM may declare that their intentions cannot change until the next second or round, depending on their discretion.

For example, if a human intends to attack a kobold, but one second into the round a bugbear kills the kobold. At this moment, the human may attempt to change his intentions and attack the bugbear instead. The player of the human character rolls 31, failing the Reaction Speed check. Therefore, the human's mental reactions are slow enough that they are unable to stop their attack on the kobold.

Smiting

To smite an opponent is to knock them off their feet or down to the ground for an attack without Crucial Damage. Each melee weapon may smite an opponent, depending on its size and type, as well as the size of the opponent. As a base, the percentage of damage in LP done to an opponent is used to calculate the TH for Smiting. Consult the table below and multiply the TH by the factor in the table:

Weapon Size:Type	Creature Size		
	Small	Medium	Large
(Brawling)	0.1	0.1	0.1
Small:H	0.1	-	-
Small:P	0.25	0.1	-
Small:S	0.1	-	-
Medium:H	0.5	0.25	0.1
Medium:P	1.0	0.5	0.25
Medium:S	0.25	0.1	-
Large:H	1.0	0.5	0.25
Large:P	2.0	1.0	0.5
Large:S	0.5	0.25	0.1

If the above table yields a percentage chance of 100% or higher for Smiting, then the opponent is automatically smote.

For example, if an attack with a large pounding weapon does 70% of a small creature's LP in damage, then there is a 100% chance that the small creature is smote. If an attack with a medium hacking weapon does 70% of a large creature's LP in damage, then there is a 7% chance that the large creature is smote.

Once having been smitten, the smote character must consult the Agility sub-ability to see how long it takes to stand up again. Standing up again may only be achieved by either winning initiative or not being successfully attacked. Otherwise, the smote will remain smitten.

If a humanoid character is armored and not standing up, then Agility does not affect their CA.

Defending Against Opponents

To defend against the onslaught of an opponent, a character must announce their Current Armor (CA), which is a combination of many factors. First, the Armor Bonus from the Armor table listed in *Chapter 9: Equipment* is summed for all armor currently worn or carried. Second, the Armor modifier from the sub-ability of Agility is applied to the sum of Armor Bonuses. Third, any of a host of miscellaneous factors could be included, from magical adjustments, to adjustments from spells, to whether or not the character is surprised, asleep, paralyzed, drunk, etc.

If a defender is successfully hit by an opponent, then before the damage is applied to the defender, it must be adjusted according to *Table 10-4* below. While the goal of armor is to both prevent strikes from succeeding and minimize the damage inflicted, this varies depending on the armor worn or carried and the type of attack.



Table 10-4: Cumulative Damage Adjustment by Cumulative Armor Type

Armor Type	Stabbing	Hacking	Pounding	Burning	Freezing
Individual Pieces					
Naked, birthday suit	-	-	-	-	-
Arming Cap	-	-	-	-	-
Clothing	-	-1%	-	+5%	-5%
Bracers, leather (forearms)	-	-	-	-2%	-
Bracers, steel (forearms)	-	-	-	+2%	+2%
Gambeson (Padded)	-	-3%	-	+10%	-15%
Leather, studded	-	-5%	-	+10%	-10%
Leather	-	-10%	-	-20%	-20%
Chainmaille Coif (4-in-1)	-	-2%	-1%	+3%	+3%
Chainmaille Hauberk (4-in-1)	-	-10%	-3%	+20%	+20%
Chainmaille Chausses (4-in-1)	-	-3%	-1%	+7%	+7%
Gauntlets, Bell-cuffed	-	-1%	-1%	+1%	+1%
Gauntlets, Clamshell	-	-1%	-1%	+1%	+1%
Muscle Mail (breast/backplate)	-5%	-20%	-10%	+35%	+35%
Brigandine	-	-30%	-15%	+25%	+25%
Scalemail	-	-20%	-5%	+40%	+40%
Plate, neck (Gorget)	-	-1%	-1%	+1%	+1%
Plate, shoulder (Pauldrons)	-	-1%	-1%	+5%	+5%
Plate, arm (Articulated Arms)	-1%	-3%	-1%	+8%	+8%
Plate (Breastplate and Backplate)	-5%	-20%	-10%	+35%	+35%
Plate, leg (Articulated Legs)	-2%	-6%	-3%	+14%	+14%
Plate, lower leg (Greaves)	-	-2%	-1%	+5%	+5%
Plate, feet (Sabatons)	-	-	-1%	+2%	+2%
Helm, Conical w/nasal guard	-	-1%	-	+2%	+2%
Helm, Ribbed	-	-1%	-	+1%	+1%
Helm, Spangenhelm	-	-2%	-	+3%	+3%
Helm, Corinthian	-	-2%	-	+3%	+3%
Helm, Gladiatorial	-	-2%	-	+3%	+3%
Helm, Great	-	-2%	-1%	+3%	+3%
Buckler, Wood	-	-10%	-5%	-	-
Buckler, Steel	-	-20%	-10%	-	-
Shield, Round, Wood	-	-20%	-10%	-	-
Shield, Kite, Wood	-	-20%	-10%	-	-
Shield, Heater, Wood	-	-20%	-10%	-	-
Round Shield, Bronze	-	-40%	-15%	-	-
Shield, Round, Steel	-	-35%	-15%	-	-
Shield, Heater, Steel	-	-35%	-15%	-	-
Shield, Body, Wood	-	-35%	-10%	-	-
Suits of Armor					
Chainmaille Suit (4-in-1)	-	-15%	-5%	+30%	+30%
Chainmaille Suit (6-in-1)	-	-25%	-8%	+50%	+50%
Banded Maille	-	-25%	-8%	+50%	+50%
Chainmaille w/Breastplate	-5%	-35%	-15%	+50%	+50%
Platemail Suit	-8%	-40%	-20%	+75%	+75%
Platemail Suit, Ceremonial	-10%	-50%	-30%	+100%	+100%

Table 10-4 (continued)					
Armor Type	Electrocuting	Corroding	Sonic	Wind	Brawling
Individual Pieces					
Naked, birthday suit	-	-	-	-	-
Arming Cap	-	-	-5%	-	-
Clothing	-	-1%	-	-	-1%
Bracers, leather (forearms)	-	-	-	-	-
Bracers, steel (forearms)	+2%	-	-	-	-
Gambeson (Padded)	-	-5%	-	-	-5%
Leather, Studded	+5%	-5%	-	-	-5%
Leather	-	-15%	-	-	-10%
Chainmaille, Coif (4-in-1)	+5%	-2%	-	-	-7%
Chainmaille, Hauberk (4-in-1)	+35%	-7%	-	-	-12%
Chainmaille, Chausses (4-in-1)	+10%	-5%	-	-	-5%
Gauntlets, Bell-cuffed	+1%	-1%	-	-	-1%
Gauntlets, Clamshell	+1%	-1%	-	-	-1%
Muscle Mail (breast/backplate)	+50%	-7%	-	-	-10%
Brigandine	+30%	-25%	-	-	-50%
Scalemail	+60%	-20%	-	-	-40%
Plate, neck (Gorget)	+2%	-1%	-	-	-3%
Plate, shoulder (Pauldrons)	+2%	-1%	-	-	-2%
Plate, arm (Articulated Arms)	+10%	-1%	-	-	-4%
Plate (Breastplate and Backplate)	+50%	-7%	-	-	-10%
Plate, leg (Articulated Legs)	+15%	-1%	-	-	-2%
Plate, lower leg (Greaves)	+10%	-1%	-	-	-2%
Plate, feet (Sabatons)	+2%	-1%	-	-	-1%
Helm, Conical w/nasal guard	+2%	-1%	-	-	-3%
Helm, Ribbed	+1%	-1%	-	-	-1%
Helm, Spangenhelm	+3%	-1%	+25%	-	-5%
Helm, Corinthian	+3%	-1%	+25%	-	-5%
Helm, Gladiatorial	+3%	-1%	+25%	-	-5%
Helm, Great	+3%	-1%	+25%	-	-5%
Buckler, Wood	-	-20%	-	-	-5%
Buckler, Steel	+15%	-15%	-	-	-5%
Shield, Round, Wood	-	-35%	-	-	-10%
Shield, Kite, Wood	-	-35%	-	-	-10%
Shield, Heater, Wood	-	-35%	-	-	-10%
Shield, Round, Bronze	+25%	-20%	-	-	-10%
Shield, Round, Steel	+25%	-20%	-	-	-10%
Shield, Heater, Steel	+25%	-20%	-	-	-10%
Body Shield, Wood	-	-50%	-	-	-15%
Suits of Armor					
Chainmaille Suit (4-in-1)	+50%	-20%	-	-	-30%
Chainmaille Suit (6-in-1)	+75%	-25%	-	-	-45%
Banded Maille	+75%	-25%	-	-	-40%
Chainmaille w/Breastplate	+100%	-30%	-	-	-50%
Platemail Suit	+150%	-35%	+20%	-	-60%
Platemail Suit, Ceremonial	+200%	-40%	+20%	-	-75%

Stabbing attacks are attempts to thrust, ram, or shove an object designed to pierce the skin and thereby gore, impale, pierce, penetrate, or puncture the body of an opponent, usually with a long, thin, sharp weapon, such as the tip of a sword, dagger, or polearm.

Hacking attacks are usually slashing motions or chops made at an opponent with a bladed weapon, such as an axe or a sword. Hacking attacks serve to cut, dismember, divide, hew, part, sever, split, or rend asunder an opponent.

Pounding attacks are those in which an attacker bludgeons or uses crushing force, such as from a hammer, though most spiked weapons are predominantly pounding weapons. Pounding attacks are often described as beating, clubbing, comminuting, grinding, hitting, impacting, knocking, pulverizing, triturating, waffling, and wailing.

Burning attacks are attempts to blister, scald, singe, scorch, ignite, roast, or incinerate an opponent with intense heat or open flame. Most often, this is accomplished with fire. Note that metal armors are especially susceptible to burning attacks.

Freezing attacks often use frost, ice, snow, or cold winds to chill, cool, numb, nip or solidify an opponent. Note that metal armors are especially susceptible to freezing attacks.

Electrocuting attacks are most commonly accomplished with lightning, and serve to burn, electrify, galvanize, and shock an opponent. Note that metal armors are especially susceptible to electrocution attacks.

Corroding attacks are mostly comprised of acid, and serve to eat away, erode, waste, or wear away at an opponent.

Sonic attacks utilize dangerous sound waves to damage an opponent.

Wind attacks are typically powerful gusts of wind capable of inflicting damage.

Brawling attacks, for the most part, are technically pounding attacks, though pounding attacks are strictly those with weapons, while brawling attacks use only a character's limbs. Brawling attacks, however, also include choking. Brawling attacks are often described as beating, choking, hitting, kicking, knocking, punching, slapping, thrashing, and wailing.

Called Shots

Normally, a target creature is specified when an attack is executed. Declaring a specific area of a target creature is a more difficult attack. Whenever a specific area of a target creature is chosen and announced, a called shot is made. The smaller the target and the faster it moves, the more difficult it is to hit. Following is a table of general suggestions for the MM. The modifier below is determined from and applied to the Current Armor of the target creature. Other factors affecting called shots include the size of the weapon and the distance to the target; the MM may include appropriate modifiers. For instance, it is much easier to hit a needle with a maul than the tip of a dagger.

Called Shots		
Called Area	Modifier	Suggested TH if non-living and immobile
Torso	+ 10	-
Leg	+ 20	-
Head	+ 30	-
Arm	+ 40	-
Crotch	+ 60	-
Mouth	+ 70	-
Eye	+ 80	-
Needle	-	99

If a called shot successfully hits its target, proceed to the appropriate description of the outcome for the relevant body part in the Crucial Damage section (see *Chap. 10: Combat*). For example, if an eye was targeted and successfully hit, proceed to the description of an eye regarding the type of damage done (hacking, pounding, stabbing). If only a head was targeted, proceed to the list of locations for a head and roll percentile dice to determine the exact location.

When observing the effects of a called shot on a specific bodily location that is 95 or greater in severity (such as the lumbar nerves under Hacking Torsos), do not apply the effects to the victim unless the damage dealt meets or exceeds 40% of their total Life Points when the victim is unwounded. This prevents unreasonable circumstances, such as decapitation (see Hacking Heads below) when small damage is dealt, such as two Life Points. In this way, called shots that do little damage will not have severe effects, which are reserved for Crucial Damage.

However, do not apply multiplicative damage unless the unmodified attack die roll was 90 or above. If the initial roll of the attack die was 90 or greater, then proceed with determining Crucial Damage as usual, except go directly to the appropriate body part to determine the outcome.

For example, a thug who calls himself Sir Chop-a-lot carries only a crowbar, and he initiates a confrontation with three strangers in a tavern. Sir Chop-a-lot attacks first, and the player announces his intention to hit the head of one of the strangers; he declares a called shot. The attack is successful, and so the list concerning Pounding Heads under Crucial Damage is consulted and percentile dice are rolled to determine the exact location. As it turns out, the brainstem is hit and the stranger dies instantly, so the crowbar entered the skull, smashing its way to the center of the victim's brain.

Drive

While players determine whether or not a character will continue in combat, monsters and MMC's (see *Appendix 6: Maim Master Characters*) either continue or flee depending on their Drive sub-ability. Drive checks only occur in certain circumstances. In each applicable circumstance below, sum the modifiers. For purposes of this roll only, lower the Drive sub-ability with the summed modifiers from *Table 10-5*. Then, roll percentile dice and compare the roll with the adjusted Drive. For this roll, rolling lower than the adjusted Drive means that the creature remains in combat, rolling higher indicates that the creature prefers to flee and will do so at any reasonable opportunity.

Circumstance	Modifier
Abandoned by companions	- 30
Leader is killed	- 20
Life Points reduced to half	- 20
Most powerful ally is killed	- 20
Opponent seems invisible	- 40
Outnumbered at least 3 to 1	- 10
Outnumbered at least 10 to 1	- 30

Breathing

All characters, unless somehow magically gifted, need to breathe. The longer the character does not breathe, the more likely is death. Many events could affect breathing, such as drowning, asphyxiation, or simply being trapped in a sealed space and breathing up the air. Once it is impossible to breathe, a character will lose two Life Points of subdual damage per round. Additionally, the first round the character will lose 10 Strength, the second round they lose 20, 40 the third, 80 the fourth, 160 the fifth, and so on until they are helpless, unconscious, or again able to breathe.

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Falling Damage

Characters unfortunate enough to fall will suffer damage according to the distance fallen. If freefalling characters accelerate at 9.8 meters per second per second (in a vacuum, though), and if terminal velocity is 115 miles per hour (toggling between 110 and 120), then this is easily translatable into gaming terms. Consult the table below to determine the damage suffered:

Table 10-6: Falling Damage

Seconds (1/3 rd round)	Meters/Second	Feet/Second	Miles/Hour	Total Feet Fallen	Damage
0.5	6.6	20	13.64	10	1d8
1	9.8	29.4	20.05	29.4	1d20
2	19.6	58.8	40.09	88.2	2d20
3	29.4	88.2	60.14	176.4	3d20
4	39.2	117.6	80.18	294	4d20
5	49	147	100.23	441	5d20
*6	56.2	168.6	114.95	609.6	6d20
7	56.2	168.6	114.95	778.2	6d20
8	56.2	168.6	114.95	946.8	6d20
9	56.2	168.6	114.95	1115.4	6d20
10	56.2	168.6	114.95	1284	6d20

*By the 6th second of falling, a character has reached terminal velocity and will not accelerate any further, but continue to fall at this rate.

So, if a character falls freely for 3 rounds (9 seconds), they have traveled nearly a quarter-mile, but will still only receive 6d20 damage, just as if they had only fallen for 6 seconds.

Home Advantage

All creatures in this game who claim territory gain a Home Advantage¹ of + 5 to all rolls during combat while defending their home territory. This bonus is psychological and also applies to other similar situations, such as games that involve players from another territory. Notice that the opposite is not applicable; there is no disadvantage when away from home.

This bonus only applies in situations in which:

1. Two creatures or parties compete against each other
2. One is in their home territory, the other is not

For example, a party of adventurers that calls themselves the Campaign of the Lost Souls invaded a temple of demon worshippers. Since the temple itself was familiar home territory to those inside, the defenders received a + 5 bonus to attack skill checks.

1. Home Advantage is a phenomenon discussed in scholarly journals. For more information, see the References section at the end of this book.

Crucial Damage

Normally, damage is an abstract measure in which numbers are deducted from Life Points. Crucial Damage is much more severe, specific, and it is determined by many factors as specified below.

Not all types of attacks are capable of Crucial Damage. Breath weapons from creatures, gas, and most magical attacks will not do Crucial Damage, since they do not affect the body in the same way as a physical blow. These attacks do not stab, hack, or pound the body, but instead affect it more generally. Some spells or spell-like effects may constitute Crucial Damage. Whether or not an attack, other than those listed below, is capable of Crucial Damage is the decision of the MM.

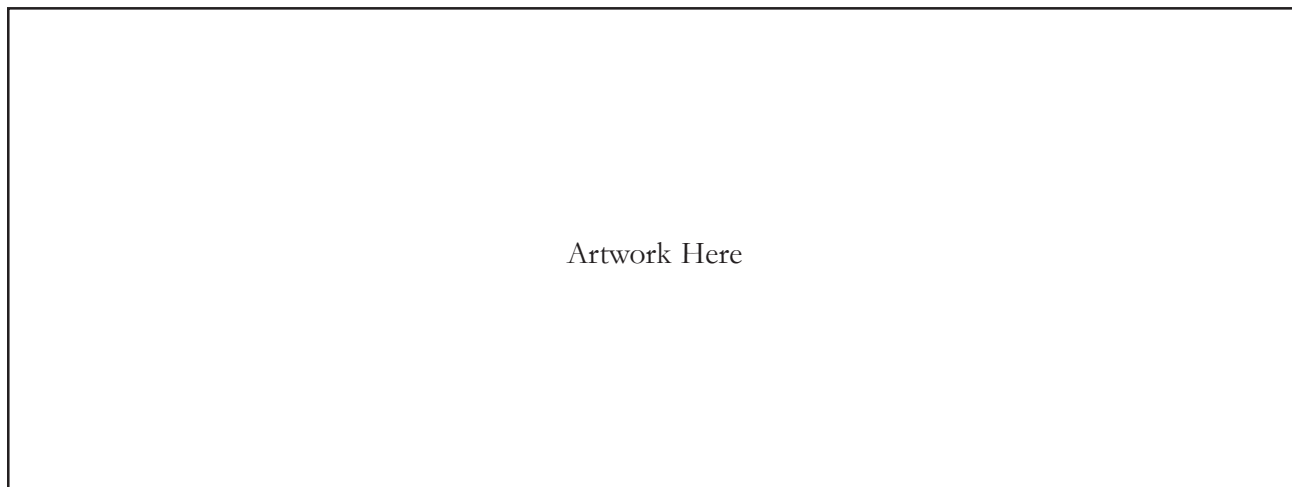
If, upon checking an Attack Skill (such as Aim, Brawling, Disarm, Hurl, or General or Specific Weapon) a 90 or higher is rolled before any modifiers are applied to the roll, and if you not only succeeded, but succeeded with a margin of at least 1%, then you may have scored Crucial Damage. Consult the table below to determine the likelihood of scoring Crucial Damage:

Margin of Blow	Odds of Crucial Damage
None (I rolled what was needed exactly)	0%
1-5%	20%
6-10%	40%
11-15%	60%
16-20%	80%
21%+	100%

If Crucial Damage has occurred, proceed and determine the severity of the blow by comparing the size of the weapon with the size of the crucially wounded target creature to determine what dice will be rolled later. Note that higher results for Specific Location correspond with areas of the body which are more severe when hit:

Weapon vs. Target Size	Minimum Effect	Damage	Specific Location
Weapon size is less than target size	Minor	x2	1d100
Weapon size equals target size	Major	x2	1d100 + 25
Weapon size is larger than target size	Severe	x3	1d100 + 50
Weapon size is two sizes larger	Mortal	x4	1d100 + 75

Proceed and consider the sizes of the attacker and defender:



Reach

The size of the attacker and the defender may affect the accessibility of general areas of the body. For instance, a kobold with a dagger may be unable to attack the head of a troll. Reach is not applicable for ranged attacks. If a ranged attack is made, proceed to General Body Location and roll 1d10 to determine the location. Otherwise, consult the information below on reach:

1. Add the height of the attacker and the weapon length together. If the attacker is on higher ground, the height added by the ground must be added to this sum.
2. This sum must equal or exceed the height of the defender in order to be able to attack all general body locations. If so, roll 1d10 for location and proceed to General Body Location.
3. If this sum is less than the height of the defender, but greater than half of the defender's height, then all areas of the body may be damaged, except for the defender's head. If so, roll 1d10 (but reroll 10's) for location and proceed to General Body Location.
4. If this sum is less than half the height of the defender, then only the legs may be attacked (no torso, arms, or head). If so, roll 1d4 and proceed to General Body Location.
5. If attacker's height is double the defender's height or has a similarly distinct height advantage, roll (1d6+4) for location.
6. If the attack is a called shot, proceed to the "called" area.

General Body Location

When consulting *Table 10-9* to observe the location of the blow, apply the damage modifier, by adding the multiplicative factors with the determined factor above on *Table 10-8*. In this way, crucial hits may range from 2 to 6 times the normal damage. For instance, if a bipennis (polearm) delivers 20 Life Points of damage to a small child, a blow to the head would do x8 damage or 160 LP, while if it hacked the child's arm, it would only do x4 damage or 80 Life Points.

Note that the location of the body, both general and specific, should only be calculated for humanoid creatures. Body parts that are foreign to humanoids, such as wings or a tail, will not be found below, and the effects of Crucial Damage on these parts is to be determined by the MM.

For both general and specific body locations, reroll any results that are nonsensical. For instance, if it is determined that the penis is hit, yet the victim is female, then reroll.

If the target is humanoid, roll on *Table 10-9* below to determine the location and extent of the damage:

Die Roll	General Body Location	Damage Multiplier
1	Right Leg	x1
2	Right Leg	x1
3	Left Leg	x1
4	Left Leg	x1
5	Torso	x2
6	Torso	x2
7	Torso	x2
8	Right Arm	x1
9	Left Arm	x1
10	Head	x2

Finally, consider the type of damage done (stabbing, hacking, or pounding), and proceed to the appropriate table below:

Hacking Legs

01% Distal phalanges or smallest bone at the end of the toes.

1. Roll 1d6 (rerolling 6's) to determine which tip of toe. Let 1=big toe and 5=pinky toe.

2. There is a 10% chance the opponent's foot is disabled for d2 days, causing ½ Movement rate.

02% Middle phalanges or middle bone in toe (non-existent in the big toe).

1. Roll 1d4 to determine which toe. Let 1=index toe and 4 = pinky.

2. There is a 15% chance the opponent's foot is disabled for (1d4 - 1) days, causing ½ Movement rate.

03% Proximal phalanges or bone in toe closest to foot.

1. Roll 1d6 (reroll 6's) to determine which toe. Let 1=big toe and 5=pinky toe.

2. There is a 20% chance the opponent's foot is disabled for (1d4 - 1) days, causing ½ Movement rate.

04% Extensor muscles (5 each). Each serve to extend a toe downward and are located near the largest joints.

Opponent's foot is disabled for 1d4 weeks, restricting them to ¾ Movement rate.

05% Metatarsophatangeal joint or knuckles connecting the metatarsals and phalanges.

1. Roll 1d6 (rerolling 6's) to determine which toe is affected. Let 1=big toe.

2. Opponent's leg is disabled for 1d4 weeks, causing ½ Movement rate.

06-07% Metatarsals or foot bones between ankle and toes and held in an arch.

1. Roll 1d6 (rerolling 6's) to determine which metatarsal is the center of the slashing wound. Let 1=big toe metatarsal.

2. Opponent's foot is disabled permanently, unless Lesser Mending or greater magic is applied. Otherwise, they will never heal beyond ¼ Movement rate, restricted to crawling or crutches.

08% Flexor digitorum brevis muscle is along the central underside of the foot and when flexed, extends the foot such as when standing on tippy-toes.

This wound will bleed excessively, especially when upright. Every minute that the opponent's head is higher than their hacked foot, they must pass a Health check with a TH of 70 or fall unconscious from blood loss. Otherwise, the wound will take 2d6 months to heal and restrict them to ½ Movement rate when they become proficient with crutches.

09% Patella or kneecap

Opponent's leg is disabled, and the kneecap itself is dislodged by the hacking weapon. The leg is unusable until replaced, which will probably be never or by a Greater Mending spell. Otherwise, the opponent is restricted to crawling or crutches.

10-11% Fibia or smaller and outermost of two main lower leg bones.

Opponent's leg is disabled for 1d8 days, yielding ½ Movement rate.

12-14% Tibia or shin bone, largest of two main lower leg bones.

Opponent's leg is disabled for 2d8 days, yielding ½ Movement rate.

15-21% Femur or thigh bone, longest bone in the body.

Opponent's leg is disabled for 3d8 days, yielding ¼ Movement rate.

22% Tarsal bones or ankle bones include tarsus, calcaneus, talus, navicular, cuboid, lateral cuneiform, intermediate cuneiform, and medial cuneiform.

1. If desired, roll 1d8 to determine which ankle bone is hacked.

2. Opponent's ankle is unusable for 2d8 weeks and is limited to limping or crutches (¼ Movement rate).

23-28% Common plantar digital nerve extends into each of the toes.

Opponent's leg is disabled for 2d6 days, yielding ¼ Movement rate and restricting them to crawling or crutches.

☞ Hacking Legs ☞

29-36% Femoral nerve supplies motor impulses to the thighs and legs, while receiving sensory input as well.

Opponent's leg is disabled for 3d4 days, yielding $\frac{1}{4}$ Movement rate and restricting them to crawling or crutches.

37-42% Plantar digital nerve is located on the inner side of the big toe.

Opponent's leg is disabled for 3d6 days, yielding $\frac{1}{4}$ Movement rate and restricting them to crawling or crutches.

43% Plantaris or small muscle in back of knee.

The hacking attack forces the opponent off-balance and they fall to the ground. If in melee, you gain initiative on them in the next round.

44-45% Pectineus muscle connects the thigh to the torso in front, flexing when one brings their thigh up toward their body.

Opponent's leg is hindered by 15 Strength and down to $\frac{1}{4}$ Movement for 2d4 days.

46-47% Hallux muscle is located on the lower portion of the frontal lower leg and top of foot, it is a long, thin, vertical muscle that moves the big toe.

Opponent's leg suffers - 102 Strength and $\frac{1}{2}$ Movement rate for 2d4 days.

48-49% Soleus muscle on the back of the lower leg forms the lower portion of the calf.

Opponent suffers $\frac{1}{2}$ Movement rate for 2d4 weeks.

50-51% Tibialis anterior muscle covers the shin.

Opponent suffers $\frac{3}{4}$ Movement rate for 3d4 weeks.

52-54% Gastrocnemius muscle on the back of the lower leg forms the upper portion of the calf.

Hacking the upper calf restricts the opponent to $\frac{1}{2}$ Movement rate for 2d8 weeks.

55-61% Peroneus longus muscle is a long, strap-like muscle located on the outside of the lower leg.

The opponent suffers $\frac{1}{2}$ Movement rate for 2d8 weeks.

62-63% Vastus medialis or muscle along the lower and inner thigh.

Opponent suffers $\frac{1}{2}$ Movement rate for 2d8 weeks.

64-72% Vastus lateralis or muscle along the outside of the thigh.

Opponent suffers $\frac{1}{2}$ Movement rate for 2d8 weeks.

73-86% Hamstring muscles cover the back of the thighs and are comprised of three parallel muscles: biceps femoris, semitendinosus, and semimembranosus. These have been listed from largest to smallest and from middle to inside of leg.

1. If desired, roll 1d6 to determine which of the three hamstring muscles are hacked (1-3 biceps, 4-5 semitendinosus, 6 semimembranosus).

2. Opponent is delimited to $\frac{1}{2}$ Movement rate for 2d6 weeks.

87-97% Rectus femoris or central thigh muscle.

Opponent is delimited to $\frac{1}{4}$ Movement rate for 3d6 weeks.

98% Gracilis muscle or inner thigh near the groin.

Opponent's inner thigh, home to arteries and much blood, is gashed. They must pass a Health check with a TH of 50 every other minute or fall unconscious from the blood loss, though each minute they accrue an additional - 10 penalty; they only make four checks. Otherwise, they are restricted to $\frac{3}{4}$ Movement rate for 1d4 weeks.

99% Calcaneal tendon, also known as the Achilles tendon; the thickest, strongest, and most exposed human tendon, it connects the calf muscle to the heel bone.

Opponent's leg is disabled indefinitely, the foot flops about now beyond all attempts for control. The opponent may now only move about by crawling or by crutches, and even when used to it, crutches will be bothersome. Greater Mending or greater magic is needed to restore one's calcaneal tendon to its original and unharmed condition.

☞ Hacking Legs ☞

100%+ Dismemberment! The leg has been completely and permanently hacked from the rest of the body. Roll a 1d4 to determine where it was severed (1=ankle, 2=shin, 3=knee, 4=thigh). Blood gushes forth and the victim must pass a Health check at TH 70 or fall unconscious for 1d20 hours. If failed (and hence unconscious), another Health check must be passed at TH 70 to avoid dying in 1d20 minutes from loss of blood.



Artwork Here

Hacking Torsos

- 01% Omentum or fatty fold of membrane hanging in front of intestines.
 If the opponent is obese, fat may seep from the wound. Otherwise, there is no special effect other than damage.
- 02% Belly Button
 Opponent's belly is hacked, though no critical organs behind it. The small intestine may (70%) spill forth. If it does, the sight of this causes the opponent to need to pass a Health check at TH 50 or be stunned for 2d4 rounds.
- 03% Nipples and Areolas (or darker area surrounding the nipple).
 1. Roll to determine on left or right breast.
 2. The nipple and surrounding areola is hacked, causing the opponent to suffer -15 Strength with the appropriate arm for 2d6 days.
- 04% Anus
 While the hacking object did not enter the ass, it gashed the orifice, causing them to feel pain during the following 2d4 days involving defecating and, if female, alternative sexual practices.
- 05% Rectum or short muscular tube for storage of excretions.
 The hacking weapon enters the rectum mid-stroke, and the opponent feels pain during the following 1d4 weeks involving defecating and, if female, during alternative sexual practices. There is a 25% chance that the hacking releases (roll 1d6: on a 1-5 this is the number of chunks released, on a 6 it is runny instead) chunks of defecation from the confines of the body.
- 06-11% Gluteus maximus, strongest muscle of the body.
 1. Roll to determine on left or right cheek.
 2. Opponent's movement rate is halved for 2d6 days and will find sitting to be a painful experience.
- 12% Scapula or shoulder blade bone.
 1. Roll to determine on left or right side.
 2. The opponent suffers -20 to all attack rolls that require the use of the appropriate arm for 1d6 weeks.
- 13% Manubrium or upper third of sternum.
 There is a 40% chance that 1-2 ribs are separated from the sternum. If so, the opponent must pass a Health check at TH 50 or fall unconscious. Further, the ribs will not reattach themselves without Lesser Mending or more potent magic applied. In any case, any required movement of the arms will suffer -15 to the roll.
- 14% Xiphoid process or lower tip of sternum.
 1. The tip of the sternum will break free from the sternum with 70% chance. If broken, it can only be reset with Lesser Mending or greater magic.
 2. If it does break free, then the opponent must pass a Health check at TH 50 or die immediately as the bone and the weapon enter the heart.
- 15% Pubis or the smallest of three pelvic bones.
 1. Roll to determine on left or right side.
 2. While the bone is not broken, it is injured and causes the opponent to be only able to crawl or use crutches until it heals 1d6 months later. In the meantime, they are reduced to 1/2 Movement rate.
- 16% Ischium or lowest of three pelvic bones.
 1. Roll to determine on left or right side.
 2. While the bone is not fractured, it is injured and causes the opponent to be only able to crawl or use crutches until it heals 1d4 months later. In the meantime, they are reduced to 1/2 Movement rate.
- 17% Coccyx or tail bone
 1. Opponent is unable to sit comfortably in any position for 1d6 weeks due to a chipped bone.
 2. Also, opponent must pass a Health check at TH 50 or be stunned for 1d4 rounds.

☞ Hacking Torsos ☞

- 18% Ilium, hip bone, or the uppermost of three pelvic bones.
1. Roll to determine the left or right hip.
 2. The hip bone is chipped, so the opponent is restricted to $\frac{1}{4}$ Movement rate for 2d4 months.
- 19-20% Clavicle or collarbone, the most painful bone of the body to break.
1. Roll to determine the left or right side.
 2. As the most painful bone in the body has been broken, the opponent must pass a Health check at TH 90 or fall unconscious for 1d8 hours. If this is passed, they must pass another Health check at TH 50 or be stunned for 3d4 rounds. Otherwise, until naturally healed 3d6 weeks later, the opponent's arm will be unusable and will overall suffer a - 5 to Strength.
- 21% Body, or main middle portion, of sternum.
1. There is a 50% chance that 1d4 ribs are separated from the sternum. If ribs are separated, this part of the wound will not heal on its own, requiring Greater Mending or greater magic to heal.
 2. If ribs are separated from the sternum, the opponent must pass a Health check at TH 90 or fall unconscious.
 3. Finally, there is a 5% chance that the heart was hacked, causing instant death.
- Artwork Here
- 22-24% Ribs (12 pair or 7 true pair and 5 false pair whose cartilage doesn't reach the sternum directly, though the last two pair have no cartilage attachments at all and are called floating ribs).
1. Roll 1d12 to determine on which rib the hack was centered.
 - 1-7 = true pairs
 - 8-10 = false pairs with cartilage
 - 11-12 = floating ribs
 2. Roll to determine on left or right side.
 3. The limbs on the same side of the body are unusable for 2d6 months, and the other side will still suffer a - 15 to Strength. Magical healing with Greater Mending or higher magic may heal this wound.
- 25% Appendix, (on right side only) a troublesome organ attached to the bottom of the large intestine.
- Though this organ does nothing useful, it can be quite painful when hacked. The opponent suffers - 5 Health for 1d6 days.
- 26% Cowper's (bulbourethral) glands (L/R) are about the size of peas and produce a lubricating fluid when sexually aroused.
1. Roll to determine whether the left or right gland are the center of the hacking.
 2. This wound necessitates a Health check at TH 50 to avoid further effects (besides just the damage). If failed, they fall to their knees, stunned for 1d4 rounds.
- 27% Large Intestine or colon (actually very small) lies between the stomach and small intestine.
- The innards of the large intestine spill forth. They must pass a Health check at TH 50 or fall unconscious for 1d8 hours. If conscious, they must pass a Health check at TH 50 or be stunned for d2 rounds.
- 28% Pancreas is right behind the stomach and similar in size. It secretes digestive juices, insulin, and bicarbonate which neutralizes stomach acid.
- Opponent suffers from heartburn for next 3d6 hours, warranting a - 5 to all attack rolls for the duration.

☞ Hacking Torsos ☞

- 29% **Stomach**
 Stomach acid spills onto the opponent's body and coats the hacking weapon. Opponent will not be hungry or desire food for 1d8 days. The stomach acid reddens the skin upon contact.
- 30% **Liver or largest gland in the body located at the top of the abdomen which purifies blood.**
 Opponent begins feeling weak, suffering - 10 Strength for 2d6 hours until the blood becomes properly purified.
- 31% **Spleen (on left side only) on top of abdomen stores emergency blood and produces some of white blood cells.**
 Opponent bleeds internally and uncomfortably. A Health check at TH 50 must be passed or they fall unconscious and lose 1 LP per round until death unless curative magic is applied. If passed, the opponent remains conscious, but feels nauseated for 2d6 weeks and suffers - 15 to all attack rolls.
- 32% **Gallbladder (on right side only) is a small organ between the liver and intestines which creates bile.**
 The opponent must pass a Health check at TH 50 or the bile created by the gallbladder leaks into nearby organs, causing nausea and a - 10 to all attack rolls for 1d4 hours.
- 33% **Adrenal gland is above the pancreas in the right portion of the body. It is responsible for sexual hormones and steroids.**
 The opponent must pass a Health check at TH 50 to only fight now with a penalty of - 10 to all attack rolls for 1d4 hours due to a lack of necessary adrenaline. If failed, they receive a temporary boost of adrenaline, allowing them to fight with a + 10 to all attack rolls and they must pass Health checks at TH 50 each minute for ten minutes to remain conscious. Eight hours of bed rest should bring their body back to equilibrium.
- 34% **Small Intestine (very large, on average 21' long in an adult).**
 There is a 60% chance the intestine spills forth from the wound. If this happens, the sight of one's own intestine necessitates a Health check at TH 80 or they fall unconscious. Otherwise, they will experience persistent naval pains for 2d4 days, suffer a $\frac{3}{4}$ Movement rate, and - 5 to all attack rolls.
- 35% **Bladder is in the lower center of the torso, receives waste from kidneys, and transmits it to the urethra or urinary tract for expulsion.**
 Urine sprays from this hacked wound for d2 rounds and the opponent suffers - 10 to all attacks while urine trickles down their body.
- 36% **Kidneys are located on the sides of the lower back; these organs filter blood.**
 1. Roll to determine the left or right kidney.
 2. Opponent suffers a - 10 penalty to Current Armor and also a - 10 to Health, both for 1d6 weeks.
- 37-39% **Pectoralis minor muscles run vertically, allowing one to move their scapula up and down.**
 1. Roll to determine on left or right side.
 2. Future actions involving the appropriate arm will suffer - 10 to all attack rolls for 2d4 weeks.
- 40-41% **Teres major muscles cover the lower portion of the scapula, assisting in bringing the arm to one's side.**
 1. Roll to determine on left or right side.
 2. Future actions involving the appropriate arm will suffer - 10 to all attack rolls for 2d4 weeks.

✧ Hacking Torsos ✧

- 42% Serratus anterior muscles are between the pectoralis major and latissimus dorsi, serving to pull down and forward on the shoulder blade.
1. Roll to determine on left or right side.
 2. Future actions involving the appropriate arm will suffer - 10 to all attack rolls for 2d4 weeks.
- 43% Mammary glands or breasts
1. Roll to determine on left or right breast.
 2. If female and pregnant, breast milk splatters. Otherwise, the corresponding arm will suffer - 10 Strength for 2d6 days.
- 44-51% Pectoralis major or chest muscle
1. Roll to determine on left or right side.
 2. Future actions involving the appropriate arm will suffer - 15 to all attack rolls for 3d4 weeks.
- 52-61% Trapezius is a large muscle spanning the back of a character's neck, stretches behind the collarbones, and covers the central back.
1. Roll to determine on left or right side.
 2. Opponent suffers - 10 to all attack rolls involving that side of the body at all for 1d6 weeks.
- 62-71% Latissimus dorsi along one's side behind the serratus anterior and covering the sides of the back, these muscles usually pull one's arms toward their back as in rowing or swimming.
1. Roll to determine the left or right side.
 2. Opponent suffers - 10 penalty to Current Armor for 3d4 weeks and is subject to excessive complaining of lower back pain.
- 72-81% Rectus abdominis, a long vertical, flat muscle extending the length of the abdomen and used for sit-ups.
- Opponent's torso is restricted in movement; they cannot lean forward or backward, which results in a - 10 to all attack rolls for 1d4 weeks.
- 82% Sacrum is the bone connecting the lowest lumbar of the spine to the coccyx and iliums.
- So small, the sacrum has been broken and the opponent's spine is separated from the pelvis and tail bone and they fall to the ground, their upper body unable to support even its own weight. They must pass a Health check at TH 90 or fall unconscious for 2d8 hours. If passed, they must pass another Health check at TH 60 or lie on the ground stunned for 3d4 rounds. Otherwise, they are incapable of movement except crawling and may move their arms, though not their legs. This wound will never heal unless a Lesser Mending or greater magic is applied.
- 83% Vulva or external female genitalia including the outer lips.
1. Roll 1d6 to determine whether the left (1-2), right (3-4), or both (5-6) lip(s) was/were hacked.
 2. This (these) lip(s) die and will eventually fall off; she must pass a Health check at TH 50 or be stunned for 1d4 rounds. Further, she will not desire sex for 3d6 months.
- 84% Vagina or penis receptacle
- The hacking weapon has amazingly entered the vagina. If she is a virgin, she will either bleed excessively in addition to what one might expect, or at least spot. The damaged tissue will heal in 2d6 weeks (since this organ was designed to be penetrated).
- 85% Penis
- This vital organ dies from being severed unless curative magic is applied. Drive is permanently reduced by 20 and Health by 5. As he realizes what has just been severed, he must pass a Health check at TH 60 or be stunned for 1d4 rounds.
- 86% Glans or head of penis
- This puffy organ part is severed; the penis will never look the same! The subability Drive is permanently reduced by 15 and Health by 3. As he realizes what has just been severed, he must pass a Health check at TH 60 or be stunned for 1d4 rounds.

87% Fallopian tubes connect the ovaries and the uterus.

1. Roll to determine the left or right tube.
2. To some, a dream come true! This female will only become pregnant 50% of normal odds in the next 1d6 months while the wound heals. The catch is that she also won't desire sex for 1d6 months.

88% Uterus, or womb, connects the vagina and the fallopian tubes.

1. If pregnant, child (80% likely) dies and is born dead. Mother, also, must pass a Health check at TH 90 or die immediately.
2. The tissue leading to the womb will heal in 3d6 weeks. Worse above all, this female will not desire sex for 1d6 months.

89% Ovaries produce eggs, estrogen, and progesterone, and are walnut-sized.

1. Roll to determine the left or right ovary.
2. A dream come true to some! This female's odds of becoming pregnant have been reduced by 50% permanently, as the ovary will not heal unless Wish is applied. Worse, this female will not desire sex for 1d6 months.

90% Clitoris

1. This female must pass a Health check at TH 90 or fall unconscious for 2d8 hours.
2. If still awake, she must pass a Health check at TH 50 or be stunned for 1d4 rounds.
3. Finally and worst, this female will not desire sex for 3d6 months.

91% Thoracic vertebrae forming the middle spine in the chest area and each connect to ribs.

1. There are 12 thoracic vertebrae. Roll 1d12 to determine the specific vertebra. Let 1 = the highest thoracic vertebra, just below the neck.
2. Next, the opponent pass a Health check at TH 50 or become paralyzed in 1d6 body locations. Then determine which locations:

- Let
- 1=right leg
 - 2=left leg
 - 3=torso
 - 4=right arm
 - 5=left arm
 - 6=head

This paralysis is permanent unless Lesser Mending or greater magic is applied.

92% Lumbar vertebrae forming the lower spine.

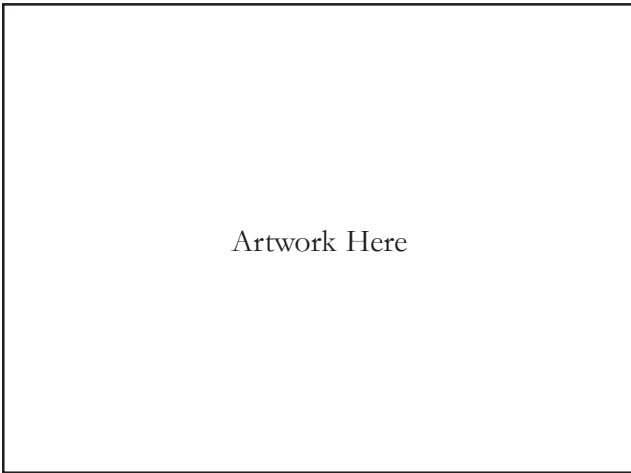
1. There are 5 lumbar vertebrae. Roll 1d6 (rerolling 6's) to determine the specific vertebra. Let 1 = base of skull and 6 = the lower neck.
2. Next, the opponent must pass a Health check at TH 50 or become paralyzed in 1d6 body locations. Then determine which locations:

- Let
- 1=right leg
 - 2=left leg
 - 3=torso
 - 4=right arm
 - 5=left arm
 - 6=head

This paralysis is permanent unless Lesser Mending or greater magic is applied.

93% Lung. Note, the left lung is smaller as it encircles the heart.

1. Roll 1d6 to determine whether the left (1-2) or right (3-6) lung was sliced.
2. There is a 30% chance that as the lung is gashed, blood fills it and the opponent drowns in their own blood.
3. Otherwise, this lung is permanently collapsed; it will never heal, unless curative magic is applied.



🌀 Hacking Torsos 🌀

- 94% Cervical nerves connect the cervical or upper spine with the brain.
1. There are 8 pairs of cervical nerves. Roll 1d8 to determine which is pinched.
 2. Roll to determine what the pinched nerve controls:
 1. Motor control of the arms.
 2. Motor control of the legs.
 3. Involuntary functions such as breathing [resulting in (1-4) coma or (5-6) death].
 4. Motor control of torso.
- 95% Lumbar nerves connect the lower back with the brain.
1. There are 5 pairs of lumbar nerves. Roll 1d6 (rerolling 6's) to determine which is pinched.
 2. Roll to determine what the pinched nerve controls:
 1. Motor control of the arms.
 2. Motor control of the legs.
 3. Involuntary functions such as breathing [resulting in (1-4) coma, or (5-6) death].
 4. Motor control of the torso.
- 96% Thoracic nerves connect the middle back with the brain.
1. There are 12 pairs of thoracic nerves. Roll 1d12 to determine which is pinched.
 2. Roll to determine what the pinched nerve controls:
 1. Motor control of the arms.
 2. Motor control of the legs.
 3. Involuntary functions such as breathing [resulting in (1-4) coma or (5-6) death].
 4. Motor control of the torso.
- 97% Testes or testicles; each testis averages 200 million sperm per ejaculation.
1. Roll 1d8 to determine the left (1-3), the right (4-6), or both (7-8) have been hacked.
 2. If only one testis is gashed, then the opponent must pass a Health check at TH 90 or fall unconscious for 2d8 hours. Otherwise, while awake he will suffer - 20 Strength, - 15 Dexterity, and - 15 Drive. Further and worse, he must pass a Health check at TH 50 or die. Finally, this testis will never function again unless Wish is applied. Otherwise, it is possible to ejaculate (when it heals) with only one testis. Regardless, his voice is noticeably higher in pitch.
 3. If both testes are gashed, then the opponent must pass a Health check at TH 95 or fall unconscious for 3d8 hours. Otherwise, while awake he will suffer - 20 Strength, - 20 Dexterity, - 20 Drive. Further and worse, he must pass a Health check at TH 70 or die. Finally, his testicles will never function again (unless Wish is applied) and his voice will be noticeably higher in pitch.
- 98-99% Axilla, or armpit region, supplied heavily with blood from the axillary artery.
1. Roll to determine the left or right armpit.
 2. After the armpit is sliced open, this severely bleeding region is 50% likely to fill the lungs with blood, drowning the opponent in their own blood and killing them from suffocation in 2d10 rounds as they progress from pain to a cold numbness.
- 100+% Heart is about the size of your fist
- If the heart is hacked, the character will die within d2 rounds unless a Wish spell is cast.

Artwork Here

Hacking Arms

01% Distal phalanges or smallest bone at end of finger.

1. Roll 1d6 to determine which fingertip is severed (rerolling 6's).

Let 1=thumb and 5=pinky.

2. Opponent's fingertip is severed and they will suffer - 15 Dexterity with that hand until they adjust to its loss, then only suffering - 10 Dexterity.

02% Middle phalanges or middle bone of fingers (does not exist in our thumbs).

1. Roll 1d4 to determine which finger is severed. Let 1=index finger and 4=pinky.

2. Opponent's finger is severed and they will suffer - 15 Dexterity with that hand until they become accustomed to its loss, then only suffering - 10 Dexterity.

03% Proximal phalanges or bone in finger closest to palm.

1. Roll 1d6 (rerolling 6's) to determine which finger is severed.

Let 1=thumb and 5=pinky.

2. Opponent's finger is severed and they will suffer - 15 Dexterity with that hand until they become accustomed to its loss, then only suffering - 10 Dexterity.

04-06% Lumbrical muscles in palm of hand, one to contract each finger.

1. Roll 1d6 (rerolling 6's) to determine which muscle is hacked.

Let 1=thumb and 5=pinky.

2. Opponent's palm is slashed and the appropriate finger is unusable for 2d6 weeks, while the hand in question suffers - 15 Dexterity and - 10 Strength for 3d6 weeks.

07-08% Metacarpals or bones through palm connecting the wrist to the fingers.

1. Roll 1d6 (rerolling 6's) to determine which bone is hacked in palm.

Let 1=thumb and 5=pinky.

2. The indicated metacarpal is severed and will heal naturally in 3d6 weeks. In the meantime, opponent suffers - 20 Dexterity in this hand.

09-11% Radius or shorter forearm bone on the thumb side of the arm.

Opponent's arm is useless for 2d4 weeks.

12-15% Ulna or longer forearm bone closest to body when arms hang freely and palms facing forward.

Opponent's arm is useless for 3d4 weeks.

16-22% Humerus or upper arm bone.

Opponent's arm is useless for 3d6 weeks.

23-27% Ulnar nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for 1d6 months.

28-32% Median nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for 1d6 months.

33-37% Palmar nerves supply impulses to the sides of the fingers.

Opponent's fingers feel numb and are ineffective for 1d6 months.

38-42% Radial nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for 1d6 months.

43-47% Brachialis muscle is on the thumb side of upper arm below the bicep on the outer arm.

Opponent's arm suffers - 5 Strength and Dexterity for 2d6 weeks.

48-50% Extensor carpi radialis muscle is close to the wrist on front or top of forearm.

Opponent's arm suffers - 5 Strength and -10 Dexterity for 2d6 weeks.

51-55% Brachonadialis muscle is close to the elbow on front or top of forearm.

Opponent's arm suffers - 5 Strength and - 10 Dexterity for 2d6 weeks.

56-60% Flexor carpi radialis muscle is close to the elbow on inside of forearm.

Opponent's arm suffers - 5 Strength and Dexterity for 3d4 weeks.

61-63% Flexor carpi ulnaris muscle is close to the wrist on inside of forearm.

Opponent's arm suffers - 5 Strength and - 15 Dexterity for 2d6 weeks.

☞ Hacking Arms ☞

64-66% Flexor retinaculum or wrist muscle on inside of forearm.

Opponent's wrist bleeds profusely. In fact, they lose 1 Life Point per round in blood-loss until they either die or bandage the wound.

67-76% Deltoid or outer shoulder muscle of upper arm.

Opponent's arm suffers - 15 Strength for 3d6 weeks.

77-87% Biceps brachii or muscle on front of upper arm.

Opponent's arm suffers - 15 Strength for 3d6 weeks.

88-98% Triceps brachii or muscle on back of upper arm.

Opponent's arm suffers - 15 Strength for 3d6 weeks.

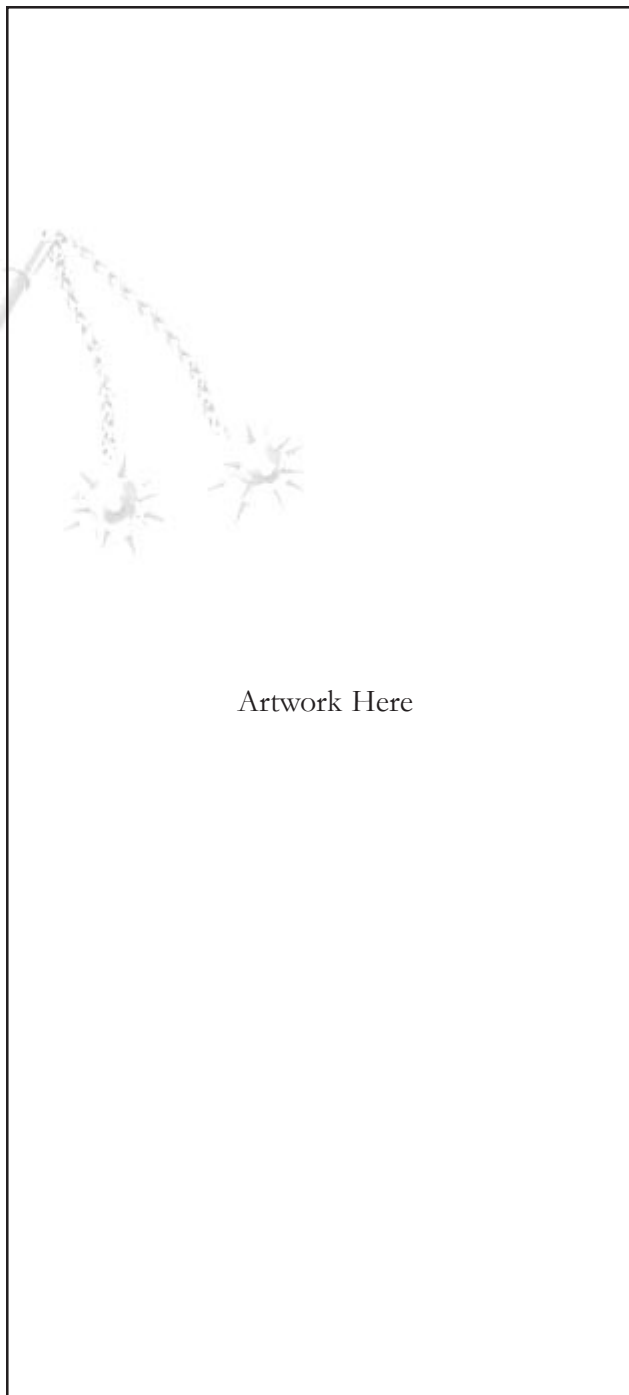
99% Carpals or wrist bones arranged in two rows of four: (upper row) triangular, pisiform, lunate, scaphoid, (and lower row) hamate, capitate, trapezoid, and trapezium.

1. Roll to determine which carpal is the focus of the hacking:

1. triangular (upper row closer to forearm)
2. pisiform
3. lunate
4. scaphoid
5. hamate (lower row closer to hand)
6. capitate
7. trapezoid
8. trapezium
9. Arm severed at the wrist; the hand falls off.
10. Reroll

2. The specified wrist bone shatters into numerous small fragments and will never heal naturally, but requires Lesser Mending or greater magic. The hand is permanently useless (especially if severed) and attempts at usage result in penalties of - 60.

100%+ Dismemberment! The arm has been completely and permanently hacked from the rest of the body. Roll a 1d4 to determine where it was severed (1=wrist, 2=forearm, 3=elbow, 4=shoulder). Blood gushes forth and the victim must pass a Health check at TH 70 or fall unconscious for 1d20 hours. If failed (and hence unconscious), another Health check must be passed at TH 60 to avoid dying in 1d20 rounds from loss of blood.



Hacking Heads

01% Scalp

Though the skullcap is not entered by the hacking weapon, the scalp is hacked at an angle, ripping a large portion of it. Opponent suffers - 15 to Facial Charisma until bandaged, then only - 10.

02% Galea Aponeurotica or muscle on top of head underneath scalp.

Though the skullcap is not entered by the hacking weapon, a large portion of the scalp and muscle are ripped away by the hacking weapon. Opponent suffers - 15 Charisma until bandaged, then only - 10.

03% Ear Cartilage

1. Roll to determine the left or right ear.
2. Cartilage on outer ear is hacked and ripped off, impairing all future Sound skill checks by 50. Facial Charisma permanently suffers - 15 penalty.

04% Parotid gland or saliva gland between ear and chewing muscle behind jawbone.

1. Roll to determine the left or right saliva gland.
2. Opponent's saliva gland is gashed and fails to produce saliva for 2d4 weeks unless curative magic is applied.

05-06% Mandible or jawbone

1. Roll 1d6 to determine if on (1-2) left, (3-4) chin, or (5-6) right.
2. This portion of the opponent's jawbone is fractured, lowers Facial Charisma by 20, and takes 2d6 weeks to heal naturally.

07-08% Mentalis muscle is on the chin and elevates and protrudes the lower lip.

While their jawbone isn't fractured, amazingly only their chin muscle is hacked. Facial Charisma is lowered by 5 for d4 weeks until healed.

09% Teeth, lower

Roll 1d20 (rerolling 15's - 20's) to determine how many teeth are dislodged from the blow. Facial Charisma will suffer - 10 when smiling widely or eating.

10% Teeth, upper

Roll 1d20 (rerolling 15's - 20's) to determine how many teeth are dislodged from the blow. Facial Charisma will suffer - 15 when smiling widely or eating.

11-12% Lip, lower

While not breaking any teeth within, slobber runs out the pierced lower lip and Facial Charisma suffers - 15 for 2d4 weeks.

13-14% Lip, upper

While not breaking any teeth within, Facial Charisma suffers -10 for 2d4 weeks.

15% Maxilla or bone between upper teeth and nasal cavity.

Opponent's maxilla is fractured, lowering Facial Charisma by 2 for 2d6 weeks.

16% Epiglottis is a flap of cartilage between the tongue and voice box which closes when we swallow, preventing us from swallowing food.

Opponent coughs uncontrollably for 2d4 rounds while eyes tear. Until this heals in 2d4 days, swallowing will be difficult at best.

17-18% Nasalis muscle depresses the cartilaginous part of the nose.

Opponent now breathes easier as this part of the face is gashed open. Opponent suffers - 15 Facial Charisma for 2d4 weeks.

19-20% Cheek Bone

1. Roll to determine on left or right.
2. Opponent's cheek bone shatters and lowers Facial Charisma by 15 for 2d6 weeks.

21-24% Nasolabial furrow, or set of three striated muscles between the lip and eye, parallel to the nose.

1. Roll to determine on left or right side of face.
2. While the cheek bone is not itself fractured, the nearby muscles are slashed, reducing Facial Charisma by 15 for 2d6 weeks.

☞ Hacking Heads ☞

25-28% Obicularis Oris, a sphincter muscle that encircles the mouth and is called the “kissing muscle.”

1. Roll to determine on left or right side of mouth.
2. Speech is impaired as air wisps out from the gaping wound for 2d6 weeks. Facial Charisma suffers - 10 for this duration.

29-31% Rosorius muscle is located alongside the mouth, commonly called the “laughing muscle.”

1. Roll to determine on left or right side of mouth.
2. Speech is impaired as air wisps out from the wound for 2d6 weeks. Facial Charisma suffers - 15 for this duration.

32-34% Obicularis Oculi, called a sphincter muscle surrounds the eye, lying in the tissue of the eyelid.

1. Roll to determine on left or right side.
2. Opponent’s eye is not gashed by the hacking weapon, though the surrounding muscle is. The appropriate eye is useless for 2d4 weeks and Facial Charisma suffers - 25.

35-39% Platysma or straining muscles connecting lower neck to chest and shoulder.

1. Roll to determine the left or right side.
2. The side of the opponent’s lower neck is hacked, severing some straining strands of this muscle. Their head is unable to look in the direction of the damaged side for 3d6 weeks.

40-41% Tongue

Opponent’s tongue is hacked, making each short phrase spoken only 15% likely to be understood, until it heals in 2d6 weeks. If a certain phrase is not understandable, it will not be understandable to anyone else while the tongue is injured.

42-43% Facial nerve or seventh cranial nerve branches out across the face performing both motor and sensory functions.

1. Roll to determine on left or right side.
2. Opponent’s side of face is temporarily paralyzed for 3d4 days.

44% Ear orifice

1. Roll to determine the left or right ear orifice.
2. The hacking weapon enters the ear orifice and (70% likely) ruptures the ear drum. If so, this ear will never hear again unless Wish is applied.
3. If this occurs with a Size M weapon or larger, there is a 30% chance the weapon could go further and into the brain, killing them instantly.

45% Bridge of nose between the eyes.

The bridge of cartilage breaks and the tear ducts overwhelm the eyes. The opponent is reduced to blindfighting or a - 20 penalty to all attack rolls for 1d8 hours. Thereafter, they will suffer only - 5 attack penalties and - 10 Facial Charisma for 2d4 weeks while it heals.

46% Nasal Bone and cartilage

Opponent must pass a Health check at a TH of 30. Failure means the broken nose is launched into the brain, killing them instantly. If passed, the nose is only broken and the tear ducts overwhelm the eyes. The opponent is reduced to Blindfighting (see *Chap. 8: Skills*) or a - 20 penalty to all attack rolls for 1d8 hours. Thereafter, they will suffer only - 5 attack penalties and - 10 Facial Charisma for 2d4 weeks while it heals.

47-48% Esophagus or muscular tube carrying food from the throat to the stomach.

Opponent’s food tube is severed, and consequently, the victim will not eat (only drink) for 3d4 weeks.

☞ Hacking Heads ☞

49-58% Sternocleidomastoid is a long muscle in the side of the neck.

1. Roll to determine on left or right side.
2. The side of the neck is sliced, and for 2d6 days the opponent cannot turn their neck in the direction of the wounded muscle.

59% Thyroid cartilage, more prominent in men than women due to sexual hormones, protects the larynx or voicebox.

Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their Current Armor suffers a - 15 penalty.

60-62% Larynx or voicebox

Opponent's voicebox is gashed. First, they cough profusely for 3d6 rounds and are unable to attack as they gasp for air. During the coughing, their Current Armor suffers a - 15 penalty. After the coughing, the opponent realizes they are permanently unable to speak unless Wish is applied.

63-65% Cervical vertebrae form the upper spine in the neck.

1. There are 7 cervical vertebrae. Roll 1d8 (rerolling 8's) to determine which is hit.

Let 1=base of skull while 7=base of neck.

2. This vertebra is hopelessly crushed and the opponent must pass a Health check at TH 65 or become paralyzed in 1d6 locations. Thereafter, determine the locations:

- 1=right leg
- 2=left leg
- 3=torso
- 4=right arm
- 5=left arm
- 6=head

This paralysis is permanent unless Lesser Mending or greater magic is applied.

66-67% Cranium, parietal lobe or side of skull.

1. Roll to determine left or right side.
2. The side of the skull is gashed. The opponent immediately falls to the ground, unable to react. Though the brain is unaffected, they must pass a Health check at TH 90 to remain conscious. If passed, they may be somewhat aware of their surroundings, but they are unable to move.

68% Cranium, occipital lobe or back of skull.

The opponent is hacked in the back of the head and they immediately fall to the ground, unable to react. They are 50% likely to go blind and must pass a Health check at TH 90 to remain conscious. If passed, they may be aware of their surroundings (if they can still see), but they are unable to move.

69-70% Cranium, frontal lobe or front of skull.

The opponent is hacked in the forehead, penetrating the frontal skull. Immediately, they fall to the ground and are unable to react. They are only 10% likely to acquire a mental illness. If they do, refer to **Table 5-4: Random Mental Illness** in **Chapter 5: Mind**.

71-77% Occipitalis or large muscle on side of head connected to frontalis or forehead.

1. Roll to determine left or right.
2. While the skull is not cracked, the hacking weapon scrapes alongside the skull, raking off the muscle. Opponent must pass a Health check at TH 50 or fall unconscious for 1d8 hours.

78-80% Frontalis (Forehead)

While the skull is not penetrated, the forehead muscle is scraped off from a lateral impact. Facial Charisma suffers - 15 until it heals 2d4 weeks later.

Artwork Here

81-82% Eyes

1. Roll to determine the left or right eye.
2. The opponent permanently loses eyesight in this eye, unless limited wish or greater magic is applied.
3. The opponent must pass a Health check at TH 95 or the hacking weapon continues past the eye and into the brain, killing them instantly.

83-90% Temple

1. Roll to determine the left or right temple.
2. Opponent must pass a Health check at TH 95 to remain alive. If passed, they only fall unconscious for 3d8 hours.

91-93% Trachea or windpipe begins immediately below the larynx and descends to the sternum.

Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their Current Armor suffers a - 15 penalty.

94-96% Brain

1. Roll to determine the left or right brain.
2. If the left brain is hacked, then Language, Math, and Analytic Intelligence suffer a permanent - 30. There is a 50% chance of developing Depression (see *Chap. 5: Mind*).
3. If the right brain is hacked, then Spatial Intelligence and Intuition suffer a permanent - 45. There is a 50% chance of developing Schizophrenia (see *Chap. 5: Mind*).
4. For both hemispheres, a Health check at TH 70 must be passed to remain alive due to the hacking weapon slashing the skull and entering the brain.

97% Jugular vein, one on either side of the neck, supplies deoxygenated blood back to the heart from the head. They are deep inside the neck and seldom injured.

1. Roll to determine the left or right jugular vein.
2. As the hacking weapon passes, blood begins gushing forth with each pulse of the opponent's heart. Each round the opponent loses 1d8 hit points until either death, extremely proficient bandaging, or curative magic.

98% Brainstem

The opponent's brainstem, and therefore the skull and also the brain, are hacked. They must pass a Health check at TH 99 or die. If they live, they will be invalids unless a Wish is cast, bringing them back.

99% Pituitary gland located in center of skull just behind the bridge of the nose; it is about the size of a pea and is responsible for hormones affecting growth, sexual development, metabolism, and the system of reproduction.

The opponent's pituitary gland is hacked. They must pass a Health check at TH 99 or die. If they live, they will be invalids unless Wish is cast, saving them.



100% Dismemberment! Decapitation! The head has been completely and permanently hacked from the rest of the body. Roll 1d100 to determine the direction in which the head falls:

01-30 Forward, landing either at their toes or 1d6 feet in front of them and rolling 1d12 feet before stopping.

31-40 The head rolls off their right shoulder, landing on the ground within 1d6 feet and rolls 1d12 feet before stopping.

41-50 The head rolls off their left shoulder, landing on the ground within 1d6 feet and rolls 1d12 feet before stopping.

51-80 Backward, the head may bounce off their ass cheeks on the way to the ground. The head will land within 1d6 feet of their heels and roll 1d12 feet before stopping.

81-100 The head has been so cleanly severed that it does not immediately fall, but remains positioned atop the neck. As the headless body falls, the severed head will separate and fall on its own. Reroll this percentile roll if desired to determine in which direction the head falls from the body.

The headless body of the victim will spray blood out of its neck, gushing with every beat of its dying heart as it falls lifelessly to the ground. The appendages of the body may twitch and spasm for up to two minutes. The severed head may live for 3d20 rounds. While a severed head is still alive, the brain may think and the eyes may open and fixate on objects. Due to no throat or lungs, severed heads may not speak dying words.

Artwork Here

Pounding Legs

- 01% Plantaris or small muscle in back of knee.
Opponent is driven to the ground from a blow behind the knee. Damage results from the force of meeting the ground, mostly on their knee. You gain the initiative on them next round.
- 02-04% Plantar digital nerve is located on the inner side of the big toe.
Opponent's leg is disabled for 1d4 rounds, yielding 1/4 Movement rate.
- 05-07% Femoral nerves supply motor impulses to the thighs and legs, while receiving sensory input as well.
Opponent's leg is disabled for 1d6 rounds, yielding 1/4 Movement rate.
- 08-11% Common plantar digital nerve extends into each of the toes.
Opponent's foot is disabled for 1d4 days, yielding 1/2 Movement rate.
- 12-13% Distal phalanges or smallest bone at the end of the toes.
1. Roll 1d6 (rerolling 6's) to determine which phalange. Let 1 = big toe.
2. Opponent's foot is disabled for d2 days, yielding 1/2 Movement rate.
- 14-15% Middle phalanges or middle bone in toe (non-existent in the big toe).
1. Roll 1d4 to determine on which phalange (does not include big toe). Let 1 = pinky toe.
2. Opponent's foot is disabled for (d2+1) days, yielding 1/2 Movement rate.
- 16-17% Proximal phalanges or bone in toe closest to foot.
1. Roll 1d6 (rerolling 6's) to determine on which phalange. Let 1 = big toe.
2. Opponent's foot is disabled for 1d4 days, yielding 1/2 Movement rate.
- 18% Extensor muscles each serve to extend a toe downward and are located near the largest joints of the toes.
1. Roll 1d6 (rerolling 6's) to determine which toe is affected. Let 1 = big toe.
2. Opponent's foot is disabled for 1d4 days, yielding 3/4 Movement rate.
- 19% Vastus medialis or muscle along the lower and inner thigh.
While the opponent's leg isn't broken, they are driven sideways to the ground. You gain initiative on them in the next round.
- 20% Hallux, located on the lower portion of the frontal lower leg and top of foot, it is a long, thin, vertical muscle that moves the big toe.
Opponent's leg is disabled for 1d4 days, yielding 1/4 Movement rate.
- 21-22% Metatarsophatangeal joint or knuckles connecting the metatarsals and phalanges.
1. Roll 1d6 (rerolling 6's) to determine which knuckle. Let 1 = big toe.
2. Opponent's foot is disabled for 1d6 weeks, yielding 1/4 Movement rate.
- 23% Soleus on the back of the lower leg forms the lower portion of the calf.
Opponent's leg is swept from underneath them and they fall harshly to the ground below. You have initiative on them in the next combat round.
- 24-26% Peroneus longus; a long, strap-like muscle located on the outside of the lower leg.
Opponent's leg is swept from underneath them and they fall harshly to the ground below. You have initiative on them in the next combat round.
- 27% Gastrocnemius muscle on the back of the lower leg forms the upper portion of the calf.
Opponent's leg is swept from underneath them and they fall harshly to the ground below. You have initiative on them in the next combat round.
- 28% Gracilis muscle or inner thigh near the groin.
Opponent must pass a Health check at TH 50 or be stunned for 1 round, unable to react. In either case, they temporarily fall to the ground.
- 29% Pectineus muscle connects the thigh to the torso in front, flexing when one brings their thigh up toward their body.
Opponent falls forward and to the ground.

☞ Pounding Legs ☞

30% Tibialis anterior muscle covers the shin.

Opponent falls backwards to the ground. You will have initiative on them in the next combat round.

31-34% Vastus lateralis or muscle along the outside of the thigh.

Opponent falls sideways to the ground. You will have initiative on them in the next combat round.

35-40% Hamstring muscles cover the back of the thighs and are comprised of three parallel muscles: biceps femoris, semitendinosus, and semimembranosus. These have been listed from largest to smallest and from middle to inside of leg.

1. If desired, roll 1d6 to determine which of the three hamstring muscles are hit (1-3 biceps femoris, 4-5 semitendinosus, 6 semimembranosus).

2. Opponent is driven forward and to the ground. You will have initiative on them in the next round.

41-46% Rectus femoris or central thigh muscle.

Opponent is driven backwards and to the ground. You will have initiative on them in the next round.

47% Flexor digitorum brevis muscle is along the central underside of the foot and when flexed, extends the foot such as when standing on tippy-toes.

Opponent's foot is disabled for 1d4 weeks, yielding $\frac{1}{4}$ Movement rate.

48-54% Fibia or smaller and outermost of two main lower leg bones.

Opponent's leg is disabled for 1d6 weeks, yielding $\frac{1}{4}$ Movement rate.

55-64% Tibia or shin bone, largest of two main lower leg bones.

Opponent's leg is disabled for 2d4 weeks, yielding $\frac{1}{4}$ Movement rate.

65-84% Femur or thigh bone, longest bone in the body.

Opponent's leg is disabled for 3d4 weeks, yielding $\frac{1}{4}$ Movement rate.

85-88% Tarsal bones or ankle bones include tarsus, calcaneus, talus, navicular, cuboid, lateral cuneiform, intermediate cuneiform, and medial cuneiform.

1. If desired, roll 1d8 to determine which ankle bone the pounding is centered upon.

2. Opponent's ankle is shattered, limb is disabled for 4d4 weeks and they are limited to crawling or crutches, though unless Lesser Mending or greater magic is applied, their Movement rate will never heal beyond $\frac{3}{4}$.

89-92% Patella or kneecap

Opponent's leg is disabled, breaking as it bends backward or sideways (attacker's choice). Leg is unusable for 4d4 weeks and they are limited to crawling or crutches, and furthermore, unless Lesser Mending or greater magic is applied, their Movement rate will never heal beyond $\frac{1}{2}$.

93-99% Metatarsals or foot bones between ankle and toes and held in an arch.

1. Roll 1d6 (rerolling 6's) to determine which metatarsal is the focus of the pounding impact. Let 1 = big toe metatarsal.

2. Opponent's foot is disabled for 4d4 weeks, as the metatarsals shatter into hundreds of pieces, never to be repaired unless Lesser Mending or greater magic is utilized. Until such magic, the opponent will never attain more than $\frac{1}{4}$ their original or normal Movement rate.

100+% Calcaneal tendon, also known as the Achilles tendon; the thickest, strongest, and most exposed human tendon; it connects the calf muscle to the heel bone.

Opponent's leg is disabled indefinitely, the foot flops about now beyond all attempts for control. The opponent may now only move about by crawling or crutches, and even when used to it, crutches will be bothersome. A Greater Mending spell or greater magic is needed to restore one's calcaneal tendon to its original and unharmed condition.

Pounding Torsos

01% Omentum or fatty fold of membrane hanging in front of intestines

1. If the opponent is obese, fat may emerge from their wound.
2. Otherwise, there is no special effect from this blow other than the damage.

02% Appendix, (on right side only) a troublesome organ attached to the bottom of the large intestine.

Though the organ does nothing useful, it can be quite painful, especially when pounded upon. The opponent suffers -5 to Health for 1d4 days.

03% Nipple and/or Areola (darker area surrounding the nipple)

1. Roll to determine the left or right nipple.
2. The opponent's specified nipple is squished, while the corresponding breast is bruised, causing - 10 to Strength for actions involving that arm.

04% Anus

The opponent's orifice was pounded, causing them to feel pain during the following 2d4 days involving defecating and, if female, alternative sexual practices.

05% Rectum or short muscular tube for storage of excretions

The opponent's poop-chute was pounded, causing them to feel pain during the following 2d4 days involving defecating and, if female, alternative sexual practices.

06% Cowper's (bulbourethral) glands are about the size of peas and produce a lubricating fluid when sexually aroused (males only).

Close together and most likely hit together, these injured glands necessitate a Health check at TH 50 from the opponent. If passed, they only suffer the effects of damage. If failed, they fall to their knees, stunned for 1d4 rounds.

07% Stomach

The opponent must pass a Health check at TH 50 or vomit profusely; warm, acidic, and undigested food launches upon the attacker causing the crucial hit, who in turn must pass an Agility check at TH 65 to avoid the flying puke. Otherwise, the opponent will not feel hunger for one full day.

08% Gallbladder (on right side only) is a small organ between the liver and intestines which creates bile.

The opponent must save versus poison, or the bile created by the gallbladder leaks into nearby organs, causing nausea and a - 10 to all attack rolls for 1d4 hours.

09% Adrenal gland is above the pancreas in the right portion of the body. It is responsible for sexual hormones and steroids.

The opponent must pass a Health check at TH 50. If passed, they now fight with - 10 to all attack rolls for 1d4 hours due to a lack of necessary adrenaline. If failed, they receive a temporary boost of adrenaline, allowing them to fight with a + 10 to all attack rolls on the following round, but thereafter also suffer - 10 to all attack rolls and must pass Health checks at TH 50 each minute for ten minutes to avoid going unconscious. Eight hours of bed rest should bring their body back to equilibrium.

10% Mammary glands or breasts

1. Roll to determine on left or right breast.
2. If female, the opponent must save vs. paralysis or be stunned for 1d4 rounds. Either way, she will suffer - 15 to all attack rolls for 2d4 rounds with the appropriate arm.
3. If male, the opponent's chest is bruised and any ensuing actions involving that arm will suffer - 10 to all attack rolls for 1d4 rounds.

Pounding Torsos

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| <p>11-12% Gluteus maximus, strongest muscle of the body.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right cheek. 2. Opponent is slowed to $\frac{3}{4}$ Movement rate for 1d10 hours and will find sitting to be a painful experience. | <p>18% Liver or largest gland in the body located at the top of the abdomen which purifies blood.</p> <p style="padding-left: 20px;">Opponent begins feeling weak, suffering - 10 Strength for 2d6 hours until the blood becomes properly purified.</p> |
| <p>13% Serratus Anterior muscles are between the pectoralis major and latissimus dorsi, serving to pull down and forward on the shoulder blade.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer - 5 to all attack rolls for 1d4 hours. | <p>19% Bladder is in the lower center of torso, receives waste from kidneys, and transmits it to the urethra or urinary tract for expulsion.</p> <p style="padding-left: 20px;">While the opponent's system is in the fight-end of 'fight or flight', this triggers the need to urinate. The opponent begins urinating down their leg for d2 minutes, and suffers a - 10 to all attack rolls while urinating.</p> |
| <p>14% Teres major covers the lower portion of the scapula, assisting in bringing the arm to one's side.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer - 10 to all attack rolls for 2d4 hours. | <p>20% Spleen (on left side only) on top of abdomen stores emergency blood and produces some of white blood cells.</p> <p style="padding-left: 20px;">Opponent bleeds internally and uncontrollably. A Health check must be passed at TH 80 or they must fall unconscious and lose 1 LP per round until death unless curative magic is applied. If passed, the opponent remains conscious, but feels nauseated for 2d6 weeks and suffers - 15 to all attack rolls.</p> |
| <p>15% Large Intestine or colon (actually very small) lies between the stomach and small intestine.</p> <p style="padding-left: 20px;">Opponent becomes constipated if they survive this combat. Otherwise, there is no special effect besides damage.</p> | <p>21% Pectoralis minor muscles run vertically, allowing one to move their scapula up and down.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer - 10 to all attack rolls for 1d4 days. |
| <p>16% Small Intestine (very large, on average 21' long in an adult human).</p> <p style="padding-left: 20px;">Opponent is disoriented due to persistent naval pains for 2d4 hours that cause - 5 to all attack rolls and diminish the Movement rate to $\frac{3}{4}$.</p> | <p>22-23% Rectus abdominis, a long vertical, flat muscle extending the length of the abdomen and used for sit-ups.</p> <p style="padding-left: 20px;">Opponent's torso is restricted in movement; they cannot lean backwards or forwards, which results in a - 10 to all attack rolls for 1d4 weeks.</p> |
| <p>17% Pancreas is right behind the stomach and similar in size. It secretes digestive juices, insulin, and bicarbonate which neutralizes stomach acid.</p> <p style="padding-left: 20px;">Opponent suffers from heartburn for 2d6 hours which is severe enough to warrant a - 5 to all attack rolls.</p> | |

☞ Pounding Torsos ☜

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| <p>24-25% Pectoralis major or chest muscle</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Opponent suffers a - 15 to all attack rolls involving the appropriate arm for 1d4 days. <p>26-30% Trapezius is a large muscle spanning the back of a character's neck, stretching behind the collarbones, and covering the central back.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Opponent suffers a - 10 to all attack rolls involving that side of the body at all for 1d6 weeks. <p>31-33% Latissimus dorsi is along one's side behind the serratus anterior and covering the sides of the back; these muscles usually pull one's arms toward their back as in rowing or swimming.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Opponent suffers a penalty of - 10 to their Current Armor for 3d4 weeks and is subject to constant complaining of lower back pains. <p>34% Kidneys located on the sides of the lower back, these organs filter blood.</p> <ol style="list-style-type: none"> 1. Roll to determine which kidney, on their left, or on their right. 2. Opponent suffers a penalty of - 10 to their Current Armor and additionally suffers - 10 to Health, both for 1d6 weeks. <p>35% Coccyx or tail bone.</p> <ol style="list-style-type: none"> 1. Opponent is unable to sit comfortably in any fashion for 1d6 weeks due to a chipped bone. 2. Opponent must also pass a Health ability check at TH 70 or be stunned for 1d4 rounds. <p>36-40% Scapula or shoulder-blade bone.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Due to a shattered bone, the opponent suffers - 15 to all attack rolls that require use of the appropriate arm for 2d6 weeks. | <p>41% Ischium or lowest of three pelvic bones.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side of pelvis. 2. Due to shattered pelvic base, the opponent's move is restricted to crawling, or after proper attention, crutches for a duration of 1d6 months, after which they will recover to ½ Movement rate. Magical healing of at least Lesser Mending or greater is necessary to fully recover. <p>42% Pubis or the smallest of three pelvic bones.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side of pelvis. 2. Due to a shattered pelvic side, the opponent is restricted to crawling, or after proper attention, crutches for a duration of 2d4 months, after which they will recover to ½ Movement rate. Magical healing of at least Lesser Mending or greater magic is necessary to fully recover. <p>43-47% Ilium, hips, or the uppermost of three pelvic bones.</p> <ol style="list-style-type: none"> 1. Roll to determine the left or right hip. 2. Due to a shattered hip, the opponent is restricted to crawling, or after proper attention, crutches for a duration of 3d4 months, after which they will recover to ½ Movement rate. Magical healing of at least Lesser Mending or greater magic is necessary to fully recover. <p>48-49% Manubrium or upper third of sternum.</p> <ol style="list-style-type: none"> 1. Due to a shattered upper sternum, many upper ribs are disconnected. The opponent collapses to the ground and only retain motor control of their head, very limited neck movement, and their legs are unhindered. The rest, however, is unusable. 2. Worse, they must pass a Health check at TH 60 roll or fall unconscious. 3. This wound will not heal on its own and requires Lesser Mending or greater magic to be cast. |
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Pounding Torsos

50% Xiphoid process or lower tip of sternum.
 1. The lower tip of the sternum breaks free from the remainder of the sternum. A Health check must be passed at TH 65 or the broken tip pierces the heart, killing the opponent instantly.

2. If passed, the opponent must pass a Health check at TH 50 or fall unconscious. They will awaken in 1d8 hours and this damage can only be healed magically, though any curative magic will suffice.

51% Fallopian tubes connect the ovaries and the uterus (Females only).

1. Roll to determine on left or right side of body.

2. This tube has been crushed shut, and while the Life Points will heal in time, the tube itself will never repair itself well enough to be usable. Therefore, healing magic is required to restore odds of the possibility or capability of pregnancy from 50% to 100% again.

3. This female will not desire sex for 1d4 months.

52% Ovaries produce eggs, estrogen, and progesterone, and are walnut in size (females only).

1. Roll to determine on left or right side of body.

2. This ovary has been permanently crushed, unless a Wish is cast concerning the ovary. Without such magic, their chance of pregnancy and sexual drive has just been reduced to 50%.

53% Lung (note, the left lung is smaller since it encircles the heart.)

1. Roll 1d6 to determine whether left (1-2) or right (3-6) lung was hit.

2. The opponent's lung has permanently collapsed, which causes the following adjustments: - 10 Strength, - 15 Health, and delimited to $\frac{3}{4}$ Movement rate. Only through Greater Healing or higher magic may this lung function again. If both lungs collapse, the opponent suffocates within 1d4 minutes.

54% Clitoris (females only).

The female opponent must pass a Health check at TH 90 penalty or fall unconscious from the pain for 1d6 hours. If passed, she must pass a Health check at TH 60 or be stunned for 1d4 rounds. Under all conditions, the affected female will not desire sex for 3d6 weeks.

55% Vagina or penis receptacle (females only).

As her vagina collapses, crushed from the pounding damage, the female opponent must pass a Health check at TH 70 or be stunned for 1d10 rounds. Further, the tissue of the vagina may heal in 2d6 weeks, but the vagina will not heal well enough to function, other than to accommodate the smallest of men. Only through Greater Healing or higher magic can the vagina fully recover. Under all circumstances, this female will not desire sex for 3d6 weeks.

56% Vulva or external female genitalia including the outer lips.

This female opponent's inner and outer lips swell from the impact and she must pass a Health check at TH 60 or be stunned for 1d4 rounds. In fact, due to significant swelling, some may assume from the bulge that she is a disguised man (15%). Though the swelling will return to normal in 2d8 days, she will not desire sex for 3d6 weeks.

57% Penis

The opponent's pounded penis swells and renders him incapable of an erection for 3d6 days, though his sexual desire will most likely persist. On the bright side, his clothed crotch will seem larger. Nonetheless, the opponent must pass a Health check at TH 70 or be stunned for 2d4 rounds.

58% Glans or head of penis

The opponent's pounded penis head swells and renders him incapable of an erection for 2d4 weeks, though his sexual desire will most likely persist. On the bright side, his clothed crotch will seem larger and boost his Bodily Attractiveness by 10 when seeking wenches, even if he undresses before them. Nonetheless, the opponent must pass a Health check at TH 70 or be stunned for 2d4 rounds.

59% Uterus, or womb, connects the vagina and the fallopian tubes.

1. If pregnant, take the number of months pregnant (for a human) times 10, convert the number directly into percent, and then roll percentile dice. This number must be exceeded for her to remain alive. Even if she lives, the unborn child must make a Health check at TH 80 or die.

2. The womb collapses, and while the tissue may heal in 3d6 weeks, the womb will not heal well enough to function again, and if she attempts pregnancy, she will always have a miscarriage. The only means to full recovery is by casting a Wish spell.

60-64% Clavicle or collar bone.

1. Roll to determine on left or right side.

2. As this is the most painful bone in the body to break, the opponent must pass a Health check at TH 90 or fall unconscious for 1d8 hours. If this is passed, they must still pass a Health check at TH 70 or be stunned for 3d4 rounds. Otherwise, until naturally healed 3d6 weeks later, the opponent's appropriate arm will be unusable and will overall suffer a - 5 Strength.

65% Sacrum is the bone connecting the lowest lumbar of the spine to the coccyx and iliums.

The opponent's spine is separated from the pelvis and tail bone and they fall to the ground, their upper body unable to support even its own weight. They must pass a Health check at TH 90 or fall unconscious for 2d8 hours. If passed, they must pass a Health check at TH 80 or lie on the ground stunned for 3d4 rounds. Otherwise, they are incapable of movement except crawling and may move their arms, though not their legs. This wound will never heal unless a Lesser Mending or greater magic is applied.

66-70% Thoracic vertebra forming the middle spine in the chest area and each connect to ribs.

1. There are twelve thoracic vertebrae. Roll 1d12 to determine the specific vertebra. Let 1 = the highest thoracic vertebra, just below the neck.

2. This vertebra is hopelessly crushed, though the rib that attaches on its left and on its right must both pass a Health check at TH 60 or fracture as well.

3. Next, the opponent must pass a Health check at TH 60 or become paralyzed in 1d6 body locations. Then determine which locations. Let:

- 1=right leg
- 2=left leg
- 3=torso
- 4=right arm
- 5=left arm
- 6=head

This paralysis is permanent unless Lesser Mending or greater magic is applied.

Artwork Here

Pounding Torsos

71-75% Lumbar vertebrae forming the lower spine.

1. There are five lumbar vertebrae. Roll 1d6 (rerolling 6's) to determine the specific vertebra. Let 1=base of skull and 6=the lower neck.
2. This vertebra is hopelessly crushed and the opponent must pass a Health check at TH 65 or become paralyzed in 1d6 locations. Thereafter, determine which locations.

- 1=right leg
- 2=left leg
- 3=torso
- 4=right arm
- 5=left arm
- 6=head

This paralysis is permanent unless Lesser Mending or greater magic is applied.

76% Cervical nerves connect the cervical or upper spine with the brain.

1. There are 8 pairs of cervical nerves. Roll 1d8 to determine which is pinched.
2. Roll to determine what the pinched nerve controls:

1. Motor control of arms.
2. Motor control of legs
3. Involuntary functions such as breathing [resulting in (1-4) coma or (5-6) death]
4. Motor control of torso

77% Lumbar nerves connect the lower back with the brain.

1. There are 5 pairs of lumbar nerves. Roll 1d6 (rerolling 6's) to determine which is pinched.
2. Roll to determine what the pinched nerve controls:

1. Motor control of arms
2. Motor control of legs
3. Involuntary functions such as breathing [resulting in (1-3) coma or (5-6) death]
4. Motor control of torso

78% Thoracic nerves (12 pair) connect the middle back with the brain.

1. There are 12 pairs of thoracic nerves. Roll 1d12 to determine which pair is pinched.
2. Roll to determine what the pinched nerve controls:

1. Motor control of arms
2. Motor control of legs
3. Involuntary functions such as breathing [resulting in (1-2) coma or (4-6) death]
4. Motor control of torso

79% Axilla, or armpit region, supplied heavily with blood from the axillary artery.

1. Roll to determine on left or right side.
2. Opponent must pass a Health check at TH 60 or the artery bleeds internally. If failed, the blood may (10% chance) begin to fill the lungs, and if it does, they will drown in their own blood on the inside in (1d4 + 6) rounds. If Greater Healing is cast within this time, they will avoid death, though they may still fall unconscious.

80-94% Ribs (12 pair or 7 true pair and 5 false pair whose cartilage does not reach the sternum directly, though the last two pair have no cartilage attachments at all and are called floating ribs).

1. Roll 1d12 to determine on which rib the blow was centered:
 - 1-7 = true pairs
 - 8-10 = false pairs with cartilage
 - 11-12=floating ribs
2. Roll to determine whether the blow landed on their left or right side.
3. The limbs on the same side of the body are unusable for 2d6 months, and the other side will still suffer a - 15 to Strength. Magical healing of Greater Mending or greater magic may heal this wound.

95-98% Body, or main middle portion, of sternum.

1. Due to a shattered sternum, the 7 upper or true pairs of ribs are all disconnected. The opponent collapses to the ground and only retains motor control of their head, very limited neck movement, and their legs are unhindered. The rest, however, is unusable.

2. Worse, they must pass a Health check at TH 90 or fall unconscious. This wound will not heal on its own and requires magical healing of Lesser Mending or greater magic.

3. Finally, there is a 10% chance that the heart was pierced with fragments of the sternum bone, causing cardiac arrest and killing them instantly.

99% Testes or testicles; each testis averages 200 million sperm per ejaculation.

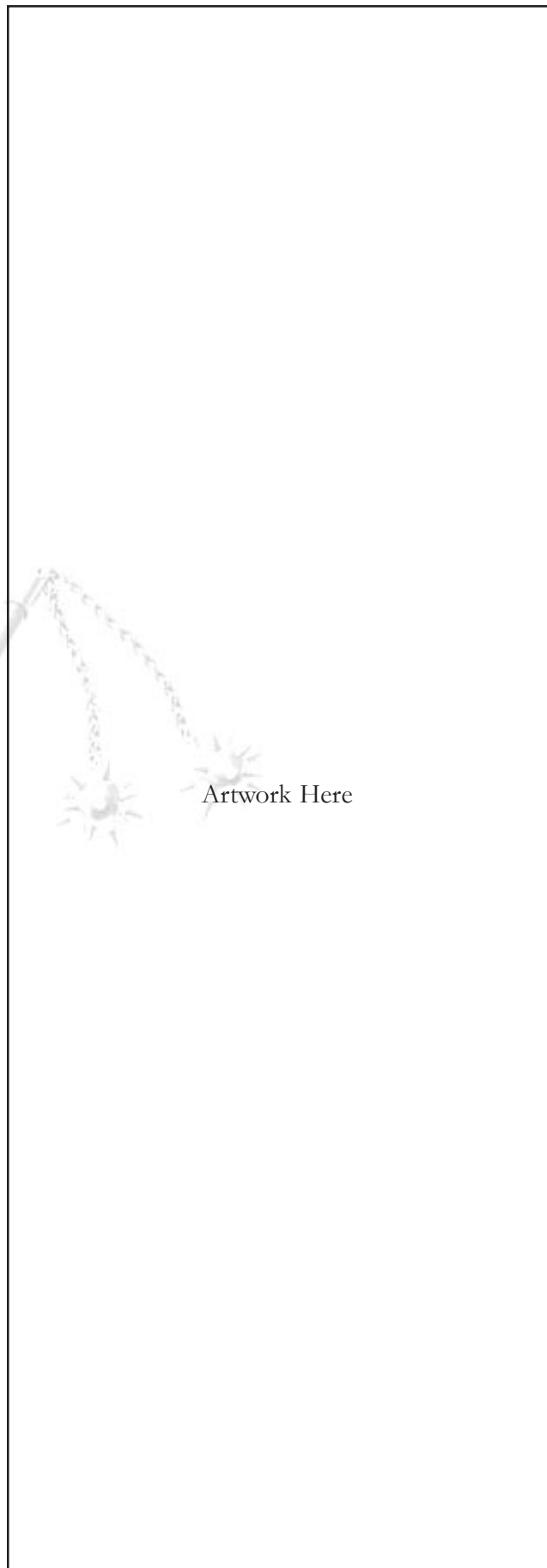
1. Roll to determine whether the left, right, or both were crushed: (1-2/3-4/5-6)

2. If only one testis is crushed, then the opponent must pass a Health check at TH 90 or fall unconscious for 2d8 hours. Otherwise, while awake he will suffer - 15 Strength, - 15 Agility, and - 15 Drive. Further and worse, he must pass a Health check at TH 70 or die. Finally, this testis will never function again unless Wish is cast. Otherwise, it is possible to ejaculate (when it heals) with only one testis. Regardless, his voice is noticeably higher in pitch.

3. If both testes are crushed, then the opponent must pass a Health check at TH 95 or fall unconscious for 3d8 hours. Otherwise, while awake he will suffer - 20 Strength, - 20 Agility, and - 20 Drive. Further and worse, he must pass a Health check at TH 80 or die. Finally, his testicles will never function again (unless Wish is cast) and his voice will be noticeably higher in pitch.

100+% Heart is about the size of your fist

The character must pass a Health check at TH 90 or die.



Pounding Arms

01% Distal phalange or smallest bone at end of finger.

1. Roll 1d6 to determine which fingertip is bludgeoned (rerolling 6's). Let 1=thumb and 5=pinky.

2. Opponent's fingertip is shattered and they will suffer - 10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.

02-03% Middle phalange or middle bone of fingers (does not exist in our thumbs).

1. Roll 1d4 to determine which finger is bludgeoned. Let 1=index finger and 4=pinky.

2. Opponent's finger is shattered and they will suffer - 10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.

04-06% Proximal phalange or bone in finger closest to palm.

1. Roll 1d6 (rerolling 6's) to determine which finger is bludgeoned. Let 1=thumb and 5=pinky.

2. Opponent's finger is shattered and they will suffer - 15 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.

07-08% Extensor carpi radialis muscle is close to the wrist on front or top of forearm.

Opponent's lower forearm is bruised and when used, suffers - 10 Strength until healed in 2d4 weeks.

09-10% Lumbrical muscles in palm of hand and one to contract each finger.

1. Roll 1d6 (rerolling 6's) to determine which muscle was crushed. Let 1=thumb and 5=pinky.

2. Opponent's palm was bludgeoned and the appropriate finger is unusable while the hand in question suffers - 15 Hand-Eye Coordination and - 10 Strength for 2d4 days.

11-12% Brachialis muscle is on the thumb side of upper arm below the bicep on the outer arm.

Opponent's upper and inner forearm is bludgeoned, causing a loss of 10 Strength for 2d4 days.

13-15% Brachonadialis muscle is close to the elbow on front or top of forearm.

Opponent's upper and outer forearm is bludgeoned, causing a loss of 5 Strength for 3d4 days.

16-17% Flexor carpi radialis muscle is close to the elbow on inside of forearm.

Opponent's upper and inner forearm is bludgeoned, causing a loss of 10 Strength with use of this arm for 2d4 days.

18-19% Flexor carpi ulnaris muscle is close to the wrist on inside of forearm.

Opponent's lower and inner forearm is bludgeoned, causing a loss of 10 Strength and 5 Hand-Eye Coordination with use of this arm for 2d4 days.

20-21% Flexor Retinaculum or wrist muscle on the inside of the forearm.

Opponent's wrist bones are not broken, but the muscle is badly bruised, causing a loss of 15 Strength and 15 Hand-Eye Coordination with use of this arm for 3d4 days.

22-24% Ulnar nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is useless for 1d6 weeks.

25-27% Median nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is useless for 2d6 weeks.

28% Palmar nerves supply impulses to the sides of the fingers.

Opponent suffers no loss of Strength with this arm or hand, but a loss of 30 Hand-Eye Coordination for 2d4 weeks.

29-31% Radial nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is useless for 1d6 months.

☞ Pounding Arms ☞

32-36% Deltoid or outer shoulder muscle of upper arm.

With the shoulder muscle bludgeoned, the opponent suffers - 15 Strength with this arm for 2d6 days.

37-41% Triceps brachii or muscle on back of the upper arm.

Opponent's arm suffers - 15 Strength when used in the next 2d6 days.

42-46% Biceps brachii or muscle on front of upper arm.

Opponent's arm suffers - 15 Strength when used in the next 2d6 days.

47-52% Metacarpals or bones through palm connecting the wrist to the fingers.

1. Roll 1d6 (rerolling 6's) to determine which metacarpal in the palm is the focus of the bludgeoning.

2. This finger is unusable for 2d6 weeks and the hand suffers - 20 Hand-Eye Coordination in the meantime.

53-62% Radius or shorter forearm bone on the thumb side of the arm.

Opponent's arm is useless for 2d6 weeks.

63-76% Ulna or longer forearm bone closest to body when arms hang freely and palms facing forward.

Opponent's arm is useless for 2d8 weeks.

77-96% Humerus or upper arm bone.

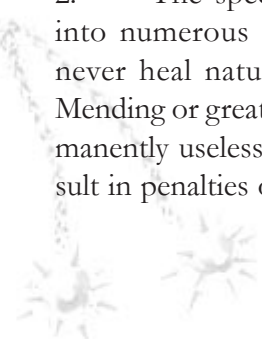
Opponent's arm is useless for 3d6 weeks.

97+% Carpals or wrist bones arranged in two rows of four: (upper row) triangular, pisiform, lunate, scaphoid, (and lower row) hamate, capitate, trapezoid, and trapezium.

1. Roll to determine which carpal is the focus of the bludgeoning:

1. triangular (upper row closer to forearm)
2. pisiform
3. lunate
4. scaphoid
5. hamate (lower row closer to hand)
6. capitate
7. trapezoid
8. trapezium

2. The specified wrist bone shatters into numerous small fragments and will never heal naturally, but requires Lesser Mending or greater magic. The hand is permanently useless and attempts at usage result in penalties of - 60.



Artwork Here

Pounding Heads

- 01% Scalp
A large portion of opponent's scalp was scraped away as the pounding tool caught it and ripped the flesh. Opponent suffers - 15 Facial Charisma until bandaged, then only - 10.
- 02% Galea Aponeurotica or muscle on top of head underneath scalp.
A large portion of opponent's scalp and muscle are scraped away as the Pounding tool catches and rips the flesh. Opponent suffers - 15 Facial Charisma until bandaged, then only - 10.
- 03% Mentalis muscle is on the chin and elevates and protrudes the lower lip.
Opponent's chin swells as the mentalis reacts to the blow; Facial Charisma is lowered by 5 until healed. The swelling goes down after 1d4 weeks.
- 04% Nasalis muscle depresses the cartilaginous part of the nose.
Opponent's face swells and suffers - 10 Facial Charisma for 1d4 weeks.
- 05% Rosorius muscle is alongside the mouth, commonly called the "laughing muscle."
1. Roll to determine on left or right side of mouth.
2. Mildly impairing speech, the muscle swells and lowers Charisma by 10 for 1d4 weeks.
- 06% Obicularis Oris, a sphincter muscle that encircles the mouth and is called the "kissing muscle."
1. Roll to determine on left or right side of mouth.
2. Mildly impairing speech, the muscle swells and lowers Charisma by 10 for 1d4 weeks.
- 07-08% Ear Cartilage
1. Roll to determine on left or right ear.
2. Cartilage on outer ear is ripped off, permanently impairing hearing by 50% and Facial Charisma by 15.
- 09% Lip, lower
While not breaking any teeth within, the lower lip swells from the impact and lowers Facial Charisma by 5 for 2d4 days.
- 10% Lip, upper
While not breaking any teeth within, the upper lip swells from the impact and lowers Charisma by 5 for 2d4 days.
- 11% Obicularis Oculi, called a sphincter muscle surrounds the eye, lying in the tissue of the eyelid.
1. Roll to determine on left or right side.
2. Opponent's eye swells shut from the impact, lowering Facial Charisma by 20 for 2d4 weeks.
- 12% Parotid gland or saliva gland between ear and chewing muscle behind jawbone.
1. Roll to determine on left or right side.
2. Opponent's saliva gland is crushed and fails to produce saliva for 2d4 weeks unless curative magic is applied.
- 13% Frontalis (Forehead).
While skull is not cracked, the forehead muscle is scraped off from a lateral impact. Facial Charisma suffers - 15 until it heals 2d4 weeks later.
- 14% Occipitalis or large muscle on side of head connected to frontalis.
1. Roll to determine on left or right side.
2. While skull is not cracked, the pounding tool scrapes the large muscle from the skull. Opponent must pass a Health Check at TH 60 or fall unconscious for 1d8 hours.
- 15% Nasolabial furrow or set of three striated muscles between the lip and eye, parallel to the nose.
1. Roll to determine on left or right side.
2. While the cheek bone was not broken, the nearby muscles swell in response to the pounding and lower Facial Charisma by 15 for 2d4 weeks.

☞ Pounding Heads ☞

- 16-19% Platysma or straining muscles connecting lower neck to chest and shoulder.
1. Roll to determine on left or right side.
 2. The side of the opponent's lower neck swells for 2d4 weeks and their head is unable to look in the direction of the sore muscle.
- 20% Facial nerve or seventh cranial nerve branches out across the face performing both motor and sensory functions.
1. Roll to determine on left or right side.
 2. Opponent's side of the face is temporarily paralyzed for 2d4 days.
- 21% Epiglottis is a flap of cartilage between the tongue and voice box which closes when we swallow, preventing us from swallowing food.
- Opponent coughs uncontrollably for 2d4 rounds while eyes tear. Until this heals in 2d4 days, swallowing will be difficult at best.
- 22% Esophagus or muscular tube carrying food from the throat to the stomach.
- Opponent's food tube is crushed, and as a result, they may not eat solids for 1d4 days.
- 23% Tongue
- Opponent's tongue is crushed, penalizing Enunciation by - 80, until it heals in 2d4 days. If a certain phrase is not understandable, it will not be understandable to anyone else while the tongue is injured.
- 24-26% Teeth, lower
1. Roll 1d20 (rerolling 15's through 20's) to determine which tooth the blow is centered upon. Let 1= rear left and 14= rear right.
 2. If tooth number 4-11, tooth launches out of mouth. If tooth number 1-3 or 12-14, the tooth is loose within the mouth.
- 27-29% Teeth, upper
1. Roll 1d20 (rerolling 15's through 20's) to determine which tooth the blow is centered upon. Let 1= rear left and 14= rear right.
 2. If tooth number 4-11, tooth launches out of mouth. If tooth number 1-3 or 12-14, the tooth is loose within the mouth.
- 30-34% Mandible or jawbone
1. Roll 1d6 to determine if on (1-2) left, (3-4) chin, or (5-6) right.
 2. This portion of the opponent's jawbone is fractured, lowers Facial Charisma by 10, and takes 2d6 weeks to heal naturally.
- 35-36% Maxilla or bone between upper teeth and nose.
- Opponent's maxilla is fractured, lowering Facial Charisma by 2 for 2d6 weeks.
- 37-41% Cheek Bone
1. Roll to determine on left or right side.
 2. Opponent's cheek bone shatters and lowers Facial Charisma by 15 for 2d6 weeks.
- 42-48% Sternocleidomastoid is a long muscle in the side of the neck.
1. Roll to determine on left or right side.
 2. For 2d4 days, the opponent may not turn their head in the direction of the pounded neck muscle.
- 49% Jugular veins, one on either side of the neck, supply deoxygenated blood back to the heart from the head. They are deep inside the neck and seldom injured.
1. Roll to determine on left or right side.
 2. The opponent's jugular is squished. They must pass a Health Check at TH 70 or fall unconscious for 1d4 rounds.
- 50-51% Bridge of nose between the eyes
- The bridge of cartilage breaks and the tear ducts overwhelm the eyes. The opponent is reduced to using the Blindfighting skill (see *Chap. 8: Skills*) to all attack rolls for 1d8 hours. Thereafter, they will suffer only - 10 Facial Charisma for 2d4 weeks while it heals.

52-54% Nasal Bone and Cartilage

Opponent must pass a Health check at TH 70. Failure means the broken nose is launched into the brain, killing them instantly. If passed, the nose is only broken and the tear ducts overwhelm the eyes. The opponent is reduced to the Blindfighting skill (see *Chap. 8: Skills*) for all attack rolls for 1d8 hours. Thereafter, they will suffer only -10 Facial Charisma for 2d4 weeks while it heals.

55% Ear Orifice

1. Roll to determine the left or right ear.
2. The bludgeoning blow impacts the ear squarely, causing internal pressure to (50% likely) rupture the eardrum. If so, that ear will never hear again unless Wish is cast on the wound.

56-58% Trachea or windpipe begins immediately below the larynx and descends to the sternum.

Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their CA suffers a -15 penalty.

59-60% Thyroid cartilage, more prominent in men than women due to sexual hormones, protects the larynx or voicebox.

Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their CA suffers a -15 penalty.

61-62% Larynx or voicebox

Opponent's voicebox is crushed. First, they cough profusely for 3d6 rounds and are unable to attack as they gasp for air. During the coughing, their CA suffers a -15 penalty. After the coughing, the opponent realizes they are permanently unable to speak unless Wish is cast.

63% Eye

1. Roll to determine left or right eye.
2. There is a 50% chance the opponent permanently loses the ability of sight from that eye. Otherwise, the eye will swell shut for 2d4 weeks and lower Facial Charisma by 20 until healed.

64-77% Cervical vertebrae forming the upper spine in the neck.

1. There are 7 cervical vertebrae. Roll 1d8 (rerolling 8's) to determine which is hit. Let 1=base of skull while 7=base of neck.
2. This vertebra is hopelessly crushed and the opponent must pass a Health check at TH 80 or become paralyzed in 1d6 locations. Thereafter, determine which locations:
 1. = right leg
 2. = left leg
 3. = torso
 4. = right arm
 5. = left arm
 6. = head

This paralysis is permanent unless Lesser Mending or greater magic is applied.

78-83% Cranium, Parietal Lobe

1. Roll to determine on left or right side.
2. The side of the skull is pulverized. The opponent immediately falls to the ground, unable to react. Though the brain is unaffected, they must pass a Health check at TH 90 to remain conscious. If passed, they may be somewhat aware of their surroundings, but they are unable to move.

84-88% Cranium, Occipital Lobe

The opponent is pounded in the back of the head and they immediately fall to the ground, unable to react. They are 50% likely to go blind and must pass a Health check at TH 90 to remain conscious. If passed, they may be aware of their surroundings (if they can still see), but they are unable to move.

89-95% Cranium, Frontal Lobe

The opponent is pounded in the forehead, cracking the frontal skull. Immediately, they fall to the ground and are unable to react. They are only 10% likely to acquire a Mental Illness. If they do, refer to *Table 5-4: Random Mental Illness* in *Chapter 5: Mind*.

☞ Pounding Heads ☜

96% Temple

1. Roll to determine on left or right side.
2. Opponent must pass a Health check at TH 95 to remain alive. If passed, they only fall unconscious for 3d8 hours.

97-98% Brain

1. Roll to determine on left or right side.
2. If the left brain is pounded, then Language, Math, and Analytic Intelligence suffer a permanent - 30. There is a 50% chance of developing Depression (see *Chap. 5: Mind*).
3. If the right brain is pounded, then Spatial Intelligence and Intuition suffer a permanent - 45. There is a 50% chance of developing Schizophrenia (see *Chap. 5: Mind*).
4. For both hemispheres, a Health Check at TH 70 must be made to remain conscious as the brain reverberates from the pounding. If failed, they are unconscious for 3d8 hours. If passed, there is a further chance of death. They must pass a Health Check at TH 85 or die.

99% Brainstem or center of brain

The opponent's brainstem is crushed. They must pass a Health check at TH 95 or die. If they live, they will be invalids unless Wish is cast.

100+% Pituitary gland located in the center of the skull, just behind the bridge of the nose. It is about the size of a pea and is responsible for hormones affecting growth, sexual development, metabolism, and the system of reproduction.

The opponent's pituitary is crushed. They must pass a Health check at TH 99 or die. If they live, they will be invalids unless Wish is cast.



Stabbing Legs

01% Distal phalanges or smallest bone at the end of the toes.

1. Roll 1d6 (rerolling 6's) to determine which tip of toe. Let 1=big toe and 5=pinky toe.

2. There is a 50% chance the opponent's foot is disabled for d2 days, causing 1/2 Sprint speed.

02% Middle phalanges or middle bone in toe (non-existent in the big toe).

1. Roll 1d4 to determine which toe. Let 1 = index toe and 4 = pinky.

2. There is a 50% chance the opponent's foot is disabled for (1d4 - 1) days, causing 1/2 Sprint speed.

03% Proximal phalanges or bone in toe closest to foot.

1. Roll 1d6 (reroll 6's) to determine which toe.

Let 1 = big toe and 5 = pinky toe.

2. There is a 50% chance the opponent's foot is disabled for (1d4 - 1) days, causing 1/2 Sprint speed.

04% Metatarsophatangeal joint or knuckles connecting the metatarsals and phalanges.

1. Roll 1d6 (rerolling 6's) to determine which toe is affected. Let 1=big toe.

2. Opponent's leg is disabled for 1d4 days, causing 1/2 Sprint speed.

05% Fibia or smaller and outermost of two main lower leg bones.

Opponent's leg is disabled for 1d6 days, yielding 1/2 Sprint speed.

06% Tibia or shin bone, largest of two main lower leg bones.

Opponent's leg is disabled for 2d4 days, yielding 1/2 Sprint speed.

07% Femur or thigh bone, longest bone in the body.

Opponent's leg is disabled for 3d4 days, yielding 1/4 Sprint speed.

08% Tarsal bones or ankle bones include tarsus, calcaneus, talus, navicular, cuboid, lateral cuneiform, intermediate cuneiform, and medial cuneiform.

1. If desired, roll 1d8 to determine which ankle bone is stabbed.

2. Opponent's ankle is unusable for 2d4 weeks and is limited to limping or crutches (1/5 Sprint speed).

09% Patella or kneecap

Opponent's leg is disabled, and the kneecap itself sticks to the object that stabbed it and removed from the body. The leg is unusable until replaced, which will probably be never, or by a Wish spell. Otherwise, the opponent is restricted to crawling or crutches (1/5 Sprint speed).

10% Metatarsals or foot bones between ankle and toes and held in an arch.

1. Roll 1d6 (rerolling 6's) to determine which metatarsal is the center of the stabbing wound. Let 1 = big toe metatarsal.

2. Opponent's foot is disabled permanently, unless a Lesser Mending or greater magic is applied. Otherwise, they will never heal beyond 1/5 Sprint speed, restricted to crawling or crutches.

11-30% Plantar digital nerve is located on the inside of the big toe.

Opponent's leg is disabled for 2d4 days, yielding 1/5 Sprint speed and restricting them to crawling or crutches.

31-50% Femoral nerve supplies motor impulses to the thighs and legs, while receiving sensory input as well.

Opponent's leg is disabled for 2d6 days, yielding 1/5 Sprint speed and restricting them to crawling or crutches.

51-70% Common plantar digital nerve extends into each of the toes.

Opponent's leg is disabled for 3d4 days, yielding 1/5 Sprint speed and restricting them to crawling or crutches.

☞ Stabbing Legs ☜

- 71% Extensor muscles (5 each) each serve to extend a toe downward and are located near the largest joints.
Opponent's foot is disabled for 2d4 weeks, restricting them to $\frac{3}{4}$ Sprint speed.
- 72% Plantaris or small muscle in back of knee.
Opponent is thrown off balance as they are stabbed in the back of the knee and they will fall to the ground. If in melee, you gain the initiative on them in the next round.
- 73% Pectineus muscle connects the thigh to the torso in front, flexing when one brings their thigh up toward their body.
Opponent bends forward from the thrust and falls to the ground. You have initiative the following round if in melee combat.
- 74% Hallux muscle is located on the lower portion of the frontal lower leg and top of foot, it is a long, thin, vertical muscle which moves the big toe.
Opponent's leg is disabled for 1d4 days, yielding a $\frac{1}{4}$ Sprint speed.
- 75-78% Vastus lateralis or muscle along the outside of the thigh.
Opponent's outer thigh is stabbed. Sprint speed is reduced to $\frac{3}{4}$ for 1d4 weeks.
- 79% Vastus medialis or muscle along the lower and inner thigh.
Opponent's delimited to $\frac{3}{4}$ Sprint speed rate for 2d4 weeks.
- 80-81% Tibialis anterior muscle covers the shin.
Luckily for them, this muscle prevents the stabbing attack from penetrating their shin. Nothing special occurs here besides the damage.
- 82-83% Gastrocnemius on the back of the lower leg forms the upper portion of the calf.
Piercing the upper calf restricts the opponent to $\frac{1}{2}$ Sprint speed for d6 weeks.
- 84% Soleus muscle on the back of the lower leg forms the lower portion of the calf.
Stabbing the lower calf restricts the opponent to $\frac{3}{4}$ Sprint speed for d4 weeks.
- 85-89% Hamstring covers the back of the thighs and is comprised of three parallel muscles: biceps femoris, semitendinosus, and semi-membranosus. These have been listed from largest to smallest and from middle to inside of leg.
1. If desired, roll 1d6 to determine which of the three hamstring muscles are hit (1-3 biceps, 4-5 semitendinosus, 6 semi-membranosus).
2. Opponent is delimited to $\frac{1}{2}$ Sprint speed for 2d6 weeks.
- 90-91% Peroneus longus is a long, strap-like muscle located on the outside of the lower leg.
Opponent is delimited to $\frac{3}{4}$ Sprint speed for 2d4 days.
- 92-97% Rectus femoris or central thigh muscle.
Opponent is delimited to $\frac{1}{2}$ Sprint speed for 3d6 days.
- 98% Gracilis or inner thigh near the groin.
Opponent's inner thigh, home to arteries and much blood, is stabbed. They must pass a Health check at TH 70 every minute or fall unconscious from the blood loss, though each round they accrue an additional -1 penalty to the TH; they only make three checks. Otherwise, they are restricted to $\frac{3}{4}$ Sprint speed for 1d4 weeks.
- 99% Flexor digitorum brevis muscle is along the central underside of the foot and when flexed, extends the foot such as when standing on tippy-toes.
This wound will bleed excessively, especially when upright. Every minute that the opponent's heart is higher than their stabbed foot, they must pass a Health check at TH 80 or fall unconscious from blood loss. Otherwise, the wound will take 2d6 months to heal and restrict them to $\frac{1}{5}$ Sprint speed when they become proficient with crutches.

☞ Stabbing Legs ☞

100+% Calcaneal tendon, also known as the Achilles tendon; the thickest, strongest, and most exposed human tendon, it connects the calf muscle to the heel bone.

Opponent's leg is disabled indefinitely, the foot flops about now beyond all attempts for control. The opponent may now only move about by crawling or crutches (1/5 Sprint speed), and even when used to it, crutches will be bothersome. Casting Greater Mending or greater magic is needed to restore one's calcaneal tendon to its original and unharmed condition.



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Stabbing Torsos

01-02% Omentum or fatty fold of membrane hanging in front of intestines.

If the opponent is obese, fat may seep from the wound. Otherwise, there is no special effect other than the damage.

03% Anus

While the stabbing object did not enter the ass, it stabbed the orifice, causing them to feel pain during the following 2d4 days involving defecating and, if female, alternative sexual practices.

04-06% Gluteus maximus, strongest muscle of the body.

1. Roll to determine on left or right cheek.
2. Opponent's Sprint speed is reduced to $\frac{3}{4}$ for 2d6 days and will find sitting to be a painful experience.

07% Nipple and Areola (or darker area surrounding the nipple).

1. Roll to determine on left or right breast.
2. The nipple itself, and maybe the surrounding areola, is stabbed, causing the opponent to suffer - 10 Strength with the appropriate arm for 2d6 days.

08-10% Mammary glands or breasts

1. Roll to determine on left or right breast.
2. If female and pregnant, breast milk splatters. Otherwise, the corresponding arm will suffer - 10 Hand-Eye Coordination for 2d6 days.

11% Rectum or short muscular tube for storage of excretions

Amazingly, the opponent's ass has been invaded by a stabbing weapon! This causes them to feel pain during the following 1d4 weeks involving defecating and, if female, alternative sexual practices. There is a 40% chance that as the stabbing weapon is removed, it will be covered in defecation as well as blood.

12-13% Appendix, (on right side only) a troublesome organ attached to the bottom of the large intestine.

Though this organ does nothing useful, it can be quite painful when stabbed. The opponent suffers - 5 Health for 1d6 days.

14% Scapula or shoulder blade bone.

1. Roll to determine on left or right side.
2. The opponent suffers - 5 to all attack rolls that require use of the appropriate arm for 1d6 weeks.

15% Manubrium or upper third of sternum.

There is a 40% chance that 1-2 ribs are separated from the sternum. If so, the opponent must pass a Health check at TH 70 or fall unconscious. Further, the ribs will not reattach themselves without Lesser Mending or greater magic applied. In any case, any required movement of the arms will suffer a - 15 to the roll.

16% Xiphoid process or lower tip of sternum.

1. The tip of the sternum will break free from the sternum with 70% chance. If broken, it can only be reset with Lesser Mending or greater magic.
2. If it does break free, then the opponent must pass a Health check at TH 80 or die immediately as the bone and the weapon pierce the heart.

17% Pubis or the smallest of three pelvic bones.

1. Roll to determine on left or right side.
2. While the bone is not broken, it is stabbed and injured, causing the opponent to be only able to crawl or use crutches until it heals 1d6 months later. In the meantime, they are reduced to $\frac{1}{5}$ Sprint speed.

18% Ischium or lowest of three pelvic bones.

1. Roll to determine on left or right side.
2. While the bone is not fractured, it is stabbed and injured, causing the opponent to be only able to crawl or use crutches until it heals 1d4 months later. In the meantime, they are reduced to $\frac{1}{5}$ Sprint Speed.

☞ Stabbing Torsos ☞

- 19% Coccyx or tail bone
- Opponent is unable to sit comfortably in any position for 1d6 weeks due to a chipped bone.
 - Also, opponent must pass a Health check at TH 70 or be stunned for 1d4 rounds.
- 20% Ilium, hip bones, or the uppermost of three pelvic bones.
- Roll to determine the left or right hip.
 - The hip bone is chipped, so the opponent is restricted to $\frac{1}{4}$ Sprint speed for 2d4 months.
- 21% Pectoralis minor muscles run vertically, allowing one to move their scapula up and down.
- Roll to determine on left or right side.
 - Future actions involving the appropriate arm will suffer - 10 to all attack rolls for 2d4 weeks.
- 22% Serratus anterior muscles are between the pectoralis major and latissimus dorsi, serving to pull down and forward on the shoulder blade.
- Roll to determine on left or right side.
 - Future actions involving the appropriate arm will suffer - 10 to all attack rolls for 2d4 weeks.
- 23% Teres major muscle covers the lower portion of the scapula, assisting in bringing the arm to one's side.
- Roll to determine on left or right side.
 - Future actions involving the appropriate arm will suffer - 10 to all attack rolls for 2d4 weeks.
- 24-27% Pectoralis major or chest muscle.
- Roll to determine on left or right side.
 - Future actions involving the appropriate arm will suffer - 15 to all attack rolls for 3d4 weeks.
- 28-35% Trapezius is a large muscle spanning the back of a character's neck, stretches behind the collarbones, and covers the central back.
- Roll to determine on left or right side.
 - Opponent suffers - 10 to all attack rolls involving that side of the body at all for d6 weeks.
- 36-39% Rectus abdominis, a long vertical, flat muscle extending the length of the abdomen and used for sit-ups.
- Opponent's torso is restricted in movement; they cannot lean forward or backwards, which results in a - 10 to all attack rolls for 1d4 weeks.
- 40-45% Latissimus dorsi along one's side behind the serratus anterior and covering the sides of the back, these muscles usually pull one's arms toward their back as in rowing or swimming.
- Roll to determine on left or right side.
 - Opponent suffers - 10 penalty to Current Armor for 3d4 weeks and is subject to excessive complaining of lower back pain.
- 46% Body, or main middle portion, of sternum.
- There is a 60% chance that 1d4 ribs are separated from the sternum. If ribs are separated, this part of the wound will not heal on its own, requiring Greater Mending or greater magic to heal.
 - If ribs are separated from the sternum, the opponent must pass a Health check at TH 90 or fall unconscious.
 - Finally, there is a 5% chance that the heart was stabbed, causing instant death.
 - Otherwise, any movement of the arms will suffer - 20 to die rolls.

☞ Stabbing Torsos ☞

- 47% Clavicle or collarbone, the most painful bone of the body to break.
1. Roll to determine on left or right side.
 2. As the most painful bone to break has been broken, the opponent must pass a Health check at TH 90 or fall unconscious for 1d8 hours. If this is passed, they must still pass another Health check at TH 70 or be stunned for 3d4 rounds. Otherwise, until naturally healed 3d6 weeks later, the opponent's appropriate arm will be unusable and will overall suffer a - 5 to Strength.
- 48% Sacrum is the bone connecting the lowest lumbar of the spine to the coccyx and iliums.
- So small, the sacrum has been broken and the opponent's spine is separated from the pelvis and tail bone and they fall to the ground, their upper body unable to support even its own weight. They must pass a Health check at TH 90 or fall unconscious for 2d8 hours. If passed, they must pass an additional Health check at TH 70 or lie on the ground stunned for 3d4 rounds. Otherwise, they are incapable of movement except crawling (1/5 Sprint speed) and may move their arms, though not their legs. This wound will never heal unless a Lesser Mending or greater magic is applied.
- 49% Ribs (12 pair or 7 true pair and 5 false pair whose cartilage do not reach the sternum directly, though the last two pair have no cartilage attachments at all and are called floating ribs).
1. Roll 1d12 to determine on which rib the blow was centered:
 - 1-7 = true pairs
 - 8-10 = false pairs with cartilage
 - 11-12 = floating ribs
 2. Roll to determine on left or right side.
 3. The limbs on the same side of the body are unusable for 2d6 months, and the other side will still suffer a - 15 to Strength. Magical healing of Greater Mending or greater magic may heal this wound.
- 50% Gallbladder (on right side only) is a small organ between the liver and intestines which creates bile.
- The opponent must pass a Health check at TH 70 or the bile created by the gallbladder leaks into nearby organs, causing nausea and a - 10 to all attack rolls for d4 hours.
- 51% Adrenal gland is above the pancreas in the right portion of the body. It is responsible for sexual hormones and steroids.
- The opponent must pass a Health check at TH 70 to only fight now with a - 10 to all attack rolls for 1d4 hours due to a lack of necessary adrenaline. If failed, they receive a temporary boost of adrenaline, allowing them to fight with a + 10 to all attack rolls and they must pass Health check at TH 60 each minute for ten minutes to avoid going unconscious. Eight hours of bed rest should bring their body back to equilibrium.
- 52-53% Large Intestine or colon (actually very small) lies between the stomach and small intestine.
- The innards of the large intestine spill forth. They must pass a Health check at TH 60 or fall unconscious for 1d8 hours. If conscious, they must pass a subsequent Health check at TH 70 or be stunned for d2 rounds.
- 54% Pancreas is right behind the stomach and similar in size. It secretes digestive juices, insulin, and neutralizes stomach acid.
- Opponent suffers from heartburn for next 2d6 hours, warranting a - 5 to all attack rolls for the duration.
- 55% Belly Button
- Opponent's belly is stabbed, though no critical organs behind it. The small intestine may (50%) spill forth. If it does, the sight of this causes the opponent to need to pass a Health check at TH 70 or be stunned for 2d4 rounds.

☞ Stabbing Torsos ☜

56-57% Stomach

Stomach acid spills out onto the opponent's body and coats the stabbing weapon. Opponent will not be hungry or desire food for 1d4 days. The stomach acid reddens the skin it contacts.

58% Cowper's (bulbourethral) glands are about the size of peas and produce a lubricating fluid when sexually aroused.

1. Roll to determine the left or right gland as the center of the stabbing.

2. This wound necessitates a Health check to be passed at TH 70 to avoid further effects (besides just the damage.) If failed, they fall to their knees, stunned for 1d4 rounds.

59% Spleen (on left side only) on top of abdomen stores emergency blood and produces some of white blood cells.

Opponent bleeds internally and uncomfortably. They must pass a Health check at TH 80 or fall unconscious and lose 1 LP per round until death unless curative magic is applied. If passed, the opponent remains conscious, but feels nauseous for 2d6 weeks and suffers - 15 to all attack rolls.

60-63% Liver or largest gland in the body located at the top of the abdomen. The liver purifies blood.

Opponent begins feeling weak, suffering a - 10 Strength for 2d6 hours until the blood becomes properly purified.

64-70% Small Intestine (very large, on average 21' long in an adult).

There is a 60% chance the intestine spills forth from the wound as the stabbing weapon is removed. If this happens, the sight of one's own intestine necessitates a Health check at TH 85 or they fall unconscious. Otherwise, they will experience persistent naval pains for 2d4 days, suffer $\frac{3}{4}$ Sprint speed, and - 5 to all attack rolls.

71% Vulva or external female genitalia including the outer lips.

1. Roll to determine whether the left or right outer lip was stabbed.

2. This lip dies and will eventually fall off, she must pass a Health check at TH 70 or be stunned for 1d4 rounds. Further, she will not desire sex for 3d6 months.

72% Penis

This vital organ dies unless curative magic is applied and will fall off in 1d6 months. Drive is permanently reduced by 15. As he realizes what has just been stabbed, he must pass a Health check at TH 70 or be stunned for 1d4 rounds.

73% Glans or head of penis

This puffy organ part is stabbed, and while it may heal, it may never look the same. Drive is permanently reduced by 15. As he realizes what has just been stabbed, he must pass a Health check at TH 70 or be stunned for 1d4 rounds.

74-75% Bladder is in the lower center of torso where it receives waste from kidneys and transmits it to the urethra or urinary tract for expulsion.

Urine sprays from this stabbed wound for d2 rounds and the opponent suffers - 10 to all attacks while urine trickles down their body.

76-79% Kidneys are located on the sides of the lower back; these organs filter blood.

1. Roll to determine the left or right kidney.

2. Opponent suffers a - 10 penalty to Current Armor and also a - 10 to Health, both for 1d6 weeks.

80% Uterus, or womb, connects the vagina and the fallopian tubes.

1. If pregnant, child (80% likely) dies and is born dead. Mother, also, must pass a Health check at TH 90 or die immediately.

2. The tissue leading to the womb will heal in 3d6 weeks.

3. This female will not desire sex for 1d6 months.

☞ Stabbing Torsos ☞

- 81% Fallopian tubes connect the ovaries and the uterus.
1. Roll to determine the left or right tube.
 2. To some, a dream come true! This female will only become pregnant 50% of normal odds in the next 1d6 months while the wound heals.
 3. The catch, is that she also won't desire sex for 1d6 months.
- 82% Vagina or penis receptacle.
- Amazingly, a stabbing weapon has penetrated the vagina. If she is a virgin, she will bleed excessively, or at least spot. The damaged tissue will heal in 2d6 weeks (since this organ was designed to be penetrated).
- 83% Ovary produces eggs, estrogen, and progesterone, and are walnut-sized.
1. Roll to determine their left or right ovary.
 2. A dream come true to some! This female's odds of becoming pregnant have been reduced by 50% permanently, as the ovary will not heal unless Wish is cast.
 3. This female will not desire sex for 1d6 months.
- 84% Thoracic vertebrae forming the middle spine in the chest area and each connect to ribs.
1. There are 12 thoracic vertebrae. Roll 1d12 to determine the specific vertebra. Let 1 = the highest thoracic vertebra, just below the neck.
 2. Next, the opponent must pass a Health check at TH 70 or become paralyzed in 1d6 body locations. Then determine which locations:
 Let 1. = right leg
 2. = left leg
 3. = torso
 4. = right arm
 5. = left arm
 6. = head
 This paralysis is permanent unless Lesser Mending or greater magic is applied.
- 85% Lumbar vertebrae forming the lower spine.
1. There are 5 lumbar vertebrae. Roll 1d6 (rerolling 6's) to determine the specific vertebra. Let 1 = base of skull and 6 = the lower neck.
 2. Next, the opponent must pass a Health check at TH 70 or become paralyzed in 1d6 body locations. Then determine which locations:
 Let 1. = right leg
 2. = left leg
 3. = torso
 4. = right arm
 5. = left arm
 6. = head
 This paralysis is permanent unless Lesser Mending or greater magic is applied.
- 86% Clitoris
1. This female must pass a Health check at TH 90 or fall unconscious for 2d8 hours.
 2. If still awake, she must pass a Health check at TH 75 or be stunned for 1d4 rounds.
 3. This female will not desire sex for 3d6 months.
- 87-92% Lung. Note, the left lung is smaller and encircles the heart.
1. Roll 1d6 to determine whether left (1-2) or right (3-6) lung was stabbed.
 2. There is a 30% chance that as the lung is pierced, blood fills it and the opponent drowns in their own blood.
 3. Otherwise, this lung is permanently collapsed; it will never heal, unless curative magic is applied.

☞ Stabbing Torsos ☞

- 93% Cervical nerves connect the cervical or upper spine with the brain.
1. There are 8 pairs of cervical nerves. Roll 1d8 to determine which is pinched.
 2. Roll to determine what the pinched nerve controls:
 1. Motor control of the arms.
 2. Motor control of the legs.
 3. Involuntary functions such as breathing [resulting in (1-4) coma or (5-6) death.]
 4. Motor control of torso.
- 94% Lumbar nerves connect the lower back with the brain.
1. There are 5 pairs of lumbar nerves. Roll 1d6 (rerolling 6's) to determine which is pinched.
 2. Roll to determine what the pinched nerve controls:
 1. Motor control of the arms.
 2. Motor control of the legs.
 3. Involuntary functions such as breathing [resulting in (1-4) coma or (5-6) death.]
 4. Motor control of the torso.
- 95% Thoracic nerves connect the middle back with the brain.
1. There are 12 pairs of thoracic nerves. Roll 1d12 to determine which is pinched.
 2. Roll to determine what the pinched nerve controls:
 1. Motor control of the arms.
 2. Motor control of the legs.
 3. Involuntary functions such as breathing [resulting in (1-4) coma or (5-6) death.]
 4. Motor control of the torso.
- 96-97% Testes or testicles; each testis averages 200 million sperm per ejaculation.
1. Roll 1d8 to determine the left (1-3), the right (4-6), or both (7-8) have been stabbed.
 2. If only one testis is stabbed, then the opponent must pass a Health check at TH 90 or fall unconscious for 2d8 hours. Otherwise, while awake he will suffer - 15 Strength, - 15 Dexterity, - 15 Wisdom, and - 50 Drive. Further and worse, he must pass a Health check at TH 85 or die. Finally, this testis will never function again unless Wish is cast. Otherwise, it is possible to ejaculate (when it heals) with only one testis. Regardless, his voice is noticeably higher in pitch.
 3. If both testes are stabbed, then the opponent must pass a Health check at TH 98 or fall unconscious for 3d8 hours. Otherwise, while awake he will suffer - 20 Strength, - 20 Dexterity, - 20 Wisdom, and - 50 Drive. Further and worse, he must pass a Health check at TH 85 or die. Finally, his testicles will never function again (unless Wish is cast) and his voice will be noticeably higher in pitch.
- 98% Axilla, or armpit region, supplied heavily with blood from the axillary artery.
1. Roll to determine the left or right armpit.
 2. After the armpit is stabbed, this severely bleeding region is 90% likely to fill the lungs with blood, drowning the opponent in their own blood and killing them from suffocation in 1d20 rounds as it progresses from pain to a cold numbness.
- 99+% Heart is about the size of your fist.
- Impaled! If the heart is stabbed, the character will die within d2 rounds unless Wish is cast.

Stabbing Arms

- 01% Distal phalanges or smallest bone at end of finger.
1. Roll 1d6 to determine which fingertip is pierced (rerolling 6's). Let 1=thumb and 5=pinky.
 2. Opponent's fingertip is shattered and they will suffer - 10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.
- 02% Middle phalanges or middle bone of fingers (does not exist in human thumbs).
1. Roll 1d4 to determine which finger is pierced. Let 1=index finger and 4=pinky.
 2. Opponent's finger is shattered and they will suffer - 10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.
- 03% Proximal phalanges or bone in finger closest to palm.
1. Roll 1d6 (rerolling 6's) to determine which finger is stabbed. Let 1=thumb and 5=pinky.
 2. Opponent's finger is shattered and they will suffer - 10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.
- 04-05% Lumbrical muscles in palm of hand and one to contract each finger.
1. Roll 1d6 (rerolling 6's) to determine which muscle is pierced. Let 1=thumb and 5=pinky.
 2. Opponent's palm is pierced and the appropriate finger is unusable for 2d6 weeks, while the hand in question suffers - 15 Hand-Eye Coordination and - 10 Strength for 3d6 weeks.
- 06% Metacarpals or bones through palm connecting the wrist to the fingers.
1. Roll 1d6 (rerolling 6's) to determine which bone is pierced in palm. Let 1=thumb and 5=pinky.
 2. The indicated metacarpal is severed and will heal naturally in 3d6 weeks. In the meantime, opponent suffers - 20 Hand-Eye Coordination in this hand.
- 07% Radius or shorter forearm bone on the thumb side of the arm.
Opponent's arm is useless for 2d4 weeks.
- 08% Ulna or longer forearm bone closest to body when arms hang freely and palms facing forward.
Opponent's arm is useless for 3d4 weeks.
- 09-11% Humerus or upper arm bone.
Opponent's arm is useless for 3d6 weeks.
- 12-13% Brachialis muscle is on the thumb side of upper arm below the bicep on the outer arm.
Opponent's arm suffers - 5 Strength and Hand-Eye Coordination for 2d6 weeks.
- 14-16% Brachonadialis muscle is close to the elbow on front or top of forearm.
Opponent's arm suffers - 5 Strength and - 10 Hand-Eye Coordination for 2d6 weeks.
- 17-19% Flexor carpi radialis muscle is close to the elbow on inside of forearm.
Opponent's arm suffers - 5 Strength and Hand-Eye Coordination for 3d4 weeks.
- 20-21% Flexor carpi ulnaris muscle is close to the wrist on inside of forearm.
Opponent's arm suffers - 5 Strength and - 15 Hand-Eye Coordination for 2d6 weeks.
- 22-23% Extensor carpi radialis muscle is close to the wrist on front or top of the forearm.
Opponent's arm suffers -5 Strength and - 10 Hand-Eye Coordination for 2d6 weeks.
- 24-28% Deltoid or outer shoulder muscle of upper arm.
Opponent's arm suffers - 15 Strength for 3d6 weeks.
- 29-33% Triceps brachii or muscle on back of the upper arm.
Opponent's arm suffers - 15 Strength for 3d6 weeks.
- 34-38% Biceps brachii or muscle on front of upper arm.
Opponent's arm suffers - 15 Strength for 3d6 weeks.

39-53% Ulnar nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for 1d6 months.

54-68% Median nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for 1d6 months.

69-83% Palmar nerves supply impulses to the sides of the fingers.

Opponent's fingers feel numb and are ineffective for 1d6 months.

84-98% Radial nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for 1d6 months.

99% Carpals or wrist bones arranged in two rows of four: (upper row) triangular, pisiform, lunate, scaphoid, (and lower row) hamate, capitate, trapezoid, and trapezium.

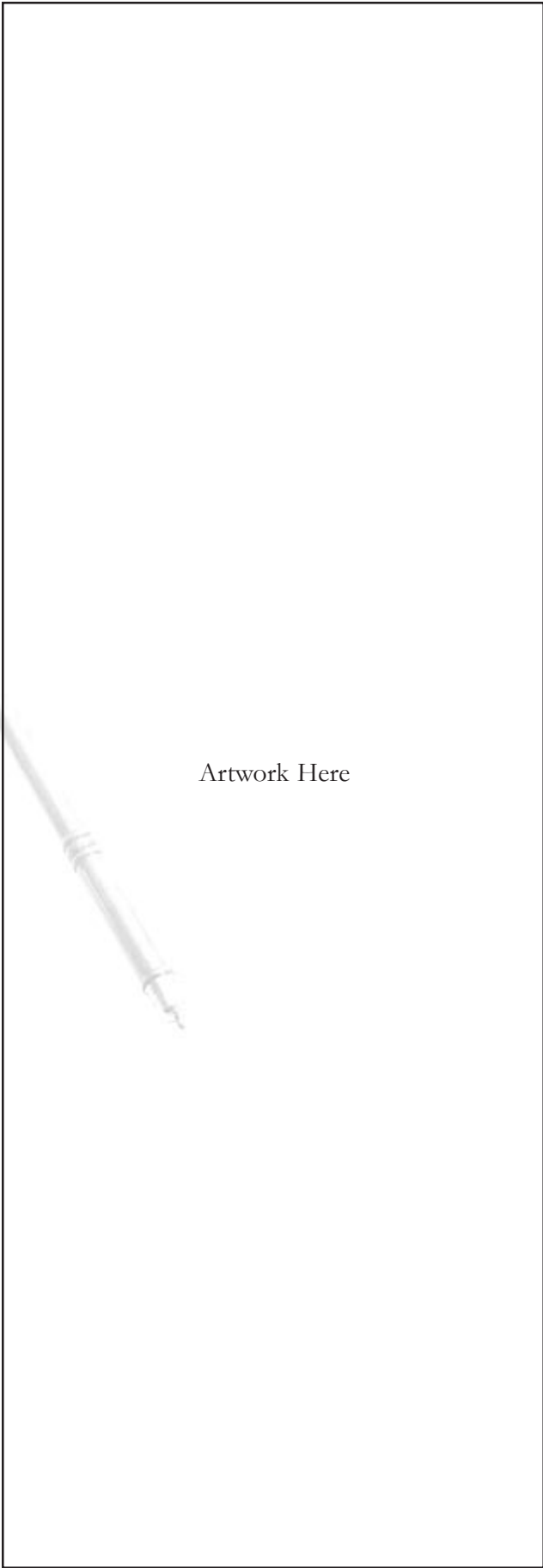
1. Roll to determine which carpal is the focus of the stabbing:

1. triangular (upper row closer to forearm)
2. pisiform
3. lunate
4. scaphoid
5. hamate (lower row closer to hand)
6. capitate
7. trapezoid
8. trapezium

2. The specified wrist bone shatters into numerous small fragments and will never heal naturally, but requires Lesser Mending or greater magic. The hand is permanently useless and attempts at usage result in - 60 penalties.

100+% Flexor Retinaculum or wrist muscle on the inside of the forearm.

Opponent's wrist bleeds profusely. In fact, they lose 1 LP per round in blood-loss until they either die or bandage the wound.



Stabbing Heads

- 01% Scalp
Though the skullcap is not pierced, the scalp is stabbed at an angle, ripping a large portion of it. Opponent suffers - 15 Facial Charisma until bandaged, then only - 10.
- 02% Lip, lower
While not breaking any teeth within, slobber runs out the stabbed lower lip and Facial Charisma suffers - 10 for 2d4 weeks.
- 03% Lip, upper
While not breaking any teeth within, Facial Charisma suffers - 10 for 2d4 weeks.
- 04% Galea Aponeurotica or muscle on top of the head and underneath the scalp.
Though the skullcap is not pierced, a large portion of the scalp and muscle are ripped away by the passing stabbing weapon. Opponent suffers - 15 Facial Charisma until bandaged, then only - 10.
- 05% Ear Cartilage
1. Roll to determine the left or right ear.
2. Cartilage on outer ear is stabbed and ripped off, impairing hearing by 50% and Facial Charisma by - 15 permanently.
- 06% Parotid gland or saliva gland between the ear and chewing muscle behind jawbone.
1. Roll to determine the left or right saliva gland.
2. Opponent's saliva gland is stabbed and fails to produce saliva for 2d4 weeks unless curative magic is applied.
- 07-11% Platysma or straining muscles connecting the lower neck to the chest and shoulder.
1. Roll to determine the left or right side.
2. The side of the opponent's lower neck is stabbed. Their head is unable to look in the direction of the damaged side for 3d6 weeks.
- 12% Teeth, lower
1. Roll 1d20 (rerolling 15's through 20's) to determine which tooth the blow is centered upon. Let 1=rear left and 14=rear right.
2. Depending on size of stabbing weapon, neighboring teeth may be appropriately gone as well.
- 13% Teeth, upper
1. Roll 1d20 (rerolling 15' through 20's) to determine which tooth the blow is centered upon. Let 1=rear left and 14=rear right.
2. Depending on size of stabbing weapon, neighboring teeth may be appropriately gone as well.
- 14% Mandible or jawbone
1. Roll 1d6 to determine if on (1-2) left, (3-4) chin, or (5-6) right.
2. This portion of the opponent's jawbone is fractured, lowers Facial Charisma by 10, and takes 2d6 weeks to heal naturally.
- 15% Mentalis muscle is on the chin and elevates and protrudes the lower lip.
Their jawbone isn't pierced, amazingly only their chin muscle. Facial Charisma is lowered by 5 for 1d4 weeks until healed.
- 16% Obicularis Oris, a sphincter muscle that encircles the mouth and is called the "kissing muscle."
1. Roll to determine on left or right side of mouth.
2. Speech is impaired as air wisps out from the wound for 2d6 weeks.
- 17% Rosorius muscle is alongside the mouth, commonly called the "laughing muscle."
1. Roll to determine on left or right side of mouth.
2. Speech is impaired as air wisps out from the wound for 2d6 weeks.
- 18% Nasalis muscle depresses the cartilaginous part of the nose.
Opponent gains a new nostril as this part of the face is stabbed. Opponent suffers - 10 Facial Charisma for 2d4 weeks.

☞ Stabbing Heads ☞

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| <p>19% Maxilla or bone between upper teeth and nose.
Opponent's maxilla is fractured, lowering Facial Charisma by 10 for 2d6 weeks.</p> <p>20% Cheek Bone
1. Roll to determine on left or right.
2. Opponent's cheek bone shatters and lowers Facial Charisma by 15 for 2d6 weeks.</p> <p>21% Nasolabial furrow or set of three striated muscles between the lip and eye, parallel to the nose.
1. Roll to determine on left or right side of face.
2. While the cheek bone is not itself pierced, the nearby muscles are hit, reducing Facial Charisma by 15 for 2d6 weeks.</p> <p>22-28% Sternocleidomastoid is a long muscle in the side of the neck.
1. Roll to determine on left or right side.
2. The side of the neck is stabbed, and for 2d6 days the opponent cannot turn neck in the direction of the wounded muscle.</p> <p>29% Epiglottis is a flap of cartilage between the tongue and voice box which closes when we swallow, preventing us from swallowing food.
Opponent coughs uncontrollably for 2d4 rounds while eyes tear. Until this heals in 2d4 days, swallowing will be difficult at best.</p> <p>30% Tongue
Opponent's tongue is stabbed, making each short phrase spoken only 20% likely to be understood, until it heals in 2d6 weeks. If a certain phrase is not understandable, it will not be understandable to anyone else while the tongue is injured.</p> <p>31% Bridge of nose between the eyes.
The bridge of cartilage breaks and the tear ducts overwhelm the eyes. The opponent is reduced to the Blindfighting skill (see <i>Chap. 8: Skills</i>) for all attack rolls for 1d8 hours. Facial Charisma suffers - 10 for 2d4 weeks while it heals.</p> | <p>32% Nasal Bone and Cartilage
Opponent must pass a Health check at TH 60. Failure means the broken nose is launched into the brain, killing them instantly. If passed, the nose is only broken and the tear ducts overwhelm the eyes. The opponent is reduced to the Blindfighting skill (see <i>Chap. 8: Skills</i>) for all attack rolls for 1d8 hours. Facial Charisma suffers - 10 for 2d4 weeks while it heals.</p> <p>33% Obicularis Oculi, called a sphincter muscle surrounds the eye, lying in the tissue of the eyelid.
1. Roll to determine on left or right side.
2. Opponent's eye is not stabbed, though the surrounding muscle is. The appropriate eye is useless for 2d4 weeks and Facial Charisma suffers - 20.</p> <p>34-35% Facial nerve or seventh cranial nerve branches out across the face performing both motor and sensory functions.
1. Roll to determine on left or right side.
2. Opponent's side of face is temporarily paralyzed for 3d4 days.</p> <p>36% Esophagus or muscular tube carrying food from the throat to the stomach.
Opponent's food tube is stabbed, and consequently, they will not eat (only drink) for 2d4 weeks.</p> <p>37% Thyroid cartilage, more prominent in men than women due to sexual hormones, protects the larynx or voicebox.
Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their CA suffers a - 15 penalty.</p> <p>38% Larynx or voicebox
Opponent's voicebox is pierced. First, they cough profusely for 3d6 rounds and are unable to attack as they gasp for air. During the coughing, their CA suffers a - 15 penalty. After the coughing, the opponent realizes they are permanently unable to speak unless Greater Healing or greater magic is applied.</p> |
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☞ Stabbing Heads ☞

- 39% Cervical vertebrae forming the upper spine in the neck.
1. There are 7 cervical vertebrae. Roll 1d8 (rerolling 8's) to determine which is hit. Let 1=base of skull while 7=base of neck.
 2. This vertebra is hopelessly crushed and the opponent must pass a Health check at TH 85 or become paralyzed in 1d6 locations. Thereafter, determine which locations:
 1. = right leg
 2. = left leg
 3. = torso
 4. = right arm
 5. = left arm
 6. = head

This paralysis is permanent unless Lesser Mending or greater magic is applied.
- 40-42% Trachea or windpipe begins immediately below the larynx and descends to the sternum.
- Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their CA suffers a - 15 penalty.
- 43% Cranium, Parietal Lobe or side of skull.
1. Roll to determine left or right side.
 2. The side of the skull is stabbed. The opponent immediately falls to the ground, unable to react. Though the brain is unaffected, they must pass a Health check at TH 90 to remain conscious. If passed, they may be somewhat aware of their surroundings, but they are unable to move.
- 44% Cranium, Occipital Lobe or back of skull.
- The opponent is stabbed in the back of the head and they immediately fall to the ground, unable to react. They are 50% likely to go blind and must pass a Health check at TH 90 to remain conscious. If passed, they may be aware of their surroundings (if they can still see), but they are unable to move.
- 45% Cranium, Frontal Lobe or front of skull.
- The opponent is stabbed in the forehead, penetrating the frontal skull. Immediately, they fall to the ground and are unable to react. They are only 10% likely to go insane. If they do, refer to *Table 5-4: Random Mental Illness* in *Chapter 5: Mind*.
- 46% Occipitalis or large muscle on side of head connected to frontalis.
1. Roll to determine left or right.
 2. While the skull is not cracked, the stabbing weapon scrapes alongside the skull, raking off the muscle. Opponent must pass a Health check at TH 70 or fall unconscious for 1d8 hours.
- 47% Frontalis (Forehead)
- While the skull is not penetrated, the forehead muscle is scraped off from a lateral impact. Facial Charisma suffers - 15 until it heals 2d4 weeks later.
- 48% Jugular vein, one on either side of the neck, supplies deoxygenated blood back to the heart from the head. They are deep inside the neck and seldom injured.
1. Roll to determine the left or right jugular vein.
 2. As the stabbing weapon is removed, blood begins gushing forth with each pulse of the opponent's heart. Each round the opponent loses 1d4 LP until death, extremely proficient bandaging, or curative magic.
- 49-53% Ear Orifice
1. Roll to determine the left or right ear orifice.
 2. The stabbing weapon enters the ear orifice and (80% likely) ruptures the ear drum. If so, this ear will never hear again unless Wish is cast.
 3. If this occurs with a weapon of medium size or larger, there is a 40% chance the weapon could go further and into the brain, killing them instantly.

☞ Stabbing Heads ☞

54-61% Eyes

1. Roll to determine the left or right eye.
2. The opponent permanently loses eyesight in this eye, unless Wish is cast.
3. The opponent must pass a Health check at TH 95 or the stabbing weapon continues past the eye and into the brain, killing them instantly.

62-69% Temple

1. Roll to determine the left or right temple.
2. Opponent must pass a Health check at TH 95 to remain alive. If passed, they only fall unconscious for 3d8 hours.

70-98% Brain

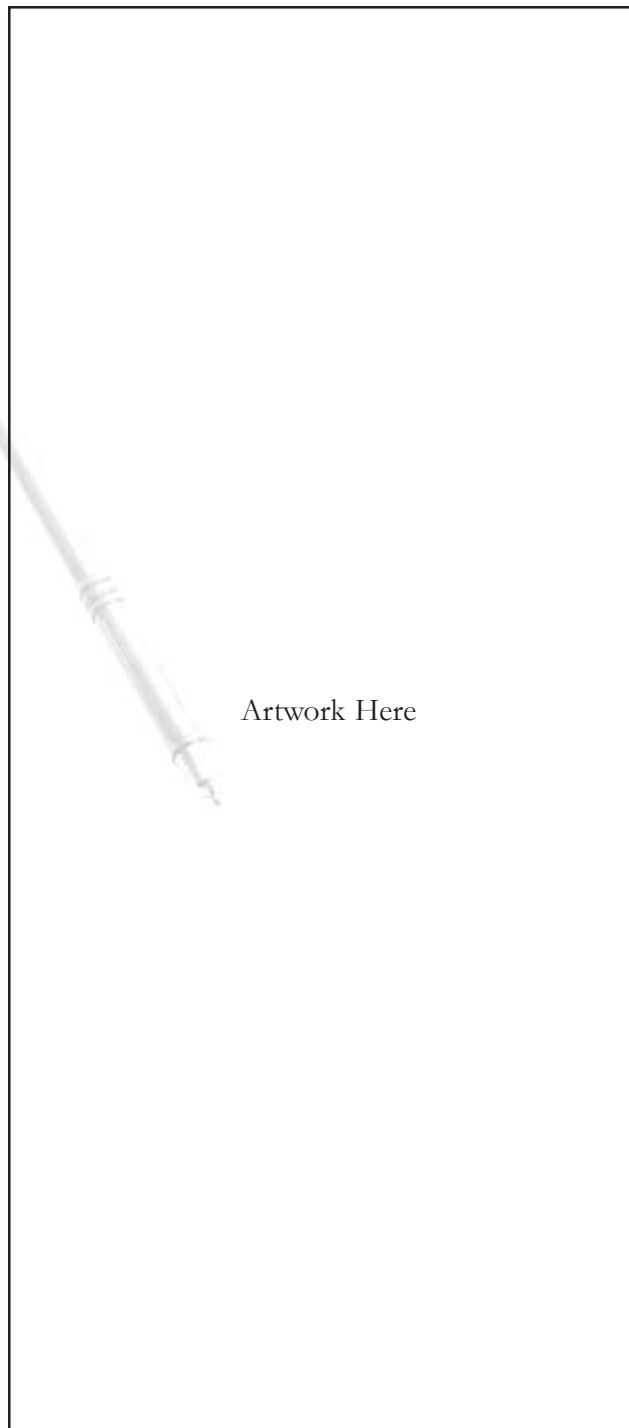
1. Roll to determine the left or right brain.
2. If the left brain is stabbed, then Language, Math, and Analytic Intelligence suffer a permanent - 30. There is a 50% chance of developing Depression (see *Chap. 5: Mind*).
3. If the right brain is stabbed, then Spatial Intelligence and Intuition suffer a permanent - 45. There is a 50% chance of developing Schizophrenia (see *Chap. 5: Mind*).
4. For both hemispheres, a Health check at TH 70 must be made to remain conscious due to the stabbing weapon entering the brain. If failed, they are unconscious for 3d8 hours. If passed, there is a further chance of death. They must pass a Health check at TH 85 or die.

99% Brainstem

The opponent's brainstem, and therefore the skull and also the brain, are stabbed. They must pass a Health Check at TH 95 or die. If they live, they will be invalids unless Wish is cast and brings them back.

100+% Pituitary gland located in center of skull just behind the bridge of the nose, it is about the size of a pea and is responsible for hormones affecting growth, sexual development, metabolism, and the system of reproduction.

The opponent's pituitary gland is stabbed. They must pass a Health check at TH 98 or die. If they live, they will be invalids unless Wish is cast, saving them.



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Crucial Fumbles

Anytime an attack skill check is made and the percentile roll, before any modifications occur, is either 01 or 02, a Crucial Fumble has occurred. Roll 1d100 and consult the table below to determine the General Cause of the Crucial Fumble. Note that these results must be applied with good judgment. For instance, an unarmored chambermaid may fumble while attacking someone and the result indicates that the fumble is due to an armor anomaly, though this particular chambermaid wears no armor or fallible equipment. In such nonsensical cases, reroll as necessary.

Roll	Result
01	Punished by the Gods
02-17	Over-extension
18-33	Under-extension
34-49	Loss of grip upon the weapon
50-65	Loss of balance
66-84	Environmental cause
85-100	Armor anomaly

Interpretive Guide

Punished by the Gods: Ah yes, the category of dread and regret.

- Ceiling Collapses on the unfortunate dungeon delver.
- Building Topples onto the character.
- Lightning strikes, as per the spell.
- Magical Gate from ages past has been triggered.
- A random god has been watching the character, and is or has been greatly offended. The god kills the character.

Over-extension: The bad fortune of misjudging your blow or your opponent and forcing yourself or your weapon too far. Examples include the following:

- Maul: Angered at the bugbear, Tenesmus swings his maul wildly, too wildly. The weight of the weapon forces him to take a compensating step forward and still another in the direction of the follow-through to regain control of the weapon. During this unfortunate fumble, the bugbear gains a free

attack, the opportunity to plunge their shortsword into the exposed back of Tenesmus.

- Polearm, Awl Pike: Counting on the distance between you and your opponent for your safety, the worst mistake you can make is overshooting your opponent with the tip of this polearm. The opponent rushes you for an additional attack with glee.

- Scourge: While the leather connects, the barbs of your scourge overshoot your target, so you do no lasting damage at all. Meanwhile, if possible the opponent gains an additional attack.

- Sword, Short: While attacking a bugbear, Austoßen thrusts too far with his short sword, temporarily over-extending himself before his larger opponent. Seizing the opportunity, the bugbear gains a free attack attempt at the extended arm of Austoßen.

- Sword, Zweihander: As this heavy blade is slow to swing, you misjudge your opponent's perceived position. As the blade swings, you wrongly step closer to compensate and with the majority of the blade behind them, connect so awkwardly and slowly that no lasting damage is done. Your opponent, however, receives an additional attack on you now.

- Warhammer: This bludgeoner is swung too far forward, effectively only hitting them with the pole portion awkwardly for no lasting damage. Your opponent receives an additional attack on you as you realize what just happened.

- Whip: Temporarily your timing is off in your technique as the snap of the whip occurs too late, not harming your opponent at all. If possible, they receive an additional attack.

Under-extension: The accident of misjudging your blow or your opponent by underestimation or the application of too little force.

- Bows: Surges of adrenaline and their resultant valleys of such an absence in the veins of Exmortius sometimes occur with poor timing. At this moment, he hurries to release two arrows on his menacing foes, though his finger slips and releases the arrow too soon. The flight arrow speeds ahead lazily only a few yards before falling to the earth, well short of its target.

- Fists: I misjudged and punched the air shy

of my opponent with all of my might, confident I would connect and unsuspecting of their last minute shifting of position. Punching air without reserve sure hurt my arm. As I recover, the opponent gains an additional attack on me.

- **Sword, Zweihander:** Well aware of this heavy weapon's tendencies at over-extension, Cingula habitually steps and simultaneously leans back with the weapon to counter that possible mistake, to proportion his mass as a better fulcrum. Further, Cingula does not want to wind up too far. Hence, his mistake this time is that the blade fails to get good momentum, follow-through, or projection. Unfortunately, the slow blade passes far from its intended victim very predictably. The town-guard gains an extra attack, the opportunity to maneuver around the large blade and thrust his longsword into the lower abdomen of the fumbler.

Loss of Grip: More common than one probably thinks in combat, weapons get dropped and not purposefully. Examples of this annoying and infuriating phenomenon follow:

- **Sweaty palms:** Well, in this case they don't mean money, but lubrication, and undesirable lubrication at that! I must remember to wipe my hands off now and then! My weapon flies from my hand, and it may be dangerous to retrieve it.
- **Leather Grips:** The leather grip gave/broke/twisted at an inopportune moment. Just my luck. I toss my weapon and it may be dangerous to retrieve it.

Loss of Balance: For one reason or another, the character loses their balance. Examples of this unlucky and unfortunate effect follow:

- **Personal slip:** The character misjudges their footing, misplaces a foot, and falls to the ground. The opponent takes this opportunity to make a free attack. Next round, if still alive, the character is back on their feet.
- **Unexpected bump:** The opponent, or someone else, unexpectedly bumps the character, causing a loss of balance. The character falls to the ground. The opponent takes this opportunity to make a free attack. Next round, if still alive, the character is back on their feet.

Environmental Cause: These fumbles can be frustrating because they usually originate beyond the character's control, typically due to weather, terrain, or simple distractions. Examples follow:

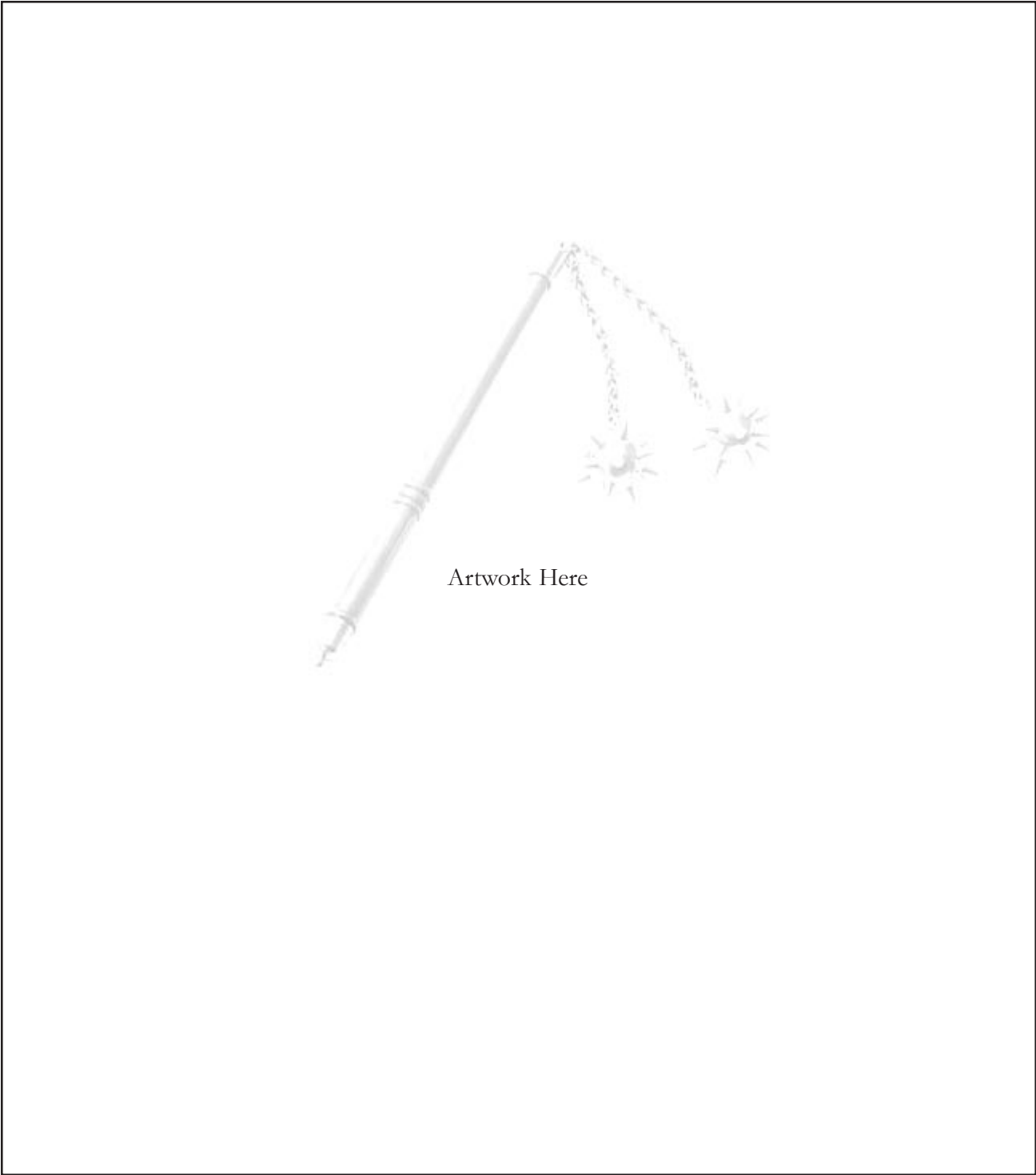
- **Wind:** The biting winds shift quickly during an unfortunate moment, forcing the character to lose their poise. A move of the character is foiled, and the opponent takes the opportunity to make a free attack.
- **Foot Fumble:** Beneath one's foot the (mud, snow, etc.) causes the character to lose their footing. The character falls to the ground. The opponent takes this opportunity to make a free attack. Next round, if still alive, the character must pass an Agility check at TH 50 to be back on their feet.
- **Vision:** (Snow, rain, sand, hail, sweat, blood, hair, etc.) gets into the character's eyes, forcing them to have to wipe their eyes during combat. Aware of the momentary inconvenience, the opponent gains an extra attack and lunges forward with the opportunity of hitting the character.
- **Distraction:** Nearby something occurs (a companion says something, drops unconscious, you swear you hear something behind you, was that lightning in the distance?, etc.). Normally unaffected by such trivialities, this one captures your attention, though only for a second. It is during this second the opponent gains an additional attack, the opportunity to wound the character.

Armor Anomaly: Incidents involving armor or equipment may occur only by one or by both parties simultaneously. Examples follow:

- **My Shield!:** Look damnit, I went to move my shield to protect against a blow I was ready for, but the damned thing hung up on (my shoulder plate, or whatever) at the last second and I couldn't move it to the right place to defend. He got an additional attack out of the deal and skewered me.
- **My Armor:** My damned (straps for some certain plates, links of some important chains, etc.) gave way at the wrong moment as I twisted just so in the fight. When the plates fell off (or my helmet shifted, whatever) it cost me as he gained an additional attack.

- Our Armor: The armor of both mine and my opponents locked up on each other as we made momentary contact. It took us d3 rounds to break free, during which time he gained an additional attack on me. My luck stinks!

- My Equipment: As I lunged forward, my backpack must have come open because a torch flew forward, bopping me in the back of the head on its way to the ground. Yep, my buddy though, this thief, has moved for a backstab but when he jumped in on the guy, his belt pouch that was filled with coins shifted and hit him squarely in the nards. Turns out he was the one surprised when his intended victim turned on him with an additional attack!



Chapter 11: Magic

What exactly is magic? How does it function? Most common folk in this game believe that magic exists, but they are unaware of magical theories and practices. Stemming from ignorance or misconceptions, uncertainty with magic may cause the populace to react negatively to spellcasters. Reactions may range from avoidance or scorn to banishment or murder. Generally, common folk react unfavorably to sorcerers, have indifference or awe-inspired respect for mages and druids, and react differently to hierophants depending on the deity worshipped. Magical theory will only be epigrammatically explained here, avoiding detail.

The Fifth Element

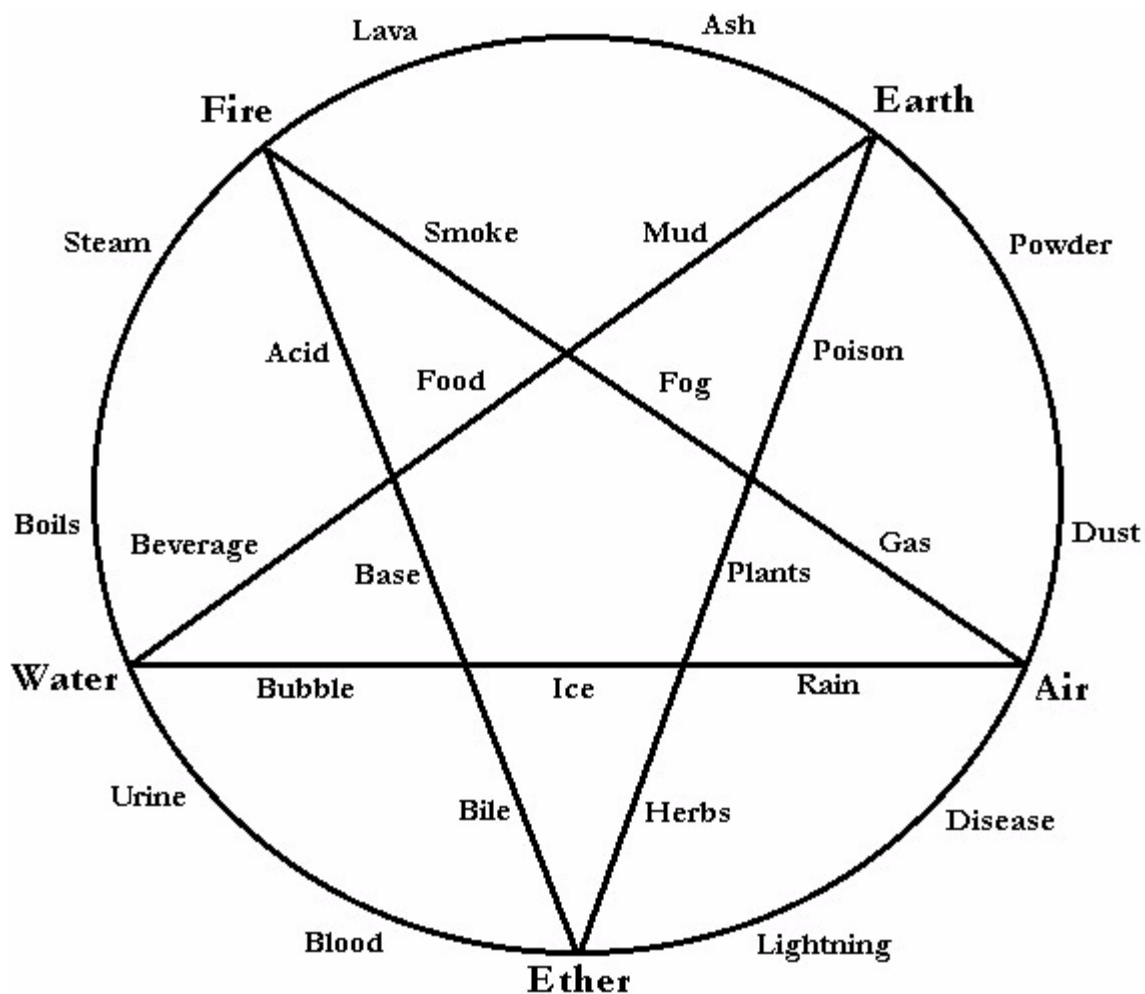
Thousands of years in the past, scholars made some interesting discoveries. Initially, it was understood that there are four elements, the foundations of all matter: air, earth, fire, and water. Aside from matter, the remaining empty space was called the void. From scholarly discussions of how light might travel through the void from one point to another, the explanation of ether was developed as a theoretical construct.

Now, notions of empty space are outdated and replaced with the idea that what appears to be empty is instead filled with ether. It is currently understood that the whole universe is filled with ether, though ether is permeable to matter. In fact, ether acts as a binding force on the four elements. Therefore, ether is the overall element of reality, and is considered to be the fifth element.

Possibly weightless, ether is small enough that it has never been observed with the eye. It is distinct from the other elements. Nonetheless, scholars of the arcane have successfully predicted how ether acts and interacts both with and among the elements. Of interest to many hierophants, the spirit is also considered to be subsumed by ether.

The five elements are often represented by a pentagram. Pentagrams are often worn with a single point facing upward, symbolizing the power of the mind, as ether or spirit, working creatively with matter. When worn upside down, the pentagram symbolizes the power of the mind hidden within matter. A spellcaster is one who attempts to manipulate the fifth element, and through it, usually the other elements as well.

Although the elements may combine in infinite combinations and proportions, below is an illustration to elucidate the most common mixtures.



Few who are educated and familiar with ether will argue against its existence. Theoretically, ether reacts as though it is infinitely small and without any observable effects from weight, sound, or light, other than conductivity. However, ether does react to metals. More specifically, only a portion of ether is affected. Current theories hold that ether is comprised of components, such as magic and spirituality. However, only the magical component of ether reacts with metals.

Magic is defined as a technique grounded in a belief in powers located in the soul and the surrounding universe, a technique that aims at imposing willpower on nature or others. Mana, which is magical power, is freely available in ether. From the perspective of a spellcaster, mana needs a vessel or a channel; spellcasters seek to be or control such a channel. The understanding of the general populace is that magic is an explanation for misfortune; more specifically, any form of misfortune is likely to be blamed on the witchcraft of sorcerers.

A philosopher asserted a theory that has helped to explain the reaction of ether and metal. It is asserted that ether is comprised of indivisible particles. The magical or arcane particle in ether is termed mana. Meanwhile, a particle common only to metals is referred to as a defigere. It is hypothesized that substantial amounts of defigere within an inch or two of mana (magical energy) inhibit the chances of mana functioning properly. As the metal and the mana separate, the mana reacts more normally. It is for this reason that spellcasters avoid wearing or carrying much metal such as armor.

In general, the heavier and more solid the metal, the more defigere it seems to possess. Since no one can see or physically measure mana and defigere, it is impossible to declare exactly how many of the particles cause what effect. However, the estimated proportions seem correct. The effects of defigere on mana are constant and with few exceptions. Anytime a pound or more of metal is close to a spellcaster and a spell is cast, the spellcaster must consult *Tables 11-1* and *11-2*:

Table 11-1: Estimated Defigere per Pound of Metal

Metal	Estimated Defigere per Pound
Iron	16
Bronze	8
Carbon Steel	4
Silver	2
Copper	1
Gold	1

Table 11-2: Spell Failure

Estimated Defigere	Chance of Spell Failure
10 or less	0%
11-25	1%
76-150	2%
76-150	4%
151-300	8%
301-600	16%
601-1200	32%
1201-2400	64%
2401+	100%

To determine whether or not a spellcaster is successful at casting a spell, consider the number of pounds of metal, consult *Table 11-1*, and determine the number of defigere that may inhibit the spellcaster. For example, if a mage named Abacenis were to wear 4-in-1 chainmaille armor, which contains 160 defigere (40 pounds for 4-in-1 chainmaille armor multiplied times 4 defigere per pound of carbon steel), then whenever Abacenis attempts to cast any spell, he has an 8% chance of spell failure. If he rolls an 8 or less on percentile dice, then the spell fizzles. If, however, Abacenis rolls 9 or better, the spell is cast normally. For this reason, most spellcasters distance themselves from those with sufficient metals before casting.

Spell failure results in a wasted spell.

Many magical scholars have unsuccessfully attempted to isolate a single mana. The study of the reactions of a single mana would be interesting, as theories about minimum magical effects could finally gain evidential support. While so far this seems impossible due to the smallness of the particle, it is clear that collections of these particles react to certain stimuli.

Two methods of magic have been discovered: ceremonial and chaos. These methods are described below.

Ceremonial Magic

As scholars study mana theories in efforts to learn about the manipulation of mana within ether, they are engaged in ceremonial magic. Only mages cast ceremonial magic, though sages and philosophers may study ether as well.

Ceremonial magic is not necessarily concerned with elaborate ceremonies, but an orderly and scholarly approach to magic. All spells that may be cast by practitioners of ceremonial magic may be cast using the same chant, ingredient, and ritual, regardless of which individual mage casts the spell. For each spell to be cast in ceremonial magic, the formula comprised of chant, ingredient, and ritual must be performed with precision. Failure to do so results in spell failure.

The relationship between the mana of ether and the other elements has led to the development of different disciplines of study. Each discipline entails different elemental relationships. These different relationships are separable by effect into ten disciplines. It has been the focus of scholars of each discipline to study these relationships to determine predictable patterns and reactions. In so doing, mages use magic by replicating experimental practices which usually involve recitation of magical phrasing of Ephesia Grammata, ingredients, and rituals. Some of these ceremonies last for several days and nights. Regardless of its complexity, the information to cast spells is recorded in books; a grimoire is a magical book. Only mages, however, utilize grimoires.

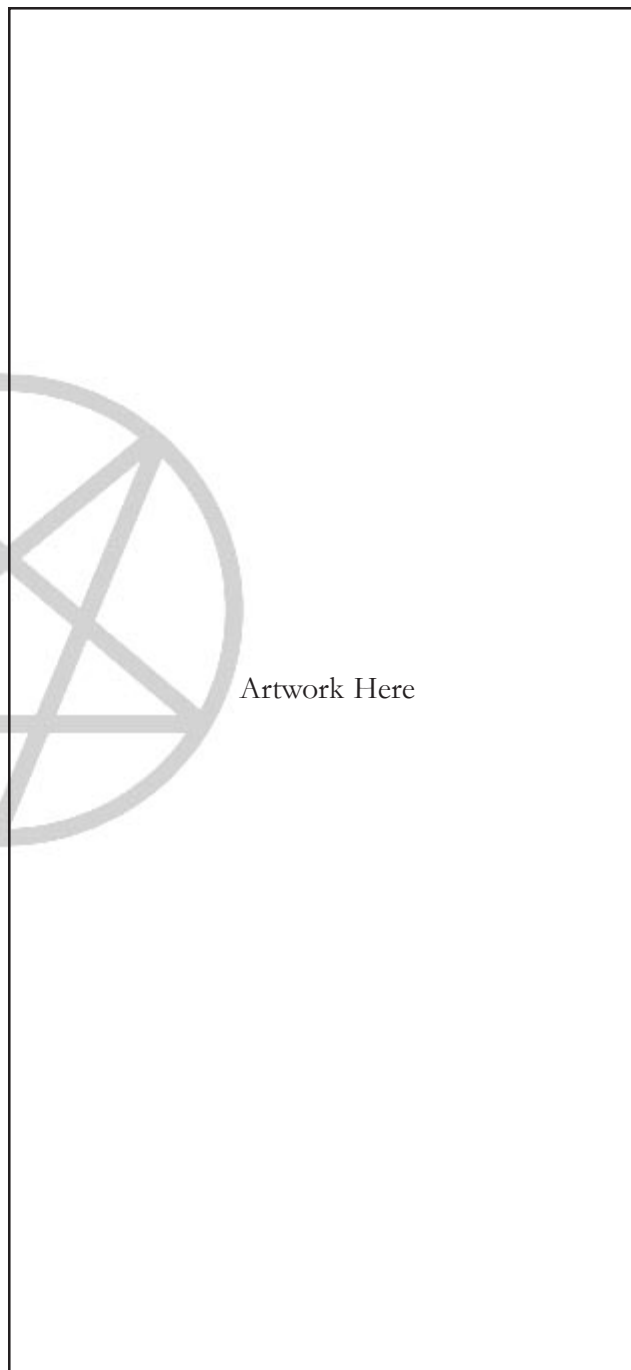
Chaos Magic

Aside from mages, all other spellcasters utilize chaos magic¹, though few, if any, use this term. Essentially, practitioners of chaos magic posit that the relationship differs between each spellcaster and the universe. Due to this difference, what works for one spellcaster may not work for another. To practitioners of chaos magic, the most powerful component is the will. Sorcerers and priests utilize chaos magic instead of studying mana theories.

Sorcerers discover how to cast spells on accident. Usually unaware of and disinterested in mana theories, most sorcerers seem superstitious about their magic. In addition to accidental discovery, it is also possible to teach sorcery to others, though the first precept taught to the student is that the exact method that works for the teacher will probably not work for the student. More than anything, instruction focuses on self-exploration. In any case, each time a sorcerer becomes able to cast a new spell, the player must determine whether or not a chant, ingredient, and ritual are necessary (see below).

Priests receive spells either directly from their god, or from an attendant entity. In either case, spells are granted to a priest in return for their faith, worship, and devotion. Most priests receive instructions during prayer to their deity. Typically, deities inform their clergy of what ingredients and chants are necessary to cast a spell. Priestly spellcasting is often perceived as personal or sacred between the priest and their faith. Each time a priest becomes able to cast a new spell, the MM must determine whether or not a chant, ingredient, and ritual are necessary (see below). If a chant is necessary, it is accomplished by the priest speaking in tongues. Speaking in tongues, also called glossolalia, is not understood by others, but consists of a priest opening their mouth while meditating and allowing spirits or powers of the religion to shape the words. Priestly chaos magic is more appropriately referred to as theurgia. Theurgical magic, a subdivision of chaos magic, is magic that inherently involves a religious aspect.

Many creatures have innate relationships with mana, so they are capable of conducting specific magical effects, though monsters may not, without study, utilize other magical effects. For variations of this reason, many monsters may use limited selections of spells -- they are unable to cast spells available to mages. Some do not need to cast spells, but simply will their effect to happen.



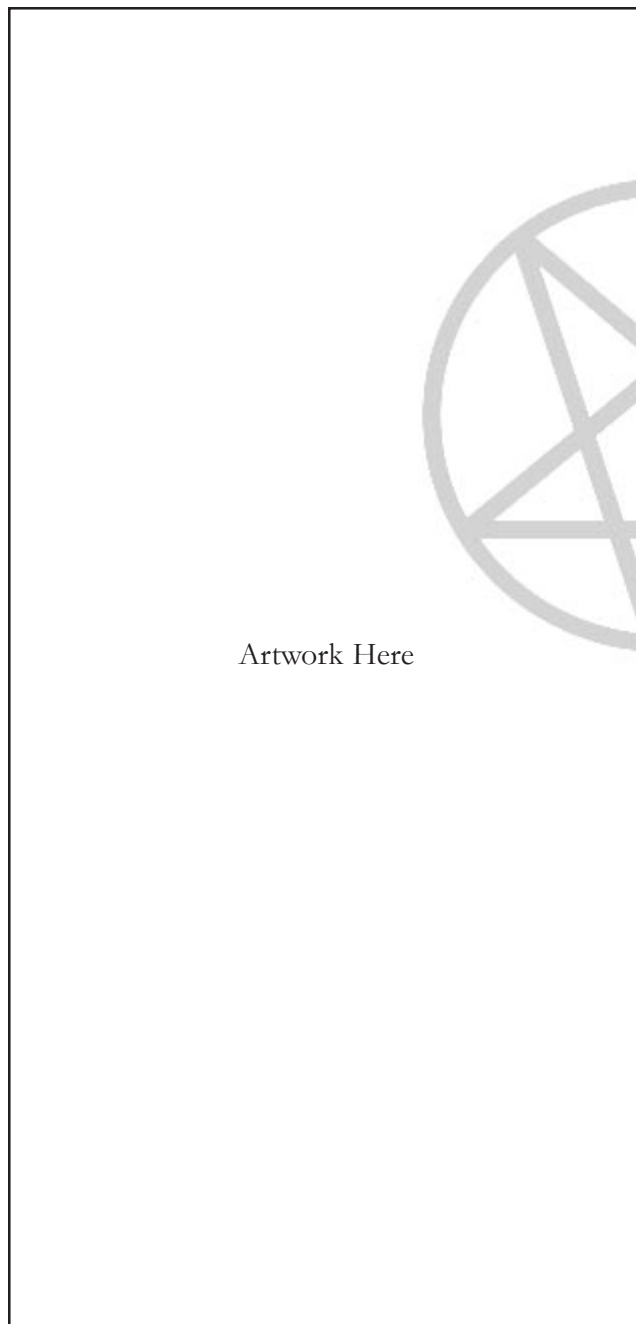
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1. Chaos Magic has been referenced from a publication by Phil Hine entitled "Oven-Ready Chaos" as a summary on the subject. Chaos Magic is useful to F.A.T.A.L. due to its flexibility, and it is appropriate due to the diversity of historical magical systems. For more information, see the References section at the end of this book.

Chants

Chants in chaos magic are, for game purposes, randomly determined sequences of characters. To sorcerers, it is the result of their self-exploration. To priests, it is the result of speaking in tongues. Priests usually utter chants aloud, while sorcerers usually whisper or hiss their chants. In ancient times, a chant was called klesis, meaning invocation. The chance of a chant being necessary to cast a spell using chaos magic is 75%.

To determine a chant for a spell for a sorcerer or priest, roll 3d10; this is the number of characters, including spaces, in the chant.



For each character, roll 1d100. Consult the following table:

Roll	Sound	Example
01-04	A	'Ah' as in father
05-07	A'	'Ae' as in hate
08-09	B	'B' as in boy
10	C	'Ts' as in cats
11-13	D	'D' as in dog
14	D'	'Dy' as in would you
15	D^	'Dz' as in woods
16-19	E	'E' as in elbow
20-24	E'	'Ee' as in easy
25-26	F	'F' as in from
27-28	G	'G' as in go
29-30	H	'H' as in horrible
31	H'	'Huah' as in hurrah
32-34	I	'T' as in litigation
35-37	I'	'Ie' as in pie
38-39	J	'J' as in jump
40-41	K	'K' as in token
42-43	L	'L' as in lust
44	L'	'Ly' as in lye (if said softly)
45-46	M	'M' as in mother
47-48	N	'N' as in noon
49	N'	'Ny' as in onion
50-52	O	'O' as in obey
53	O'	'Wo' as in won't
54-55	P	'P' as in put
56	Q	'Q' as in quick
57-60	R	'R' as in rug
61	R'	'Rr' rolled as in Rico
62-63	S	'S' as in sow
64	S'	'Sh' as in ship
65-69	T	'T' as in take
70	T'	'Ty' as in must you
71-73	U	'Oo' as in fool
74-75	U^	'U' as in book
76-77	U'	'Uh' as in but
78	V	'V' as in violent
79	W	'W' as in weapon
80	X	'Cs' as in ecstasy
81-82	Y	'Y' as in your
83	Z	'Z' as in zoo
84	Z'	'Zh' as in pleasure
85-100		Blank Space

Note that ceremonial magic often utilizes chants, though these are not randomly determined but are the result of a consistent and elaborate magical language called Ephesia Grammata, which literally means magical words.

Ingredients

The chance that one or more ingredients is necessary to cast a spell of chaos magic is randomly determined for each spell upon acquiring the spell. First, roll percentile dice to determine the chance of needing one or more ingredients. Then, roll percentile dice again. If the results are greater than the previous roll, then ingredients are not necessary.

If it is determined that one or more ingredients are necessary, then roll 1d4 to determine the number of necessary ingredients. Proceed to *Appendix 5: Ingredients*.

Ritual

A ritual is a magical formula that must be followed for a spell to be successful, though not all spells require a ritual. The chance that a ritual is necessary to cast a spell of chaos magic is 10% per spell level. The nature of the ritual is determined by the MM after the chant and ingredients have been determined. MM's are encouraged to be creative and inventive, but above all appropriate. Gestures are ritualistic and, even though part of chaos magic, must be performed correctly. Although the rituals in chaos magic are usually shorter than those in ceremonial magic, all magic is often hard work; rituals may require hours, even days, of concentrated effort. In ancient times, the ritual or magical formula was sometimes called teletai, literally meaning celebrations of mysteries. Later, the term praxis became prevalent, meaning ritual.

Magical Effects

Certain compounds or combinations thereof produce specific magical effects. Spells are good examples of magical effects, though exacting the specific effects may be difficult to impossible depending on the specific spell and the experience of the caster. For instance, the power or degree of the effect of many spells increases predictably with the experience of the caster. Conversely, some spells are favored for their unpredictable qualities, though usually these are never totally unpredictable, but limited by certain boundary conditions.

The duration of magical effects varies considerably, from split-second to permanent. For example, magical items are items that have been imbued with mana. The duration of these effects is not fully understood, but it quickly becomes a complicated topic. Sometimes the experience of the caster has a significant effect upon duration, but more often it is relative to the spell and its specific application.

As most spellcasters become more experienced with magic, their accuracy and performance tends to improve. Typically, experience of the spellcaster extends the range and duration, expands the area, and increases the potency of the magical effects.

Those who work with magic observe that dawn and dusk are magical times, since they divide fundamentals such as day and night, light and dark. During the setting or rising sun, or more specifically, while the sun touches the horizon, all magical effects cast during this time are enhanced by 10%. Likewise, the transitions between seasons are magical times. For instance, the transition between fall and winter is a twenty-four hour period when the air is more dangerously charged with magical power than at any other time and many spirits take advantage of this, roaming freely. All magical effects cast on this day are enhanced by 50%. Otherwise, the transition from spring to summer is also markedly potent. All magical effects cast on this day are enhanced by 40%, while the other two seasonal transitions merit magical enhancements of 25%.

Further, those proficient in magic know that knowledge of the true name, the name given at birth, of another is synonymous with power over that individual. Oftentimes, the true name of the recipient is required to cast spells that affect a specific individual. More often, though, a popular magical theory known as the Theory of Contagion states that a magical relationship exists between a part and its whole, even after separation. Therefore, separated items such as locks of hair, old clothing, nail clippings, etc. are useful to a spellcaster for affecting a specific individual. However, imitative magic is not uncommon, either. Imitative magic utilizes a symbol to represent the real-world counterpart. Often, the symbol consists of a doll, painting, model, or actor.

Magic Points

For game purposes, whenever magic is used, Magic Points (MP) are being expended. As spellcasters increase in level, they gain more MP, and hence, are able to cast more spells. MP are also explained for priests and wizards in *Chapter 7: Occupations*. Magic Points may be considered to represent dormant and active mana or magical energy. Typically, when MP are listed, there is also an accompanying number that indicates how many MP are recovered per hour. For instance, if a monster has listed MP 20/5, when the monster is at full magic potential, they have 20 MP. When they use magic, they will recover MP's at a rate of 5 per hour. The higher the level of a spell, the more MP are expended upon casting it. Consult the table below to determine the number of MP's expended upon casting a given spell:

Table 11-3: MP's per Spell

Spell Level	Magic Points
1	8
2	16
3	24
4	32
5	40
6	48
7	56
8	64
9	270
10	1800

The reason that tenth level spells require so many magic points compared to others, is that MP's must be devoted to the spell for several days. Obviously, spells this powerful are extremely taxing.

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Disciplines of Magic

Below are listed the ten disciplines of magic, not including universal magic. The disciplines have been differentiated according to the effect of the spell.

Annihilation: According to arcane scripture, this is the first discipline of magic ever explored. Annihilation spells are often described as barbaric magic. Annihilation is usually the result of energy and external forces.

Convocation: These are spells that call upon real things, often summoning others to serve the caster. A practitioner of convocation is called a conjuretor. Those who are summoned are often referred to as servitors.

Deterioration: Spells of this school ruin living matter. Unlike annihilation, which can also ruin living matter, deterioration usually occurs by pain perceived by a victim or the transmission of disease.

Domination: These spells alter mental states or control minds. When minds are altered, the caster usually dominates or controls the minds. A common use of domination spells is to cause a strumpet to suddenly know her place and submit to the will of the caster.

Eradication: These spells hinder others, preventing them from being able to do things or making them vulnerable or susceptible to certain effects or forms of attack. The casting of these spells is commonly used in conjunction with a planned follow-up form of attack.

Hallucination: Practitioners of hallucination magic call upon things that do not exist or are false. Illusions and delusions are popular examples of hallucinations.

Prognostication: Spells of this discipline offer means of detection and contact. These spells are used for discovery of the unknown.

Reformation: These spells alter the physical state, size, shape, or composition of beings and objects, though not mental states. Of all the disciplines, reformation allows the caster to be most creative.

Restoration: Spells that heal living matter compose the restoration discipline. Popular uses of this discipline is to heal others, raise the dead, or animate corpses.

Supportation: Spells that support others belong to this discipline. Most supportation spells serve to protect or render a recipient invincible to forms of attack.

Convocation

Unless otherwise noted in the spell description, convocation spells that summon creatures require the spellcaster to draw a circle of nine feet in diameter with the caster in the center. The circle may be drawn on a floor with charcoal or on the ground with a sword or ceremonial knife. Depending on the spell and the creature summoned, there may be more circles and/or pentagrams within the outer circle, which is drawn to a diameter of ten feet, as well as magical writing. The most important requirement is that the circle must be unbroken. An unbroken circle is a symbol of eternity, since it has no beginning or end. The line that forms the circle becomes a defensive barrier against inimical creatures that are conjured. If the circle is broken by the spellcaster in any manner, the creature may enter at will.

Universal

Finally, there is a group of spells that do not belong to any of these schools, and are considered universal magic. Theorists speculate that the relationships of elemental mana are comprised of very few particles and are simple compounds. The simplicity of their structure and the fact that no mana compounds oppose universal mana has led scholars to consider these the basic building blocks of all magic.

Disciplines by Opposition

Each of the ten disciplines of magic is in fundamental opposition to another. Below are listed the disciplines by opposition:

Annihilation/Prognostication: Barbaric magic as opposed to diplomatic.

Convocation/Hallucination: Calling upon real things as opposed to fake things.

Deterioration/Restoration: Ruining living matter as opposed to healing it.

Domination/Reformation: Altering the mental state-of-being as opposed to physical.

Eradication/Supportation: Spells that hinder as opposed to supporting others.

The opposition of the disciplines affects different spellcasters differently. Hierophant priests of the various deities are not hindered, since their spells are granted by their god. Druids, however, can cast from one, but not the opposite discipline. For example, the experience of casting Hallucination magic is so different from a druid's familiarity with Convocation magic, they are unable and unwilling to learn it. Sorcerers, like hierophant priests, are not affected by the fact that disciplines are polarized. Mages, however, may choose to specialize in one discipline. Such specialization earns the mage the name of magister. A magister is unable to cast spells from the discipline opposite their specialty, but they also gain a 10% bonus to learn spells. In more general respects, sorcerers and mages may choose to focus on one or two disciplines, but no benefits are gained.

Further explanations of magic will be divided into two sections: spells and magical items.

Discipline, Spell Level, and Norms

Below are a series of tables that show the norms of each magical discipline by spell level. These tables only provide norms, since individual spells may differ accordingly.

Annihilation	
Spell Level	Annihilated Example
1	1 cat or 1d10 LP
2	1 dog or 2d8 LP
3	1 human or 2d20 LP
4	10 humans or 4d100 LP
5	100 humans or 4d1000 LP
6	1,000 humans or 4d1000 x 10 LP
7	10,000 humans or 4d1000 x 100 LP
8	100,000 humans or 4d1000 x 1,000 LP
9	1,000,000 humans or 4d1000 x 10,000 LP
10	10,000,000 humans or 4d1000 x 100,000 LP

Convocation	
Spell Level	Convoked Example
1	1 familiar or 1d10 LP
2	1 dog or 2d8 LP
3	1 human or 2d20 LP
4	10 humans or 4d100 LP
5	1 dragon or 4d1000 LP
6	1,000 humans or 4d1000 x 10 LP
7	2 krakens or 4d1000 x 100 LP
8	1 lesser god or 4d1000 x 1,000 LP
9	1 intermediate god or 4d1000 x 10,000 LP
10	1 elder god or 4d1000 x 100,000 LP

Deterioration	
Spell Level	Deteriorated Example
1	minor affliction or 1d10 LP
2	modern affliction or 2d8 LP
3	severe affliction or 2d20 LP
4	terminal affliction or 4d100 LP
5	mass affliction or 4d1000 LP
6	100,000,000 cubic feet of disease
7	1 cubic mile of disease
8	1,000 cubic miles of disease
9	100,000 cubic miles of disease
10	1,000,000 cubic miles of disease

Domination	
Spell Level	Dominated Example
1	1 cat or 1d10 LP
2	1 dog or 2d8 LP
3	1 human or 2d20 LP
4	10 humans or 4d100 LP
5	100 humans or 4d1000 LP
6	1,000 humans or 4d1000 x 10 LP
7	10,000 humans or 4d1000 x 100 LP
8	100,000 humans or 4d1000 x 1,000 LP
9	1,000,000 humans or 4d1000 x 10,000 LP
10	10,000,000 humans or 4d1000 x 100,000 LP

Prognostication	
Spell Level	Prognosticated Example
1	Detect elements
2	Detect temperament
3	Detect disposition
4	Detect surface thoughts
5	Detect thoughts and motives
6	Find objects
7	Find beings
8	Hypersensitivity
9	Detect future
10	Detect the will of the gods

Eradication	
Spell Level	Eradicated Example
1	Lesser elemental vulnerability
2	Lesser temperament vulnerability
3	Lesser disposition vulnerability
4	Greater elemental vulnerability
5	Greater temperament vulnerability
6	Greater disposition vulnerability
7	Mass elemental vulnerability
8	Mass temperament vulnerability
9	Mass disposition vulnerability
10	Total vulnerability

Reformation	
Spell Level	Reformed Example
1	1d10 IP or LP
2	2d8 IP or LP
3	2d20 IP or LP
4	4d100 IP or LP
5	4d1000 IP or LP
6	4d1000 x 10 IP or LP
7	4d1000 x 100 IP or LP
8	4d1000 x 1,000 IP or LP
9	4d1000 x 10,000 IP or LP
10	4d1000 x 100,000 IP or LP

Hallucination	
Spell Level	Hallucinated Example
1	1 cubic foot, 50% believability
2	10 cubic feet, 75% believability
3	100 cubic feet, 85% believability
4	1,000 cubic feet, 90% believability
5	100,000 cubic feet, 94% believability
6	100,000,000 cubic feet, 96% believability
7	1 cubic mile, 97% believability
8	1,000 cubic miles, 98% believability
9	100,000 cubic miles, 99% believability
10	100,000,000 cubic miles, 99.9% believability

Restoration	
Spell Level	Restored Example
1	1 cat or 1d10 LP
2	1 dog or 2d8 LP
3	1 human or 2d20 LP
4	10 humans or 4d100 LP
5	100 humans or 4d1000 LP
6	1,000 humans or 4d1000 x 10 LP
7	10,000 humans or 4d1000 x 100 LP
8	100,000 humans or 4d1000 x 1,000 LP
9	1,000,000 humans or 4d1000 x 10,000 LP
10	10,000,000 humans or 4d1000 x 100,000 LP

Supportation	
Spell Level	Supported Example
1	Lesser protection
2	Moderate protection
3	Mass lesser protection
4	Greater protection
5	Mass moderate protection
6	Mass greater protection
7	Lesser invincibility
8	Moderate invincibility
9	Greater invincibility
10	Mass greater invincibility



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Chapter 12: Spells

This chapter lists all spells alphabetically. Alternate methods of indexing spells are available in *Appendix 2*. Following is a format for all spell entries:

Spell Name (*italicized* if Ceremonial Magic)

Level: Here is the power or complexity level of the spell, from 1 to 10. Spell level determines the casting time, which is listed in *Table 10-1* in *Chapter 10: Combat*. Note that casting 9th, and especially 10th, level spells requires sleep deprivation during the lengthy casting time. Examples of the 10 spell levels are given in the end of *Chap. 11: Magic*.

Discipline: Here is listed the discipline of magic in which the spell is categorized. While technically not a discipline, 'universal' is listed here as well. Otherwise, the ten disciplines include: annihilation, convocation, deterioration, domination, eradication, hallucination, prognostication, reformation, restoration, and supportation.

Range: Here is listed the range where the spell may take effect. Typically, the range designates the distance within which the center of an area may be designated (see area below). Otherwise, spell effects may not occur outside of the range.

Area: Here is listed the area affected by the spell. The center of the area must be within the range of the spell. Area may be listed in many ways. Examples include either two or three dimensions (such as Length x Width x Height), radius (a line segment extending from the center of a circle or sphere to the curve or surface), diameter (the length of a straight line through the center of an object), and a cone (a ray that becomes wider as it extends from its source, and whose dimensions are defined in the spell description).

Duration: Here is listed the duration that the spell's effects last.

Reference: Spells listed of ceremonial magic are not fabricated by the author of this game, but have been obtained from real-world references, cited at the end of this book.

Chant: Here is listed the chant that must be recited, if necessary. Typically, the chant is phrased repeatedly throughout the casting time of the spell, except for chants for 1st level spells, which are only phrased once. The number of phrasings may vary due to abnormally long or short chants.

Ingredients: Here is listed any necessary ingredients for the spell to be cast. The spell may not be cast until the proper ingredients, if required, are acquired.

Ritual: Here is detailed what ritual or gesture must be performed, if any. Assuming a ritual is required, the spell will not take effect without the proper performance of the ritual.

Description: Here is listed the description of the spell with all necessary details.

Spells

Ablation

Level: 5

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to remove an internal organ from a target creature. The target creature must be successfully touched, which necessitates a Brawling skill check (see *Chap. 8: Skills*) and a Called Shot (see *Chap. 10: Combat*).

This spell causes the skin and other body parts of the target creature to become very soft surrounding the internal organ specified by the spellcaster. This spell has no effect on creatures with hide or better natural armor.

If successful, the spellcaster is able to insert their hand into the body of the target creature and remove the specified internal organ. The MM decides the effect of the removal of the specified organ. The heart is a popular choice, since the target creature is doomed to die within 1-2 minutes. For this duration, the heart will continue to beat in the hand of the spellcaster.

Acclimation

Level: 2

Discipline: Reformation

Range: Touch

Area: One creature or object

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the body of a target creature or object to acclimate to its environment. Unfortunately, acclimation takes time. Consult the table below:

<u>Round</u>	<u>Effect Felt</u>
1	100%
2	80%
3	60%
4	40%
5	20%
6	0%

Therefore, the 3rd round after the spell Acclimation is cast, the target creature will only feel 60% of the effects of their environment.

This spell does not affect hunger or thirst, but usually acclimates a creature or object to dangerous surroundings, such as swimming in an acid pool or walking through fire.

After the spell expires, the target creature or object will instantly feel the full effects of their environment again.

Artwork Here

Acidic Touch

Level: 1

Discipline: Reformation

Range: Touch

Area: One creature or object

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes acidic damage to a target creature or object. The fingertips of the spellcaster secrete magical acid for the duration of the spell, which cause 1d10 Life Points of damage per round of contact with flesh. However, the magical acid does not harm the spellcaster or any substance other than flesh.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Aching Feet

Level: 2

Discipline: Restoration

Range: Self

Area: Caster's feet

Duration: Permanent

Reference: *Arcana Mundi*, p. 72.

Chant: I think of you; heal my feet. Let the earth retain the illness, and let health remain here.

Ingredients: None

Ritual: Recite the chant nine times, touch the earth, and spit. The chant must be recited sober.

Description: Casting this spell causes the caster's feet to stop aching, curing them from whatever caused them to ache.

Against every Wild Animal, Aquatic Creature and Robbers

Level: 2

Discipline: Supportation

Range: Self

Area: 10 feet radius

Duration: For the remainder of the present hour [if unknown, roll (1d6 - 1) and 1d10 to determine the number of minutes (01-60)]

Reference: PGM VII. 370-73.

Chant: LOMA ZATH AION ACHTHASE MA ... ZAL BALAMAON EIEOY, protect me, (speak your own name), in the present hour; immediately, immediately; quickly, quickly.

Ingredients: A tassel

Ritual: Attach a tassel to your garment and speak the chant.

Description: This spell will protect the caster from all wild animals, aquatic creatures, and robbers, so that none will be able to come within 10 feet of the caster by their own volition, nor will they intend the caster any harm or pay the caster any attention whatsoever unless provoked by the caster, which will negate the spell's effects.

Against Evil Sleep

Level: 1

Discipline: Supportation

Range: Drinking vessel

Area: One character

Duration: Eight hours

Reference: PDM xiv. 706-10.

Chant: None

Ingredients: Flour of wild dates, milk, and wine

Ritual: Take the flour of wild dates that have been beaten with milk; you should make them together into a ball. Put in the wine!

Description: Casting this spell will enable the imbiber of the ritualized ingredients to be immune to the effects of any Evil Sleep spell, as well as any other magical attempt to interfere with the dreams of the imbiber for eight hours. The entire liquid must be drunk; sipping produces no effect.

Against Menstruation

Level: 1

Discipline: Restoration

Range: The dung of an ass

Area: One woman

Duration: One week

Reference: PDM xiv. 1196-98.

Chant: None

Ingredients: Ass's dung

Ritual: You should fumigate a woman with an ass's dung when the menstruation is on her. She stops.

Description: Casting this spell will cause a woman to stop menstruating. All of the ass's dung must be used for the spell to take effect.

Agelast

Level: 2

Discipline: Domination

Range: 100 feet

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature to lose the capacity to smile. During casting, the spellcaster must point at the target creature with a finger. This necessitates an Aim skill check (see *Chap. 8: Skills*). If the check is passed, the target creature is unable to smile. All attempts to induce happiness in the target creature will be perceived by the target creature as annoying. The target creature is not necessarily angered or depressed, but simply finds no amusement. Events that would normally amuse the target creature now either irritate, bore, or anger them. When a creature is under the influence of Agelast, they usually withdraw from others and prefer not to be bothered.

Akeldama

Level: 6

Discipline: Domination

Range: One mile

Area: 1,000' x 1,000'

Duration: Two rounds to an exponential power equal to the level of the caster

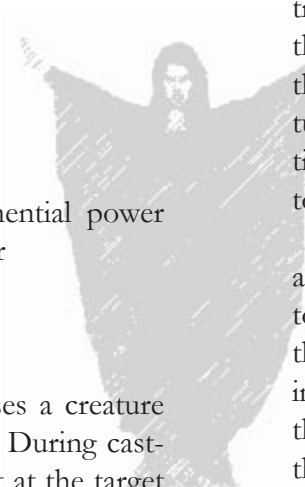
Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes all creatures within the specified area to succumb to violent hatred of each other. Creatures within the area must pass a Drive check at TH 90 to be unaffected by the spell. Otherwise, provided there are enough creatures, the area becomes a field of bloodshed for the duration of the spell. Creatures within the area that fail their check are compelled to attack the nearest creature within the area. Creatures within the area seem to not even notice those outside the area, and feel no need to leave the area.

If no creature is left to attack in the area, the sole remaining creature will attempt to hang themselves. If this is not feasible, they will seem friendly and invite someone into the area of bloodshed, and then betray them by attacking them. As a last resort, the sole remaining creature will yell in hatred, cursing the world for the duration of the spell.



Artwork Here

Alchemy

Level: 6

Discipline: Reformation

Range: Touch

Area: 2 coins to an exponential power equal to the level of the caster

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes metal coins, or their equivalent in weight, to mutate into gold. Therefore, bronze, copper, and silver may be transformed into gold. Alloys, however, will not become gold; pewter, brass, etc. will be unaffected.

All for One

Level: 1

Discipline: Deterioration

Range: 50 feet

Area: 25' radius

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: By casting this spell, the spellcaster exploits other characters or creatures within the area. All characters or creatures within the area must pass a Drive check at TH 50 or lose either Ethical, Moral, Temperament, or sub-ability points, 1d20 points per level of the caster. The type of points must be specified by the spellcaster during casting. Two or more characters or creatures must be affected for the spell to take effect. The characters or creatures do not simply lose points. Instead, the points are absorbed by the spellcaster. However, this spell is inefficient, so only d% of the points will be absorbed. If any character or creature is reduced to zero points, then death occurs. When the effects of the spell expire, the spellcaster loses the absorbed points and the exploited victims recover the points.

Alter Temperature

Level: 1

Discipline: Reformation

Range: 50 feet

Area: 25' radius

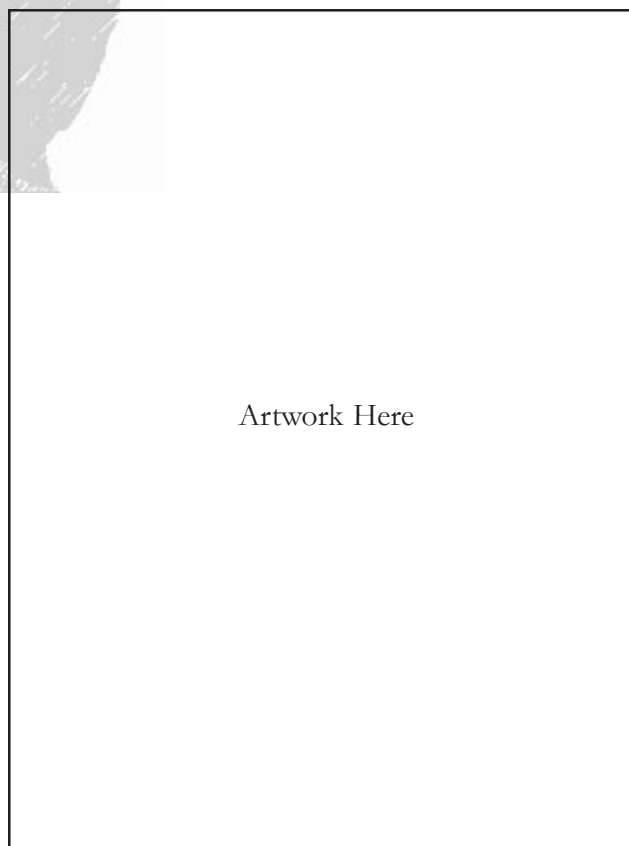
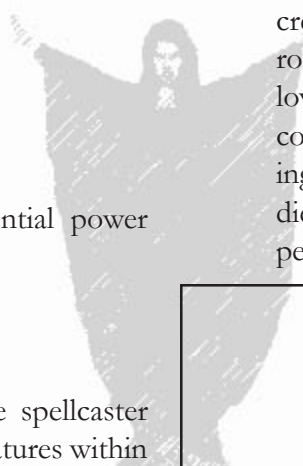
Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: By casting this spell, the caster is able to physically change the temperature of the atmosphere in the area. The caster must decide whether the area will be heated or cooled, and this decision is irreversible for the duration of the spell. If the caster desires to raise the temperature, the area will become hot enough to boil water. Living creatures within this area suffer 1d10 LP per round of exposure. If the caster desires to lower the temperature, the area will become cold enough to freeze solid an animal weighing 20 lbs. or less. If cold-blooded, they will die. If warm-blooded, they suffer 1d10 LP per round of exposure.



Artwork Here

An Excellent Spell for Silencing, for Subjecting, and for Restraining

Level: 2

Discipline: Eradication

Range: One mile

Area: One character

Duration: 4 minutes to an exponential power equal to the caster's level

Reference: PGM VII. 396-404.

Chant: None

Ingredients: Lead from a cold-water pipe

Ritual: Take the ingredient and make a lamella (a thin metal plate) and inscribe it with a bronze stylus, and set it with a character who has died prematurely. While performing this ritual, think of a character, picture them in your mind.

Description: Casting this spell will cause the person who is imagined during the ritual and within a mile to suddenly become unable to speak and move, though they are able to survive by shallow breathing.

Anti-venom

Level: 1

Discipline: Restoration

Range: Touch

Area: Creature touched

Duration: Two minutes to an exponential power equal to the caster's level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell inoculates a target against natural venoms as found in spiders, snakes, and poisonous plants by making the target immune to these natural poisons. Poison that already affects the character will continue to affect them.

Arachnid Feet

Level: 1

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: Two minutes to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The creature touched by the caster will experience a change in their hands and feet. More specifically, their hands and feet will become sticky enough to allow them to climb on smooth walls and ceilings, as would a spider.

Ascertain Properties

Level: 1

Discipline: Universal

Range: Touch

Area: One object

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a voice in his head to state one magical property of an object in question for every two levels of the caster.

Artwork Here

Audio Range

Level: 1

Discipline: Reformation

Range: 30 feet per level of the caster

Area: Special

Duration: Until the caster ceases to concentrate on the effect

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster may recreate any memorable sound, and the sound may be louder at higher caster levels. Consult the table below:

Caster Level	Maximum Volume
1	A yelling human
2	A barking big dog
3	A marching army of 100 humans
4	Dozens of galloping horses
5	A yelling ogre
6	A yelling giant
7	A roaring lion
8	A roaring dragon
9+	Thunder

Artwork Here

Augment Charisma

Level: 6

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Charisma of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

Augment Debauchery

Level: 6

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an increase in Debauchery of the target creature. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). Debauchery is augmented by 1d6 points.

Augment Dexterity

Level: 6
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes one of the sub-abilities of Dexterity of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

Augment Intelligence

Level: 6
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes one of the sub-abilities of Intelligence of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

Augment Magic

Level: 6
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes an increase in Magic Points of the target creature. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). Magic Points are augmented by 1d6.

Augment Physique

Level: 6
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes one of the sub-abilities of Physique of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

Augment Piety

Level: 6
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes an increase in Piety Points of the target creature. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). Piety Points are augmented by 1d6.

Augment Vision

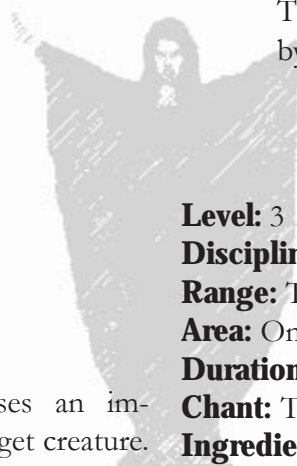
Level: 6
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes an improvement in Vision of the target creature. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). Vision is improved by 1d6.

Augment Wisdom

Level: 6
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes one of the sub-abilities of Wisdom of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by 1d6 points.

Banish Allergy

Level: 3
Discipline: Restoration
Range: Touch
Area: One creature
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell banishes an allergy from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature has more than one allergy, then one allergy is randomly selected and banished.



Banish Disease

Level: 4

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell banishes all disease from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). While this spell will not heal all damage incurred from disease, it will remove all disease from the target creature, which immediately halts future damage from the same instance of disease.

Banish Intoxication

Level: 2

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell banishes intoxication from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If affected, the target creature will instantly become sober.

Banish Paralysis

Level: 4

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell banishes paralysis from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Banish Poison

Level: 4

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell banishes all poison from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). While this spell will not heal all damage incurred from poison, it will remove all poison from the target creature, which immediately halts future damage from the same dose of poison.

Beguile Enemy

Level: 1

Discipline: Domination

Range: 50 feet

Area: One creature

Duration: 1d6 minutes

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell subdues a hostile enemy by lowering their Drive to 50% for the duration of the spell. First, the creature must pass a Drive check at TH 80 or become passive and subdued. If the creature passes the check, the creature remains a hostile enemy.

Bestow Aching Back

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to suffer from an aching back. If the target creature does not desire to be touched by the spellcaster, a Brawling skill check is required (see *Chap. 8: Skills*). The target creature must pass a Physical Fitness check at TH 50 to be unaffected by this spell.

The pain from this back ache does not translate meaningfully into gaming statistics, but it does annoy the target the creature.

Bestow Aeon

Level: 7

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to instantly and permanently age several million years. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The MM must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal. Nearly all mortal creatures will fossilize after an aeon.

Bestow Allergy

Level: 2

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to permanently acquire a random allergy. If the target creature does not desire to be touched by the spellcaster, a Brawling skill check is required (see *Chap. 8: Skills*). The target creature must pass a Health check at TH 60 to be unaffected by this spell. The MM randomly determines the exact allergy by referring to Allergies in *Chapter 3: Body*.

Bestow Asphyxiation

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the lungs of a touched target creature to become unable to function. As a result, the target creature suffocates to death. If the target creature passes a Health sub-ability check at TH 85, then the spell has no effect, although breathing may become a little difficult. If the check is failed, then Strength and Life Points are lost in accordance with the Choking maneuver under the Wrestling skill (see *Chap. 8: Skills*).

Bestow Aura

Level: 2

Discipline: Hallucination

Range: Touch

Area: Special

Duration: Two hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one or more creatures or objects to glow with an aura. The spell affects one creature or object per caster level. Upon casting, the caster determines the strength or brightness of the aura, as well as its hue. The strength may vary from a faint and almost undetectable shimmer, to a radiance that may be obvious a hundred feet away. While the caster may choose any hue, popular choices are black, red, or an eerie green.

This spell does not affect partial creatures or objects. Other than appearance, the aura does not affect the target creature or object. Since a spell is in effect, a proper detection spell will detect the presence of active magic.

The effected area is limited by caster level:

<u>Caster Level</u>	<u>Area Effected</u>
1	1 cubic foot or 1 cat
2	3 cubic feet or 1 dog
3	10 cubic feet or 1 human
4	100 cubic feet
5+	1,000 cubic feet

Artwork Here

Bestow Blindness

Level: 4

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to become permanently and totally blind. Blind creatures are unable to see; Vision is zero. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). By passing a Health check at TH 80, the target creature is not affected by the spell and retains their Vision. Blind creatures depend on the Blindfighting skill in combat (see *Chap. 8: Skills*). Blind humanoids often compensate for their loss of Vision by using a walking stick or staff as an aid.

Bestow Blistering Boils

Level: 2

Discipline: Deterioration

Range: Touch

Area: One victim's skin

Duration: Two hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the skin of a touched victim to blister and form puss-filled boils. This affliction has an onset time of 1d20 rounds. After the onset time, 1d100 boils will appear each round for 1d6 rounds. Regardless of the number of boils that appear, in totality they will cause 2d6 LP of damage, unless the blisters pop. There is a 5% chance per level of the caster that d% of the blisters will pop after they finish appearing. If blisters pop, then the percentage of the blisters that popped equals the percentage of LP that the victim loses.

Clever spellcasters have gathered puss from the broken blisters. If this puss is ingested, it causes 1d4 LP of damage per full gulp. Aside from its acrid taste, puss from Bestow Blistering Boils burns the throat and stomach.

Artwork Here

Bestow Century

Level: 5
Discipline: Deterioration
Range: Touch
Area: One creature touched
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a target creature touched by the spellcaster to instantly and permanently age one hundred years. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The MM must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal.

Bestow Convulsion

Level: 4
Discipline: Deterioration
Range: 200 feet
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a target who is seen by the caster to begin convulsing uncontrollably. Bestow Convulsion affects 4d100 LP; a creature with more LP is unaffected. If bipedal, the victim will topple to the ground. The victim's limbs will extend and become stiff or rigid, and shake violently from their socket at the torso. The victim's mind remains clear, though they are unable to prevent spasmodic shaking. Further, the victim is unable to speak. However, if the victim passes a Drive of TH 40, they may be able to whisper. If able, victims of Bestow Convulsion usually whisper pathetic pleas, such as "Help, help me."

Bestow Deafness

Level: 4
Discipline: Deterioration
Range: Touch
Area: One creature touched
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a target creature touched by the spellcaster to become permanently and totally deaf. Deaf creatures are unable to hear. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). By passing a Health check at TH 80, the target creature is not affected by the spell and retains their hearing. If sentient, in time the deaf creature may be able to learn to read lips.

Bestow Decade

Level: 4
Discipline: Deterioration
Range: Touch
Area: One creature touched
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a target creature touched by the spellcaster to instantly and permanently age ten years. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The MM must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal.

Bestow Disease

Level: 3
Discipline: Deterioration
Range: Touch
Area: One creature touched
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a target creature touched by the spellcaster to acquire a random disease from *Chapter 3: Body*. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The random and magical disease that is acquired is permanent, though it is subject to all limitations of the real disease.

Bestow Dislocation

Level: 2
Discipline: Deterioration
Range: 100 feet
Area: Two creatures to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a randomly determined limb on multiple creatures to become temporarily useless. Since different creatures have different numbers of limbs, the MM must randomly determine which limb. If a creature has a tail, it counts as a limb. The caster must see the target creatures as the spell is cast. The MM determines the effects of a useless limb.

Bestow Earache

Level: 1
Discipline: Deterioration
Range: Touch
Area: One creature touched
Duration: 1d20 hours
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a creature to suffer from an earache. An earache is pain in the middle ear. The pain is caused by an infection that causes fluid to collect behind the eardrum. A creature afflicted with an earache will suffer a penalty of 1d100 when making a Sound skill check. Further, the creature may find that it is difficult to concentrate, and is subject to any such modifiers deemed appropriate by the MM. Otherwise, the earache is irritating to the afflicted creature. In order to bestow an earache, the target creature must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*).

Bestow Fatigue

Level: 1
Discipline: Deterioration
Range: 20 feet per level of the caster
Area: One creature
Duration: 1d20 minutes
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a creature to suffer great fatigue. The following adjustments take effect for the duration of the spell: Physical Fitness and Strength are halved, Hand-Eye Coordination and Agility are reduced to 75%.

Bestow Greater Harm

Level: 3

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to harm another. In order to inflict greater harm, the creature to be harmed must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the creature suffers 2d20 Life Points of damage. This spell only harms the living. If missed, then the spell is wasted.

Bestow Harm

Level: 2

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to harm another. In order to inflict harm, the creature to be harmed must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the target creature suffers 2d8 Life Points of damage. This spell only harms the living. If missed, then the spell is wasted.

Bestow Headache

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature touched

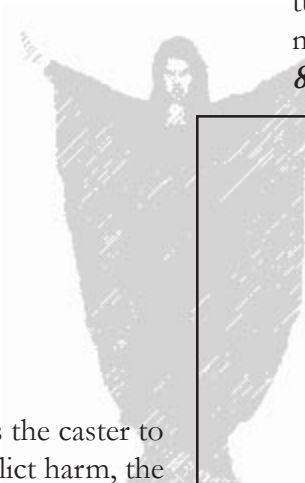
Duration: 1d20 hours

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature to suffer from a headache. A headache is pain in the head. An inflicted creature may find that it is difficult to concentrate, and is subject to any such modifiers deemed appropriate by the MM. Otherwise, the headache is irritating to the afflicted creature. In order to bestow a headache, the target creature must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*).



Artwork Here

Bestow Ingrown Nail

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: 1d20 hours

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature to suffer from an ingrown nail. An ingrown nail is pain in a finger or toe. Roll percentile to determine whether it is a (01-50%) fingernail or (51-100%) toenail. Next, determine whether it is on the (01-50%) left or (51-100%) right hand or foot. Finally, roll 1d6 to determine the specific finger or toe; let 1 = the thumb or big toe and reroll 6's. A creature with an ingrown fingernail will suffer a penalty of -1d100 when making skill checks that involve the use of that hand. A creature with an ingrown toenail will have their Sprint speed reduced by (1d100)%. Otherwise, the ingrown nail is irritating to the target creature. In order to bestow an ingrown nail, the target creature must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*).

Bestow Intoxication

Level: 1

Discipline: Deterioration

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Two hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes multiple recipients to become intoxicated. To intoxicate someone, the spellcaster must successfully touch them, entailing a successful Brawling skill check (see *Chap. 8: Skills*), unless the target creature freely allows the spellcaster to touch them. Each recipient is affected as though they drank 1d6 glasses of mead (see Intoxication in *Chap. 3: Body*). Effects may be cumulative from multiple castings.

Artwork Here

Bestow Leprosy

Level: 4

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to acquire the disease known as leprosy. (see Diseases in *Chap. 3: Body*). If the target creature does not desire to be touched, then a Brawling skill check is required (see *Chap. 8: Skills*).

Upon successfully touching the target creature, they must pass a Health check at TH 95 to not acquire the disease. If the target creature fails the check, they acquire Leprosy.

Leprosy is a chronic, infectious disease that primarily affects the skin, mucous membranes, and nerves. Many consider leprosy to be a punishment of the gods for sin; hence, the leper is in a state of defilement.

The target creature immediately experiences a loss of sensation in 1d4 patches of skin. These areas are randomly determined as follows. Roll 1d10 and consult the table for Crucial Damage in *Chap. 10: Combat* to determine the General Body Location.

One of these areas is severe enough to cause a body part or limb to fall off. The others remain problematic areas of extremely low sensation.

Bestow Lesser Harm

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature touched

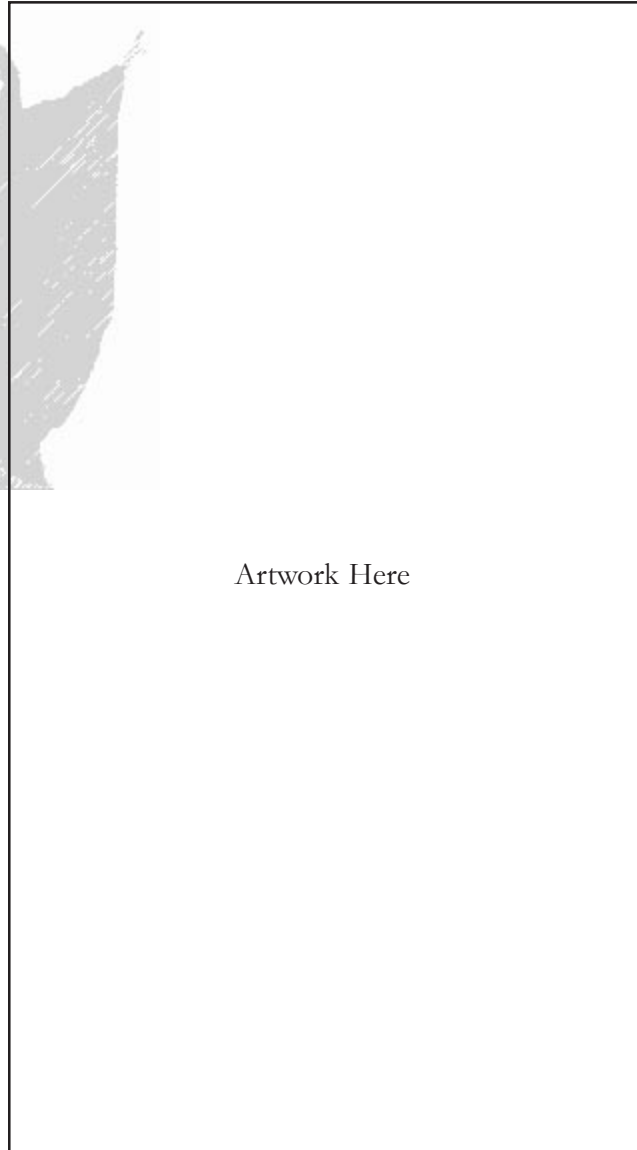
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to harm another. In order to inflict lesser harm, the target creature must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the creature suffers 1d10 Life Points of damage. This spell only harms the living. If missed, then the spell is wasted.



Bestow Loss of Appetite

Level: 2

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Two days to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to nullify the appetite of a target creature. In order to Bestow Loss of Appetite, the target creature must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the creature loses all desire to eat. All thoughts of food and drink will be disgusting to the target creature. Consult the following table to determine the damage done:

<u>Days w/o Substance</u>	<u>LP Reduced to:</u>
1	100%
2	(90 + 1d8)%
3	(70 + 1d20)%
4	(40 + 2d20)%
5	(3d20)%

If the target creature does not eat or drink in five days, then they will perish before the sixth. The target creature will violently oppose any tactics by others to induce eating or drinking.

Bestow Millennium

Level: 6

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to instantly and permanently age one thousand years. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The MM must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal. Most mortals die.

Bestow Muteness

Level: 4

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to become permanently and totally mute. Mute creatures are unable to speak or utter a sound. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). By passing a Health check at TH 80, the target creature is not affected by the spell and retains their ability to speak or make vocal sounds. Mute creatures may suffer a reduction in Rhetorical Charisma as determined by the MM.

Bestow Numbness

Level: 1

Discipline: Deterioration

Range: Touch

Area: 6 square inches of flesh

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an area of skin on another to lose all sensation after the caster touches it. The caster's touch necessitates a successful Brawling skill check (see *Chap. 8: Skills*). This spell is used for many purposes. For instance, if an opponent's hand becomes numb, they are 80% likely to drop their weapon.

Bestow Paralysis

Level: 2

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to become paralyzed. If the target creature does not desire to be touched, then a Brawling skill check is required (see *Chap. 8: Skills*). This spell only affects 2 LP to an exponential power equal to the level of the caster. Creatures with more LP than the caster is capable of affecting or unaffected.

Once touched, a target creature must make a Health check. Consult the table below:

<u>TH</u>	<u>Effect</u>
<05	Total body paralysis, including the brain and heart. Target creature dies in 2d6 rounds.
05	Bodily paralysis, but able to breathe.
25	Bodily paralysis, but able to breathe and one random limb is not paralyzed.
50	Bodily paralysis, but able to breathe and two random limbs are not paralyzed.
75	Two random limbs are paralyzed.
90	One random limb is paralyzed.

Victims of Bestow Paralysis are able to move their eyes, unless their Health TH was less than 5. Further, victims are able to think clearly. Although the neck of a victim suffering 'bodily paralysis' will not move, the victim is aware of their condition and surroundings; they are simply unable to move or react.

Artwork Here

Bestow Sniffles

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to experience their sinuses draining. Watery snot will drip from the nose of the target creature for the duration of the spell. The rate of dripping is a number of drips per round equal to the level of the spellcaster. In order to Bestow Sniffles, the target creature must be touched, which necessitates a Brawling skill check (see *Chap. 8: Skills*).

Bestow Toothache

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to experience a toothache. The affected creature will have problems concentrating, and the MM may impose such penalties as appropriate. In order to bestow a toothache, the target creature must be touched, which necessitates a Brawling skill check (see *Chap. 8: Skills*).

Bestow Tooth-Rot

Level: 3

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to lose a number of teeth. In order to Bestow Tooth-Rot, the target creature must be touched, which necessitates a Brawling skill check (see *Chap. 8: Skills*). This spell causes 1d20 teeth of the target creature to rot and fall out. The higher the level of the spellcaster, the sooner the teeth rot. Consult the following table:

<u>Level</u>	<u>Effect</u>
1-2	1d12 months
3-4	1d4 weeks
5-6	1d8 days
7-8	1d20 hours
9-10	1d10 minutes
11+	1d10 rounds

Artwork Here

Bestow Ulcer

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to acquire an ulcer. An ulcer is a shallow sore. Although an ulcer may occur in many bodily locations, this spell causes ulcers in the stomach. A stomach ulcer causes pain and irritates the target creature. In order to bestow an ulcer, the target creature must be touched, which necessitates a Brawling skill check (see *Chap. 8: Skills*).

Bestow Virus

Level: 1

Discipline: Deterioration

Range: 50 feet per caster level

Area: Special, see below

Duration: One minute per level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a number of LP of creatures specified below to need to pass a Health check at TH 60 or they become infected with a magical virus, popularly called Infectuosica-Vomitory. The virus causes creatures to vomit unwillingly and uncontrollably 1d10 times per minute. During the duration of this spell, they are unable to attack, their Sprint Speed is reduced to 50%, and their CA suffers 15. The caster is immune to the virus. See the table below to determine the number of LP affected:

<u>Caster Level</u>	<u>LP Affected</u>
1	1d10
2	2d8
3	2d20
4	4d100
5+	4d1000

All of the LP of a target must be used for that target to be affected.



Artwork Here

Brittlebone

Level: 1

Discipline: Deterioration

Range: 25 feet

Area: One creature

Duration: 1d6 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: This spell serves to weaken the skeletal structure of a man-sized or smaller creature, thereby doubling the effective range for Crucial Damage with pounding weapons and adds 20 to the severity of all crucial blows. The target creature must be seen by the caster.

Burning Bush

Level: 9

Discipline: Convocation

Range: 50 feet

Area: 10 cubic feet

Duration: 1 round per two caster levels

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell convokes a deity to enter a bush, which makes the bush burn. The deity inside the Burning Bush communicates with a low and booming voice from within and addresses the spellcaster. No spellcaster has ever learned its true name. The deity refuses to identify itself. Yet, it has been renowned for wielding godly might in the past at the behest of the spellcaster. The MM determines the reactions of the god to being summoned. If asked its name, the god replies "I am who I am," so that the spellcaster will not know its true name and have any power over it. Further, this god will refuse to emerge from the burning bush and does not allow anyone to see it. The bush will burn without structurally deteriorating for the duration of the spell.

Business Spell

Level: 1

Discipline: Supportation

Range: 20' radius from figurine

Area: One small business or shop

Duration: As long as the figurine is in the wall

Reference: PGM IV. 2359-72.

Chant: CHAIOCHEN OUTIBILMEMNOUOTH ATRAUICH. Give income and business to this place, because Psentebeth lives here.

Ingredients: Orange beeswax, the juice of an aeria plant, ground ivy, as well as a cock, some wine, and a lamp that is not colored red.

Ritual: Take the beeswax, juice, and ivy, and make a figure of a merchant having a hollow bottom, grasping in his left hand a herald's wand and in his right a small bag. Write on hieratic papyrus these names, and you will have continuous business: CHAIOCHEN OUTIBILMEMNOUOTH ATRAUICH. Put the papyrus inside the figure and fill in the hole with the same beeswax. Then deposit it in a wall, at an inconspicuous place, and crown him on the outside, and sacrifice to him a cock, and make a drink offering of wine, and light for him a lamp that is not colored red.

Description: Profits increase by 10% per caster level in one shop or small business for as long as the caster desires and retains the figurine in place.

Call Acid Rain

Level: 3

Discipline: Convocation

Range: 1 mile

Area: 100,000 cubic feet

Duration: 2d4 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons acid rain to fall in a 100' x 100' x 100' area. Each round that acid rain contacts flesh, it causes 1d10 LP of damage. The acid is weak and does no harm to metal or other substances.

Call Animals

Level: 2

Discipline: Convocation

Range: 0

Area: One mile radius

Duration: One round per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: This spell summons a number of creatures from the surrounding area as a function of the caster's level. The exact type of creature is determined by the MM, since the surroundings may vary considerably. Usually, common creatures arrive. Creatures never have more Life Points than the caster, though together they may have more. Consider the table below:

<u>Caster Level</u>	<u>Number Summoned</u>
1-2	1d4
3	1d6
4-5	1d8
6-8	2d6
7-10	2d8
11-15	2d10
16+	2d12

Artwork Here

Call Avalanche

Level: 5

Discipline: Convocation

Range: 1 mile

Area: 100' x 100' x 100'

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a portion of an avalanche occurring somewhere in the world at the moment. The caster determines where the avalanche will appear within the radius of a mile. The avalanche will either consist of tons of falling snow and ice (1-4 on a d8) or rock (5-8).

The avalanche itself will occur for 1d6 rounds. During this time heavy material determined above will fall to the ground. After this time, 1d20 feet of the material will remain and cause continuous crushing damage until the end of the duration of the spell.

Falling snow distributes 1d4 IP or LP per round. Thereafter, crushing damage is 1/3 LP per foot of depth of snow and ice.

Falling rock distributes 2d20 LP per round. Thereafter, crushing damage is 5 LP per foot of depth of remaining rock.

In either case, characters trapped underneath material should consult the choking maneuver under the Wrestling skill (see *Chap. 8: Skills*) to see if they suffocate to death.

Call Ball Lightning

Level: 2

Discipline: Convocation

Range: 1 mile

Area: 1d10 inch diameter sphere

Duration: 1d4 seconds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a natural phenomenon known as ball lightning. Ball lightning is a mysterious glowing sphere that drifts through the air, though it can bounce along the ground as well. Various colors of ball lightning have been seen. Sometimes it changes color. Ball lightning may have an internal structure, such as layers or moving sparks. The lifetime of ball lightning is related to its size, and inversely related to its brightness. Balls that are blue and orange seem to last longer than average. Ball lightning has no observable buoyancy effect. It is 75% likely to end with a violent explosion. Ball lightning illuminates a 10' radius, so it is brighter than a candle, but not as bright as a torch.

Upon successful casting, the ball lightning will appear two feet in front of the caster. The ball lightning will move according to the whim of the spellcaster, though it is unable to move faster than 100 feet per round and it will remain three feet above the ground. Ball lightning must remain in motion. If the spellcaster is unable to concentrate on it, then it either dissipates or violently explodes (as determined above).

If the ball lightning explodes, it causes 1d10 Integrity Points or Life Points of electrical damage to all within 3 feet.

Call Blizzard

Level: 7

Discipline: Convocation

Range: 1 mile

Area: 1,000' x 1,000' x 1,000'

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a severe blizzard to appear in an area designated by the caster and which is within the range of the spell. For the first 2d4 rounds, no damage will occur to creatures within the blizzard. Visibility will be reduced to 5%.

However, after 2d4 rounds of continual exposure, each creature within the blizzard will suffer 1 LP of cold damage per round. If the creature wears metal armor, but is not directly touching metal, then damage is increased to 2 LP per round.

For each round in which cold damage occurs, there is a chance of getting frostbite. The chance of acquiring frostbite is exponential. For the first round of damage, there is a 2% chance. This chance doubles exponentially each round thereafter. If frostbite is acquired, then roll 1d6 to determine its location: (1-3) hands, (4-5) feet, (6) nose.

If any portion of the body of a subjected creature is in contact with metal, then this portion of the body risks twice the normal chance of acquiring frostbite.

Call Comet

Level: 10

Discipline: Convocation

Range: Unlimited

Area: One comet

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons the nearest comet in the universe. This spell may not be cast by one spellcaster, but requires multiple druids; this is a circle spell. The summoned comet will appear and be visible in the sky. The comet will appear just outside the atmosphere. The exact location and direction of the comet, once summoned, is determined by the circle of druids. The circle of druids may direct the course of this comet as they please. If the summoned comet collides with a planet, mass destruction may result.

Call Chilly Gust

Level: 1

Discipline: Convocation

Range: Limited by caster's vision

Area: 20' x 20' x 20'

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a chilly gust of air. The caster may place the chilly gust of air anywhere that they can see. Any target the caster is able to see may be affected by a chilly gust of wind. The air does (1d6 -1) LP of damage to all in the area. Those with human-like skin are apt to have goosebumps after experiencing the chilly gust.

Call Familiar

Level: 1

Discipline: Convocation

Range: Caster

Area: 1-mile radius

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster calls forth a single animal from the surrounding countryside to become a permanent pet and minion. A special mental and magical bond exists between the caster and the minion that allows them to communicate telepathically. It is at the MM's discretion what type of animal comes forth to serve. The creature serves the caster faithfully and willingly. The creature can have no more than the amount of LP that the caster has. Most familiars have 1d10 LP. If the familiar dies, the caster must pass a Health check at a TH of 60 or die. If the caster survives, he will be weak and effectively have 0 MP for 1d6 days. Common names for familiars are Hammerlein, Haussibut, and Hinkebein.

Call Flood

Level: 10

Discipline: Convocation

Range: One entire world

Area: One entire world

Duration: 40 days and 40 nights

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an entire world to be flooded for forty days and forty nights. After this time, the effects of the flood will take one year to fully return to normal.

Call Fog

Level: 1

Discipline: Convocation

Range: One mile

Area: 10 cubic feet to an exponential power equal to the level of the caster

Duration: Four rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons fog from the atmosphere, which the caster may center anywhere within one mile. Spellcasters usually use fog to reduce visibility, such as when it is necessary to flee, sneak about, or avoid combatants. This spell grants a base penalty of - 30 to Vision checks, with an additional penalty of - 5 per caster level. The penalty only applies when reasonable.

Artwork Here

Call Gale Wind

Level: 1

Discipline: Convocation

Range: Limited only by caster's vision

Area: 20' x 20' x 20'

Duration: 1 round per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes wind that does not damage creatures, but effectively impedes or prevents movement toward the caster and assists movement away from the caster according to the table below:

Target Weight in Pounds	Sprint Speed	
	Movement Toward	Movement Away
<11*	0%	100%
11-50	20%	110%
51-100	40%	120%
101-150	60%	130%
151-200	80%	140%
201+	100%	150%

*Note: Any objects weighing less than eleven pounds will be hurled in a random direction, both horizontally and vertically. When striking another object, 1d10 points of damage are done to both the object hurled and the object struck.

When attempting to Sprint, a successful Balance skill check (see *Chap. 8: Skills*) must be made at TH 50 or instead they fall down and are subject to any enemy attacks that are within range for one round.

Call God

Level: 10

Discipline: Convocation

Range: Unlimited

Area: One god

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a god.

This spell may not be cast by one spellcaster, but requires multiple druids; this is a circle spell. The druids must select a god. The summoned god will appear in physical form in the center of the druidic circle. Regardless of the disposition of the god, the god is likely to be upset that it has been forced to appear in its current location by mortals. Once the god appears, the circle of druids has no influence over the god. The MM determines the reaction of the god.

Call Greater Item

Level: 4

Discipline: Convocation

Range: Touch

Area: One item

Duration: One day per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The item summoned may weigh no more than 100 lbs. It is not possible to summon a part or portion of an object; the whole or entire object must be summoned. For instance, it is not possible to summon a vagina without the woman who must accompany it, unless of course it was already dismembered. The item cannot be magical. Upon completion of the spell, the item vanishes, returning to its original place prior to summoning.

Call Guard Dog

Level: 2

Discipline: Convocation

Range: One mile

Area: One creature

Duration: 2d6 hours

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: A wild or domesticated dog from the surrounding mile is summoned to serve the caster. The dog will bark continuously and as loud as possible whenever it sees any being larger than two feet in height or length approach within 100 feet of the caster. If the dog is attacked, it will attempt to remove the genitalia of the opponent by biting, locking, and pulling. The dog will not be distracted from its duties. For example, a male dog may become erect if a bitch (in any context) wanders past, but miraculously, he will not chase her in hopes of procreation. At the end of the spell, the dog is finally allowed to urinate, lick its balls, and runs home.

Call Lesser Being

Level: 2

Discipline: Convocation

Range: 300 feet

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: A being of 10-20 LP is summoned by the caster to do his bidding. The creature that arrives is determined by the MM's discretion. Most commonly, these creatures arrive: dogs, kobolds, demi-human women, big snakes, etc.

Call Light

Level: 1

Discipline: Convocation

Range: 50 feet

Area: 25' radius that may be mobile

Duration: Two minutes to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons light as bright as torch-light. The light is summoned to a single point within the range as determined by the caster. From this point, the light will shine with the brightness of torch-light for the duration of the spell. In total darkness, the light will reasonably illuminate an area of 25' radius.

If the light is summoned onto a point within the radius, and the point is mobile, then the light will move with the point. However, if the mobile point at any time exceeds the range of the spell, the light will cease and the spell will end prematurely.

If the light is summoned into an eye of a living creature, it may blind that eye of the creature for 1d6 rounds if they fail a Health check at TH 50. If one eye is blinded, then the MM will apply a penalty of - 30 to all attack rolls for the duration of the spell.

Call Lightning

Level: 4

Discipline: Convocation

Range: 1 mile

Area: One creature or object

Duration: Two rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell conjures electrical energy from the surrounding sky and harnesses it together into a single destructive bolt. During the casting of the spell, the caster must specify the target creature or object as a location of the strike. Energy gathers above during the first round, though it cannot be seen, heard, or otherwise detected. Regardless of the caster's initiative, a bolt of lightning strikes the target at the beginning of the second round. The lightning bolt causes 10d10 IP or LP damage. Due to thunder, those within 50 feet must pass a Health check at TH 30 or become permanently deaf. Thunder will be heard miles away.

Artwork Here

Call Maggots

Level: 1

Discipline: Convocation

Range: 50 feet

Area: 10' x 10'

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons 1d1000 maggots into the area designated by the caster. Maggots feast only upon dead flesh. If only living creatures are present within the area, the maggots will crawl over their body, eating away only dead flesh such as dandruff; this is actually healthy for the skin.

However, if any cadaver is within the area, such as an undead creature, the maggots will swarm it within the next round. Thereafter, the maggots will eat flesh at a rate presented below:

<u># of Maggots</u>	<u>Consumption Rate</u>
1 - 51	1 LP/week
51 - 100	1 LP/day
101 - 250	1 LP/hour
251 - 500	1 LP/minute
501 - 750	1 LP/10 rounds
751 - 1,000	1 LP/round

Call Object

Level: 2

Discipline: Convocation

Range: Special

Area: Special

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a non-living object from the surrounding area to rest in the hand of the spellcaster. The object may weigh no more than 10% of the weight of the caster. Also, the object may not exceed one cubic foot per level of the spellcaster. Consult the table below to determine the maximum range within which the object may be summoned:

<u>Caster Level</u>	<u>Range</u>
1	10 feet
2	50 feet
3	100 feet
4-5	200 feet
6-7	500 feet
8-9	1,000 feet
10-12	1 mile
13-14	10 miles
15+	100 miles

After the duration of the spell, the summoned object will return to its original location. The object may not be magical.

Call Magic Mail

Level: 1

Discipline: Convocation

Range: Touch

Area: One target creature

Duration: 2d6 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell calls forth magical energy that protects one target creature by providing a bonus of 15 to CA. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Call Quake

Level: 6

Discipline: Convocation

Range: One mile

Area: 100,000 cubic feet

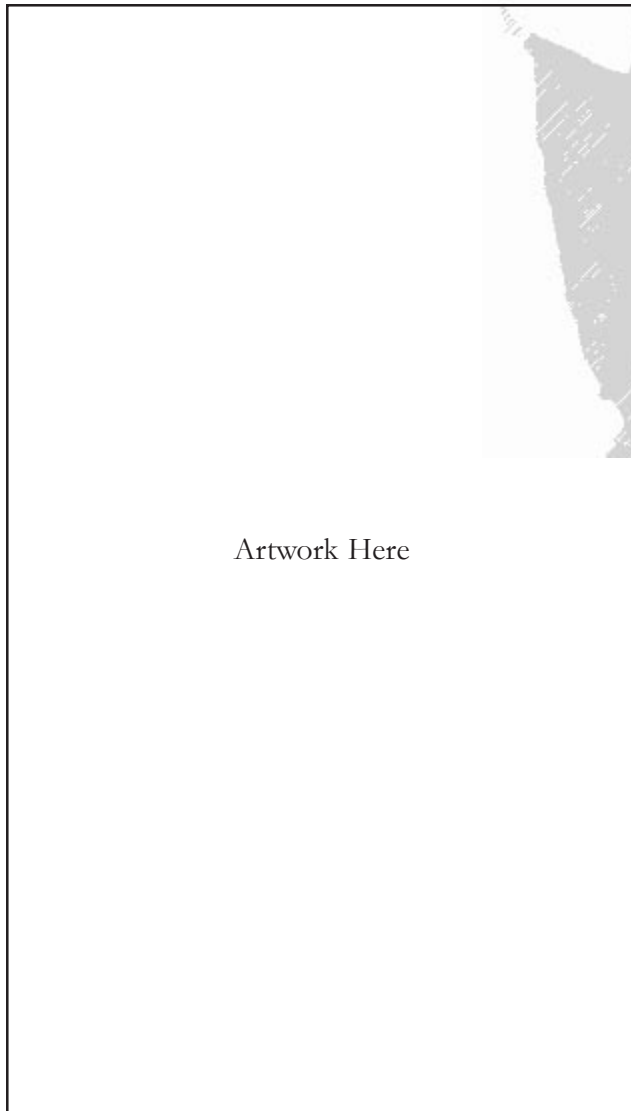
Duration: 2d4 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons an earthquake to occur at the designated area. The earth opens a rift around the area of effect, which must be within 100' x 100' x 100'. All who are within the area fall to the bottom of the rift. At the end of the spell, the rift closes, sealing as though nothing ever happened. All within suffer 4d1000 x 10 IP or LP of damage until crushed or dead.



Call Termites

Level: 1

Discipline: Convocation

Range: One mile

Area: 100,000 cubic feet

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a colony of termites. To determine the number of termites in the colony, roll 1d1000 and multiply the result by 1,000. Termites are insects, and are mistakenly called white ants. These insects feed on wood. Termites tunnel their way through wood, into which they burrow to obtain food. Given enough time, they burrow through the wood until nothing remains but a shell. To determine how much wood may be eaten per hour by the termites, consult the following table:

<u>Number</u>	<u>Pounds</u>
1,000 - 100,000	1
100,001 - 200,000	5
200,001 - 300,000	10
300,001 - 400,000	15
400,001 - 500,000	20
500,001 - 600,000	25
600,001 - 700,000	30
700,001 - 800,000	35
800,001 - 900,000	40
900,001 - 1,000,000	45

Call Tidal Wave

Level: 5

Discipline: Convocation

Range: One mile

Area: 100,000 cubic feet

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a tidal wave that is 100 feet tall and over 100 feet wide. The tidal wave appears instantly and falls upon whatever is in the area, distributing 4d1000 IP or LP of damage.

Though damage is distributed immediately, the circumstances and environment affect the next few minutes. After the initial distribution of damage, the waters will disperse appropriately. The aftereffects of this much water being summoned to the area is the MM's discretion.

Call Vermin

Level: 5

Discipline: Convocation

Range: One mile

Area: 10' x 10'

Duration: 2d6 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

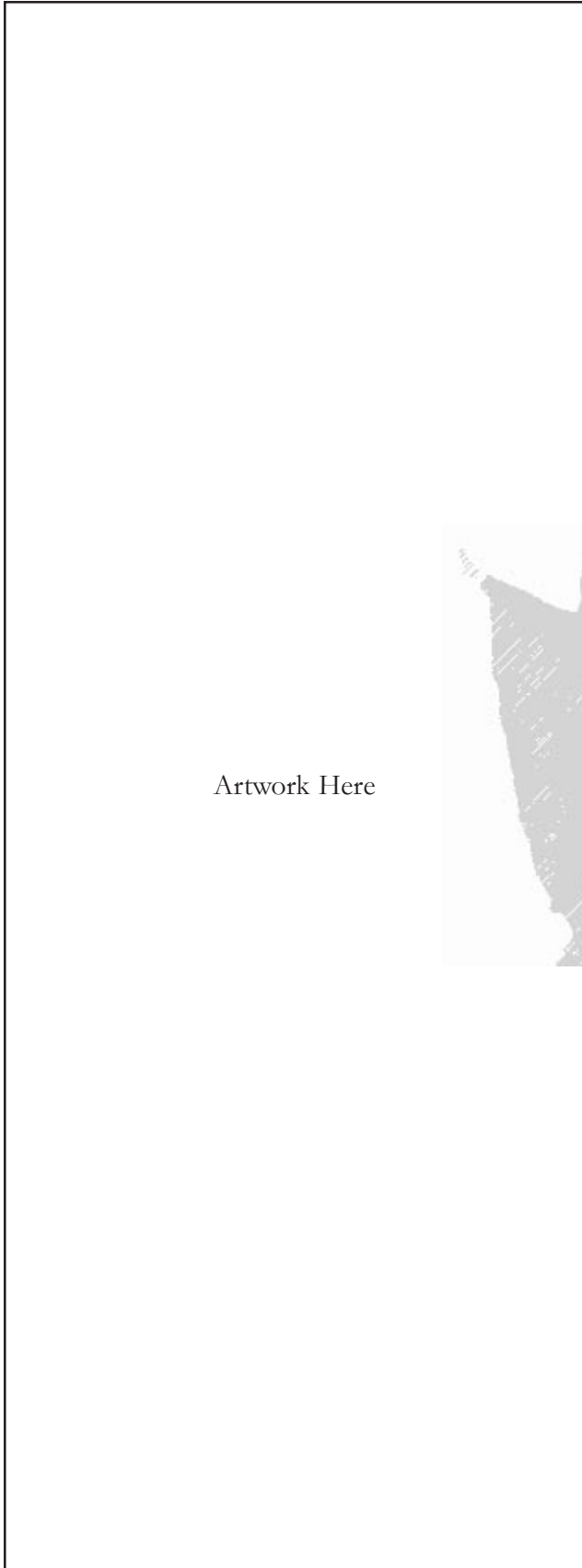
Description: This spell summons a horde of 1d1000 red-eyed rodents from the surrounding mile to simultaneously attempt to devour anything within the specified area. To determine how many pounds of vermin attack a target, multiply the number in the horde by two. The swarming black massive horde of vermin will attempt to Overbear any target within the area, as in the Wrestling skill. If successful, the horde will tear meat from the victim's skull. Once they Overbear the victim, the rodents will gnash and gnaw at the skull first, and work their way from head to toe, picking every morsel to the bone. However, if the horde is exposed to any fire, they will abandon their target and flee. While the spell is in effect, the target is unable to react if Overbearing is successful. Whether Overbearing occurs or not, the target suffers a number of Life Points of damage per round equal to 1% of the number of rodents in the horde. Every round that the target is being gnawed upon, the MM makes a secret roll to determine whether or not the target has acquired a disease. Note that it is quite possible to acquire multiple diseases. The MM's check equals the target's Health with a TH of 40. If a disease is acquired, roll percentile dice and consult the table below:

<u>Roll</u>	<u>Disease</u>
01-10	Anthrax
11-30	Bubonic Plague
31-99	Rabies
00	Undulant Fever

Further, if the victim survives, then for every round that rodents gnawed upon

Artwork Here

them, they lose 5% of their Facial Charisma due to scarring. There is also a 50% risk that the scarring is permanent.



Charm for Causing Separation

Level: 2

Discipline: Domination

Range: 1 mile per caster level

Area: Two characters originally on good terms

Duration: 2 days to an exponential power equal to the caster's level

Reference: PGM XII. 365-75.

Chant: I call upon you, god, you who are in the empty air, you who are terrible, invisible, and great, you who afflict the earth and shake the universe, you who love disturbances and hate stability and scatter the clouds from one another, IAIA IAKOUBIAI IO ERBETH, IO PAKERBETH IO BOLCHOSETH BASDOUMA PATATHNAX APOSS OSESRO ATAPH THABRAOU EO THATHTHABRA BORARA AROBREITHA BOLCHOSETH KOKKOLOIPTOLE RAMBITHNIPS: give to him, (speak the name of the first victim), the son of her, (speak the name of the mother of the first victim), strife, war; and to him, (speak the name of the second victim), the son of her, (speak the name of the mother of the second victim), odiousness, enmity.

Ingredients: A pot of smoked fish and a bronze stylus

Ritual: On a pot of smoked fish inscribe a spell with a bronze stylus and recite it afterwards and put it where they (your victims) are, where they usually return, repeating at the same time the chant.

Description: Casting this spell separates two characters who are otherwise on good terms. Though this spell is primarily intended to separate two male friends, it may also separate husband and wife.

Charm for Direct Vision

Level: 5

Discipline: Convocation

Range: 50 feet

Area: 9' diameter circle, unless broken

Duration: 1 round per caster level

Reference: PGM VII. 319-34.

Chant: Let the earth be still, let the air be still, let the sea be still; let the winds also be still, and do not be a hindrance to this my divination — no sound, no loud cry, no hissing. For I am a prophet, and since I am about to call a terrible, fearful name, 'KOLLA OLPHILOGEMALA ACHEROIO,' open the holy temple, the world built on the earth, because I am MANCHNOBIS CHOLCHOBE MALASET IAT THANNOUITA KERTOMENOU PAKERBAO KRAMMASIRAT MOMOMO MELASOUT PEU PHRE. Open my ears so that you may reveal to me concerning those things I ask you to answer me. Come on, come on; immediately, immediately; quickly, quickly; and speak concerning those things about which I questioned you. Appear to me, I command you, for I am IEO BELPHENO, who considers this matter."

Ingredients: Copper vessel, male frankincense

Ritual: Take the copper vessel, pour rainwater into it, and make an offering of male frankincense. Speak the chant.

Description: This spell summons a spirit to answer a question asked by the spellcaster. Once the spirit appears, the spellcaster may ask the question. When finished and desiring to dismiss the spirit, say: "Go away, for my health and well-being." While bound within the circle, the spirit is also bound to speak the truth. If the spirit does not know the answer, it must admit ignorance. If the circle is broken, the spirit is no longer bound by the caster and may leave. The MM determines the knowledge and behavior of the spirit. Even though the spirit is bound by the caster and must be truthful, the spirit does not have to behave respectfully.

Charm Small Mammal

Level: 1

Discipline: Domination

Range: 50 feet

Area: One non-humanoid mammal

Duration: 1d6 minutes

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The effect of this spell is to subdue a non-humanoid mammal of 10 LP or less to obey simple commands of the caster. The charmed mammal will not understand speech, but only the simplest of the caster's thoughts. For example, it may understand: *help me, kill them, defend me, or guard this*. Conversely, the mammal will not understand thoughts such as: *take the sword from his hand, get his attention, bring me food*, etc.

Charm to Break Enchantment

Level: 4

Discipline: Convocation

Range: None

Area: Caster

Duration: One hour per spell level

Reference: PGM XXXVI. 256-64.

Chant: None

Ingredients: A three-cornered sherd (shard)

Ritual: Taking a three-cornered sherd from the fork of a road -- pick it up with your left hand -- inscribe it with ink and hide it. Write: ASSTRAELOS CHRAELOS, dissolve every enchantment against me, (write your own name), for I conjure you by the great and terrible names that the winds fear and the rocks split when they hear it.

Description: Casting this spell nullifies or breaks all spells from the domination discipline in effect by others regarding the caster.

Charm to Break Spells

Level: 3

Discipline: Universal

Range: Self

Area: 3-foot radius to an exponential power equal to the level of the caster

Duration: Permanent/Instantaneous

Reference: PGM XXXVI. 178-87.

Chant: None

Ingredients: Lead

Ritual: Take lead and draw on it a unique figure holding a torch in its right hand, in its left - - and at the left -- a knife, and on its head three falcons, and under its legs a scarab, and under the scarab a serpent.

Description: Casting this spell will break other spells. Provided that the caster is of equal or greater occupational level (except priests, who must exceed the level) and that they have more MP when the spell is cast than the spellcaster whose spell they wish to break, all spells in effect and cast by others will cease.

Charm to Induce Insomnia I

Level: 1

Discipline: Domination

Range: 100 yards per caster level

Area: One female

Duration: The night following the casting

Reference: PGM VII. 374-76.

Chant: None

Ingredients: A seashell

Ritual: Take the ingredient and write: "IPSAE IAOSAI, let her, (speak the name of the female to be affected), daughter of (speak the name of the female's mother), lie awake because of me." That night she will lie awake.

Description: Casting this spell causes one named female to lie awake, unable to sleep, for one night.

Charm to Induce Insomnia II

Level: 4

Discipline: Eradication

Range: Two miles to an exponential power equal to the level of the caster

Area: One female

Duration: Permanent until caster negates it

Reference: PGM XII. 376-96.

Chant: None

Ingredients: A living bat and ink

Ritual: Take a living bat and on the right wing paint with ink a picture of a man with long hair sitting on a chair. On the left wing write the following: "I call upon you, great god, T H A T H A B A T H A T H PETENNABOUTHI PEPTOU BAST EIESOUS OUAIR AMOUN OUTHI ASCHELIDONETH BATHARIBATH; let her, (name the female you would like to have permanent insomnia), lie awake through the whole night and day, until she dies, immediately, immediately; quickly, quickly."

Perform this spell at the waning of the moon and the woman will die for lack of sleep, without lasting seven days. This charm cannot at any time have an antidote. But if you at some time wish one, do not release the bat, but keep it in custody, and do this as well: when you want to release it, wash off with spring water that has been written on the wings and release the bird. But do not use this spell save for a great intrigue.

Description: Casting this spell will cause a specified female to suffer from insomnia until the caster releases her from the spell or until she dies on the seventh day.

Charm to Inflict Harm I

Level: 2

Discipline: Deterioration

Range: 1 mile

Area: One victim

Duration: 1d100 hours

Reference: PGM XXXVI. 231-55.

Chant: Supreme angels, just as this frog drips with blood and dries up, so also will the body of him, (speak the name of the character to be harmed), whom (speak the name of the mother of the character to be harmed) bore, because I conjure you, who are in command of fire MASKELLI MASKELLO.

Ingredients: A lead lamella (thin metal plate), bronze stylus, blood from a bat, a frog, thread, bronze needle, reed, and hairs of a black ox.

Ritual: Take a lead lamella and inscribe with a bronze stylus the following names, and after smearing it with blood from a bat, roll up the lamella in the usual fashion. Cut open a frog and put it into its stomach. After stitching it up with thread and a bronze needle, hang it up on a reed from your property by means of hairs from the tip of the tail of a black ox, at the east of the property near the rising of the sun.

On the lamella, write: “OUSIRI
S E S E G G E N B A R P H A R G G E S
OUSIRIISESE SIRISESE IRISESE
RISESE ISESE SESEG ESEG SEGGEN
EGGEN GGEN GE GGENBARPH
GGENBARPH GENBARPH
GENBARPH ENBARPH BA B.

“ERIKISEPHEARARACH-
ARAPHTHISKERA RIKISIPHTHEARA-
RACHARAEPHTHISIKER IKISIP-
HTHEARARACHARAEPHTHISIKE.”

Description: Casting this spell inflicts harm on one chosen victim. The caster must roll percentile dice to determine the amount of damage in LP that the victim loses. This damage will occur steadily during 1d100 hours. If the victim loses 100% of their life, they die. When the spell expires, the victim will heal naturally.

Charm to Inflict Harm II

Level: 4

Discipline: Deterioration

Range: One mile

Area: Those who bring charges against the spellcaster

Duration: Permanent

Reference: PGM LI. 1-27.

Chant: I exhort you, demon of the dead and the necessity of death which has happened in your case, image of the gods, to hear my request and to avenge me, (speak your name), whom (speak your mother's name) bore, because a charge has been brought against me. And I exhort you not to listen to those who have brought charges against me, wicked men ungodly toward me. I ask you, demon of the dead, not to listen to them but to listen only to me, (speak your own name), since I am pious toward the gods, and to cause them to be ill for their whole life.

Ingredients: None

Ritual: Speak the chant

Description: Casting this spell will cause those who bring charges against the spellcaster to acquire a random disease (see *Chap. 3: Body*). Charges are more than simple slander, they must be public, though not necessarily formal or legal. Public, here, means the charges must be told to a group of at least a dozen characters. Rumors and gossip spread individually do not count.

Charm to Inflict Harm III

Level: 5
Discipline: Deterioration
Range: One mile
Area: One female
Duration: One hour per level of the caster
Reference: PGM LXIV. 1-12.
Chant: Strike ill, attract, send a dream. I call upon you by your sacred names, PSINA PSINA KRADIDA PSIOMOIPS....Make her writhe at my feet for a short time.
Ingredients: None
Ritual: Speak the chant
Description: Casting this spell causes a woman to suffer for a duration. This writhing pain will never be forgotten. The female will convulse painfully and continuously. When the spell expires, every muscle in her body will ache for d4 days.

Charm to Open a Door

Level: 2
Discipline: Universal
Range: Touch
Area: One door
Duration: Permanent
Reference: PGM XXXVI. 312-20.
Chant: Open up for me, open up for me, door bolt; be opened, be opened, door bolt, because I am ARCEPHRENEPSOU PHIRIGX.
Ingredients: An unfallen umbilical cord and ink
Ritual: Take from a firstborn ram an umbilical cord that has not fallen to the ground, and after mixing in ink, apply it to the door bolts when you want to open a door, and speak the chant, and you will open it immediately.
Description: Casting this spell will open a door, whether it is sealed by magic or rust.

Charm to Subject

Level: 6
Discipline: Annihilation
Range: One mile
Area: One victim
Duration: Caster's whim, but the spell must be maintained by concentration, so the caster may not perform other activities or cast other spells.
Reference: PGM X. 36-50.
Chant: Just as these sacred names are being trampled, so also let him, (speak the name of the character), the trouble-maker, be trampled.
Ingredients: A lamella (metal leaf or thin metal plate) and a frog's tongue.
Ritual: Take a lamella from a yoke for mules and engrave on it the following names and put a frog's tongue in it.

ABRASAX

AEEIOYO	CHYCH	MICHAEL	IOCHCH
EEOYOA	CHYBACHYCH	RAPHAEL	NYSEU
EIOYOA	BACHACHYCH	GABRIEL	AOCHIE
IOYOAEE	BAKAXICHYCH	SOURIEL	MECHEU
OYOAEEI	BAZABACHYCH	ZAZIEL	LAO
YOAEEO	BADETOPHOTH	BADAKIEL	SABAOOTH
OAEEOY	BAINCHOOCH	SYLIEL	ADONAI

ABRASAX Subject him, (write the name of the character), to me immediately; quickly, quickly.

When the metal leaf with the frog's tongue is put into your right sandal, speak the chant.

Description: With the casting of this spell, a person named by the caster will be trampled as long as the caster wears an engraved lamella under their sandal. 4d8 LP of damage occur every round.



Cloak

Level: 9

Discipline: Reformation

Range: Touch

Area: See below

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell will magically hide a large area by imbuing every creature and item within the area with an ethereal Cloak. The matter within the area is ethereal and invisible to others who are not so imbued. Everyone affected by the Cloak can see each other and interact normally. Matter inside the area at the time of casting is imbued with an ethereal cloak. For example, a character inside seems to become ethereal. This character may leave the area, but since the effect of this spell is limited to the specified area, if this character leaves the area they will be visible as normal. If non-ethereal matter enters the cloaked area, it will not be noticed by those who are cloaked. If ethereal matter enters the cloaked area, it may be noticed by those who are cloaked. Once a cloaked character or object leaves the cloaked area, it will not regain its ethereal Cloak upon entering the affected area again.

This spell may only be cast by multiple druids in a circle; Cloak is a circle spell.

The amount of area affected is determined below:

<u>Level</u>	<u>Affected Area</u>
<10	1 cubic quarter-mile
10-12	1 cubic half-mile
13-15	1 cubic mile
16-18	2 cubic miles
19-21	5 cubic miles
22-24	10 cubic miles
25-27	20 cubic miles
28+	100 cubic miles

Coal Foot

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

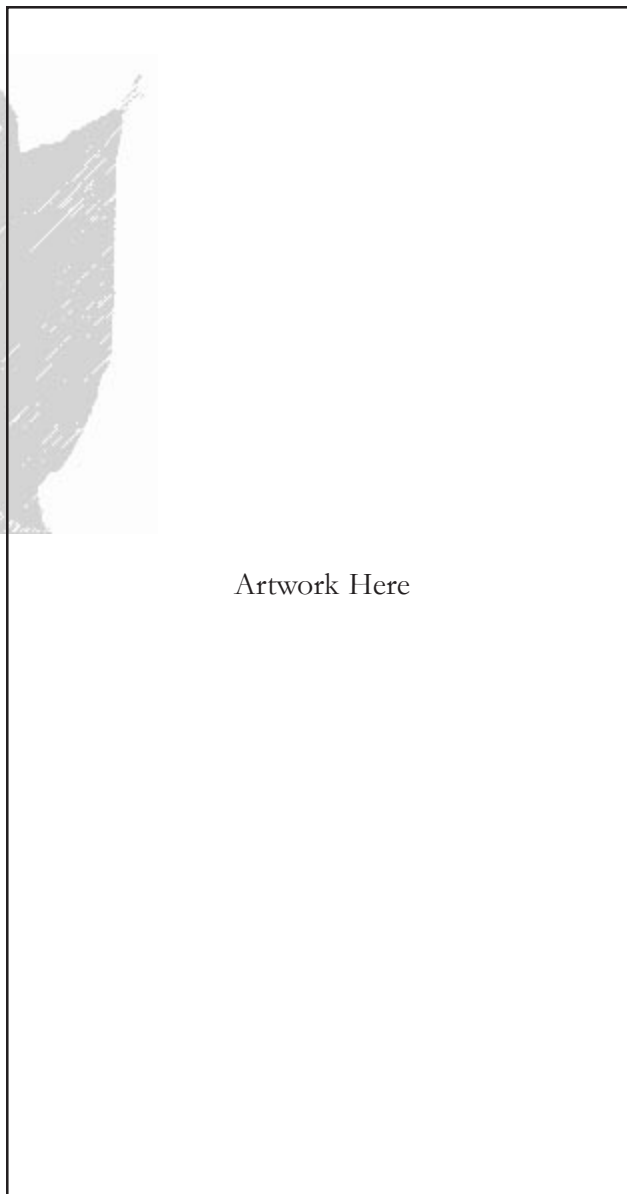
Duration: 1d6 minutes

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the creature touched to gain the ability to walk across or upon non-magical fire barefoot without experiencing pain or damage. However, non-magical fire may be applied to other parts of the body of the target creature with normal and damaging effects.



Artwork Here

Cocoon

Level: 5

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Two minutes to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target creature, regardless of size, to become trapped inside a cocoon. The target creature must be touched for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

A cocoon will form instantly. The cocoon is formed largely from silk, and is a quickly hardening material with high tensile strength. Only a creature with a Strength sub-ability of 300 or more can either break out of or into a cocoon by brute force. If the entrapped target creature breathes to stay alive, they will suffocate in time as per the choking maneuver in the Wrestling skill.

If the trapped target creature has a Strength sub-ability of 250 or more, they are not fully unable to move; they may move 1d4 limbs d% of their normally unhindered range. Most trapped target creatures immediately find a sharp object, such as a dagger, and cut a hole through the cocoon for air (requires 2d10 IP of damage), and then free themselves (2d100 IP required for a human-sized cocoon).

Coercive Spell for Restraining

Level: 3

Discipline: Eradication

Range: 1 mile

Area: One limb

Duration: Two minutes to an exponential power equal to the level of the caster

Reference: PGM VII. 394-95.

Chant: SPHEDEMOUR BIRBIA ECHI
EROPHTHI ATARMETRA CHELOOPS.

Ingredients: None

Ritual: Speak the chant.

Description: Casting this spell causes one limb of a character or creature whom the caster envisions to become useless and immobile.

Complete Healing

Level: 6

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal one creature without limitation. In order to bestow healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, the creature regains their full potential of Life Points if they are wounded, regardless of the number. If missed, then the spell is wasted.

Conflagration

Level: 7

Discipline: Annihilation

Range: One mile

Area: 250 feet blast radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within one round. Anything within the area is subjected to 2d100 IP or LP. No vegetation will grow in this area for one year. The explosion will be heard and felt up to a half-mile away.

Contraceptive Spell

Level: 3

Discipline: Eradication

Range: Touch

Area: A woman's genitals

Duration: Number of years of sterility according to the number of seeds used.

Reference: PGM XXXVI. 320-32.

Chant: None

Ingredients: Bittervetch seeds, frog, a seed of henbane, mare's milk, nasal mucus of a cow, grains of barley, leather skin made from a fawn, mulehide skin

Ritual: Take as many bittervetch seeds as you want for the number of years you wish to remain sterile. Steep them in the menses of a menstruating woman. Let them steep in her own genitals. And take a frog that is alive and throw the bittervetch seeds into its mouth so that the frog swallows them, and release the frog alive at the place where you captured him. And take a seed of henbane, steep it in mare's milk; and take the nasal mucus of a cow, with grains of barley, put these into a leather skin made from a fawn and on the outside bind it up with mulehide skin, and attach it as an amulet during the waning of the moon. Mix in also with the barley grains cerumen from the ear of a mule.

Description: Casting this spell prevents pregnancy.

Artwork Here

Convert to Cannibal

Level: 3

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Two days to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell converts a target creature to cannibalism for the duration of the spell. For the duration of the spell, the target creature will demonstrate a distaste for most food, and clearly prefers to eat their own species. Target creatures that are converted to cannibalism will not act stupidly, but may cunningly attempt to eat their own kind, if possible.

If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Wisdom check at TH 70, then the spell has no effect.

Cover Tracks

Level: 1

Discipline: Reformation

Range: None

Area: A mobile 25' radius around the caster

Duration: Two minutes to an exponential power equal to the caster's level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: For the duration of this spell, the area around the caster is untraceable. This applies to all area that had been affected. For instance, a wizard casts this spell and gets away on his wagon. All area that the wagon has covered during the duration of the spell will leave no tracks. Thus, the first few minutes of his getaway are permanently untraceable.

Create Species

Level: 10

Discipline: Reformation

Range: Touch

Area: Earth

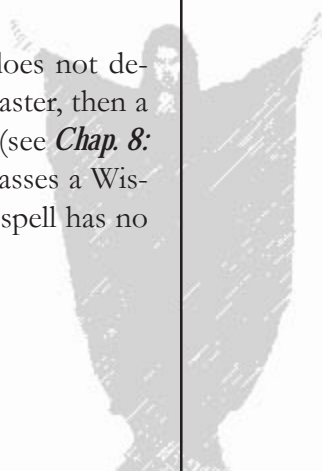
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create a mortal species. If a mortal casts this spell, it is likely to upset gods. The player must consult the MM to determine what is admissible.



Artwork Here

Cryogenics

Level: 3

Discipline: Annihilation

Range: 200 feet

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell releases cold energy in the form of a thin beam that projects forth from the end of one of the caster's fingers. For the beam to be aimed and therefore connect with the target, a successful Aim skill check must be made (see *Chap. 8: Skills*). The beam of cold energy causes 2d20 Life Points of damage by freezing this proportion of the victim solid. Consult the Crucial Damage section of *Chap. 10: Combat* to determine the location of the ray's contact.

The MM determines what body parts are frozen. For humanoids, the following percentages apply:

Body Part	Percent of Body
Head	10
Each arm	10
Torso	40
Each leg	15

If the entire head or torso becomes frozen then the victim must pass a Health check at TH 30 to remain alive. Each minute thereafter, they must pass a check, though the TH increases by 5 every minute until they are completely thawed.

Movement may be hindered as well when body parts are frozen. The MM must decide the effects.

Thawing time equals 2 minutes per LP of damage. The rate of thawing may be affected by the temperature of the environment and is subject to the MM's discretion.

Cryoprobe

Level: 1

Discipline: Annihilation

Range: 50 feet

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell releases cold energy in the form of a thin beam that projects forth from the end of one of the caster's fingers. For the beam to be aimed and therefore connect with the target, a successful Aim skill check must be made (see *Chap. 8: Skills*). The beam of cold energy causes 1d10 Life Points of damage.

Cryotherapy

Level: 1

Discipline: Restoration

Range: Touch

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell releases cold energy through touch. If a creature does not want to be touched, then a successful Brawling skill check (see *Chap. 8: Skills*) must be made to touch them. If touched, no damage will occur, but a cold sensation will be felt.

The common application of this spell is to prevent further swelling on a wound. While it does not heal, no further damage will occur with that wound. For instance, if a character is unconscious, they are more likely to stabilize.

Cup Spell

Level:4

Discipline: Domination

Range: Ingestion

Area: One specific female

Duration: Special

Reference: PGM VII. 643-51.

Chant: You are wine; you are not wine. The guts of IAO PAKERBETH SEMESILAM OOO E PATACHNA IAAA. At whatever hour you descend into the guts of her, (speak the name of the desired female), let her love me, (speak your own name), for all the time of her life.

Ingredients: A cup of wine

Ritual: Speak the chant to the cup seven times

Description: Once this spell is cast, the cup of wine must be drunk by the desired female so named in the chant within the day. If not, the spell has no effect. If the desired female drinks the entire cup of wine within the same day that the spell was cast, then she will immediately fall in eternal love with the caster.

De Medicamentis

Level: 6

Discipline: Restoration

Range: Touch

Area: One diseased, unhealthy, or wounded creature

Duration: Permanent

Reference: *Arcana Mundi*, p. 72

Chant: Go away, no matter whether you originated today or earlier: this disease, this illness, this pain, this swelling, this redness, this goiter, these tonsils, this abscess, this tumor, these glands and the little glands I call forth, I lead forth, through this spell, from these limbs and bones.

Ingredients: None

Ritual: Recite the chant while sober and touching the relevant part of the body with three fingers: thumb, middle finger, and ring finger; the other two are stretched out.

Description: Casting this spell cures a disease, heals a wound, or brings a creature back to health. The power of this spell is its diversity of applications and its disregard for LP. Regardless of the points considered, it is healed or restored in one creature.

Artwork Here

Decortication

Level: 4

Discipline: Reformation

Range: Direct line of sight

Area: One square foot of flesh per level of the caster

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the skin of a target creature seen by the spellcaster during casting to be peeled from their body. The skin begins peeling at 1d4 random locations on their body, determined by the MM. The MM must estimate the percentage of skin that has been peeled. This equals the percentage of LP suffered in damage.

Further, unless bandaged immediately, the skinned victim will lose a number of LP per round equal to the estimated percentage above due to blood loss.

If the victim survives being skinned alive, the skinned portions of their body will feel no pain, since nerve endings are in the flesh.

Defenestration

Level: 1

Discipline: Reformation

Range: Direct line of sight

Area: One creature

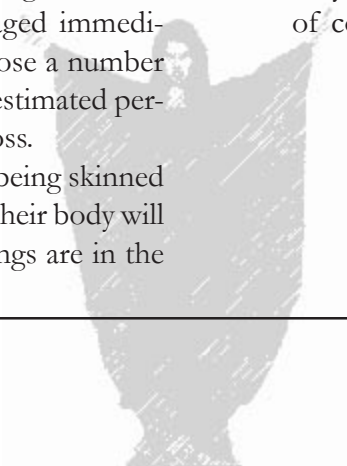
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature or object seen by the caster to be ejected out the nearest window. If there is no window within 100 feet, then the spell fails. The target creature will feel an invisible force. The force will push them toward the window at a rate of 100 feet per round, regardless of resistance. If the character has room, their only hope is to run away from the force and, of course, avoid the window.



Artwork Here

Demokritos' Sphere

Level: 2

Discipline: Prognostication

Range: 50 feet

Area: One sick character

Duration: Instantaneous

Reference: PGM XII. 351-64.

Chant: None

Ingredients: None

Ritual: Find out what day of the month the sick one took to bed. Figure the numerological number of the name of the sick character (see the Divination [Numerology] skill in *Chap. 8: Skills*). Add the number of their name to the day of the month they became sick and divide by thirty. Look up on the 'sphere' the quotient: if the number is on the upper register, the character will live, but if it is on the lower register, he will die.

1	10	19
2	11	20
3	13	23
4	14	25
7	16	26
9	17	27
5	15	22
6	18	28
8	21	29
12	24	30

Description: This spell cannot be learned or cast without already having the skill of Divination (Numerology) in *Chapter 8: Skills*.

Artwork Here

Demokritos' Table Gimmicks

Level: 1

Discipline: Universal

Range: Special, see below

Area: Special, see below

Duration: Special, see below

Reference: PGM VII. 167-86.

Chant: None

Ingredients: Listed below, if any

Ritual: Listed below

Description: Originating from Demokritos, one of the first wizards from ages past, this spell consists of many uses for minor magic. They are as follows:

To make bronzeware look like it's made of gold: Mix native sulfur with chalky soil and wipe it off. This spell has been recognized as the beginnings of alchemy.

To make an egg become like an apple: Boil the egg and smear it with a mixture of egg-yolk and red wine.

To make the chef unable to light the burner: Set a house-leek plant on his stove.

To be able to eat garlic and not stink: Bake beetroots and eat them. This may also be used as a breath freshener.

To keep an old woman from either chattering or drinking too much: Mince some pine and put it in her mixed wine.

To make the gladiators painted on the cups "fight": Smoke some hare's head underneath them.

To make cold food burn the banqueter: Soak a squill in hot water and give it to him to wash with.

To relieve him: Apply oil.

To let those who have difficulty intermingling, those who are shy in a social setting, perform well: Give gum mixed with wine and honey to be smeared on the face.

To be able to drink a lot and not get drunk: Eat a baked pig's lung.

To be able to travel a long way home and not get thirsty: Gulp down an egg beaten in wine.

To be able to copulate a lot: Grind up fifty tiny pinecones with two ounces of sweet wine and two pepper grains and drink it.

To get an erection when you want: Grind up a pepper with some honey and coat your "thing".

Detect Air

Level: 1

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the element of air in the area.

Detect Earth

Level: 1

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the element of earth in the area.

Detect Choleric Temperament

Level: 2

Discipline: Prognostication

Range: None

Area: 50' radius

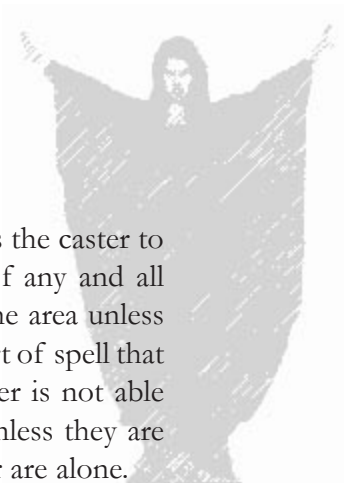
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all primarily choleric beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.



Artwork Here

Detect Emotion

Level: 4
Discipline: Prognostication
Range: 50 feet
Area: One creature
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: The caster is able to detect the dominant emotion felt by a target creature at the moment, unless they are protected by some sort of spell that prevents detection. Only one emotion may be detected. Emotions that may be detected include the following primary emotions:

Primary Emotions

Acceptance	Fear
Anger	Joy
Anticipation	Sadness
Disgust	Surprise

However, in some circumstances, two emotions are felt in equal proportion, creating a blend. Depending on the discretion of the MM, the following secondary emotions may be useful:

<u>Secondary</u>	<u>Primary Components</u>
Aggression	Anger and Anticipation
Awe	Fear and Surprise
Contempt	Anger and Disgust
Disappointm.	Sadness and Surprise
Love	Acceptance and Joy
Optimism	Anticipation and Joy
Remorse	Disgust and Sadness
Submission	Acceptance and Fear

Detect Ether

Level: 1
Discipline: Prognostication
Range: None
Area: 50' radius
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell allows the caster to be able to detect the element of ether in the area.

Detect Ethicality

Level: 3
Discipline: Prognostication
Range: None
Area: 50' radius
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell allows the caster to be able to detect the scent of any and all ethical beings in the area unless they are protected by some sort of spell that prevents detection. Note that it is not possible to discern the exact beings unless they are within 10 feet of the caster or alone.

Detect Evanescence

Level: 7
Discipline: Prognostication
Range: None
Area: Two-foot radius to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell allows the caster to be able to detect and locate the presence of evanescent or invisible creatures. They appear to have a glowing black aura around them, however, the caster is not able to identify the type of creature. Only the glowing aura shows. Only the caster is able to see the aura.

Detect Fire

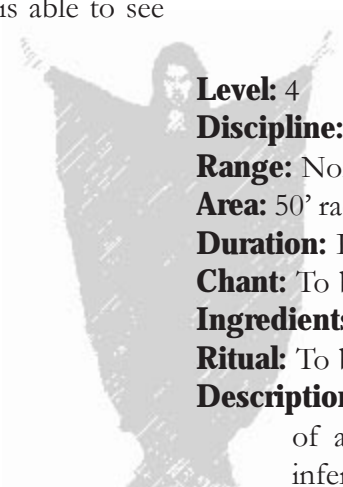
Level: 1
Discipline: Prognostication
Range: None
Area: 50' radius
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell allows the caster to be able to detect the element of fire in the area.

Detect Immorality

Level: 3
Discipline: Prognostication
Range: None
Area: 50' radius
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: The caster is able to detect the scent of any and all immoral beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Inferiority

Level: 4
Discipline: Prognostication
Range: None
Area: 50' radius
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: The caster is able to detect the scent of any and all beings who are numerically inferior to the spellcaster in one parameter that is selected and declared upon spellcasting. The selected parameter may be Life Points, Magic Points, Piety Points, any ability or sub-ability, height, or any other parameter approved by the MM.



Artwork Here

Detect Lie

Level: 4
Discipline: Prognostication
Range: None
Area: 50' radius
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: The caster is able to detect the scent of any and all lies as they are spoken in the area, unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone. The scent is not stronger or weaker depending on the degree of lying. Each statement made is either truthful as far as the teller knows, or it is not. Hence, a white lie is still a lie.

Detect Magic

Level: 1
Discipline: Universal
Range: None
Area: 50' radius from the caster
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell allows the caster to immediately sense the presence of magic nearby. Though this is not clear, the caster may discern whether the magic is weak, moderate, or strong.

Detect Melancholic Temperament

Level: 2
Discipline: Prognostication
Range: None
Area: 50' radius
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell allows the caster to be able to detect the scent of any and all primarily melancholic beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Morality

Level: 3
Discipline: Prognostication
Range: None
Area: 50' radius
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell allows the caster to be able to detect the scent of any and all moral beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Artwork Here

Detect Object

Level: 6

Discipline: Prognostication

Range: Special

Area: One object

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect any object. The more familiar the caster is with the object, the easier it is to detect it. The caster must pass a Spatial sub-ability check as follows to detect the object:

<u>TH</u>	<u>Example</u>
05	Lifelong possession of the caster
20	Caster has seen the object within a week
30	Caster has seen the object within a month
40	Caster possesses a piece of the object, such as a link from a suit of chainmaille
60	Caster has seen the object
80	Caster has received a detailed account of the object by an eye-witness
99	Caster does not know anything specific about the object. For example, the caster searches for a book, but does not know the name, size, color, or author of it.

Objects may be detected at the following ranges:

<u>Caster Level</u>	<u>Range</u>
1-6	100 feet
7	250 feet
8	1,000 feet
9	1 mile
10	10 miles
11-12	100 miles
13-14	1,000 miles
15-17	10,000 miles
16-19	Current planet
20+	Universe and other planes

If the object is found, the caster instantly knows the location of it, but only by Spatial Intelligence. For instance, the caster feels an urge that it is “this way,” but cannot visualize the immediate surroundings of the object.

Artwork Here

Detect Phlegmatic Temperament

Level: 2

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all primarily phlegmatic beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Scent

Level: 1

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all living beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Sanguine Temperament

Level: 2

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all primarily sanguine beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Superiority

Level: 4

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster is able to detect the scent of any and all beings who are numerically superior to the spellcaster in one parameter that is selected and declared upon spellcasting. The selected parameter may be Life Points, Magic Points, Piety Points, any ability or sub-ability, height, or any other parameter approved by the MM.

Artwork Here

Detect Surface Thoughts

Level: 4

Discipline: Prognostication

Range: 50 feet

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster is able to Detect Surface Thoughts of a target creature at the moment, unless they are protected by some sort of spell that prevents detection. Surface thoughts do not involve deeper considerations or necessarily reflect a position that a creature has taken on an issue. Instead, surface thoughts are merely the thoughts that occur to the creature at the moment.

For example, if the surface thoughts are detected of a virile male as an attractive strumpet approaches, thoughts detected may be “God, I’d give anything to shove my stovepipe into that!”

Detect Thoughts

Level: 5

Discipline: Prognostication

Range: Touch

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster is able to Detect Thoughts of a target creature at the moment, unless they are protected by some sort of spell that prevents detection. The spellcaster must touch the target creature. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Different from Detect Surface Thoughts, Detect Thoughts allows the spellcaster to probe the mind of the target creature while touching their head. The spellcaster must decide what thought is to be detected. Here, thoughts may be opinions on topics or issues.

It takes 1d6 rounds for the brain of the target creature to reply. The reply is not conscious. Instead, the spellcaster is merely silencing everything else in the brain except for thoughts about that particular issue.

Artwork Here

Detect Unethicality

Level: 3

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all unethical beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Water

Level: 1

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the element of water in the area.

Determine Magic

Level: 1

Discipline: Universal

Range: Touch

Area: One object

Duration: One second

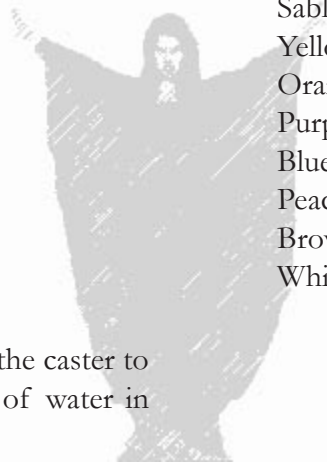
Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The effect of this spell is to determine the discipline of magic imbued in an object. Following is a table that delineates the color of each discipline:

<u>Color</u>	<u>Discipline</u>
Red	Annihilation
Green	Convocation
Gray	Deterioration
Sable	Domination
Yellow	Eradication
Orange	Hallucination
Purple	Prognostication
Blue	Reformation
Peachy	Restoration
Brown	Supportation
White	Universal



Artwork Here

Detonation

Level: 1

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the spellcaster to select a non-living target for Detonation. The spellcaster must touch the target. The target cannot be more than one object. Only a whole, not partial, target can be detonated.

The size of the target to be detonated depends on the level of the spellcaster. Two cubic feet per exponential power equal to the level of the caster.

The blast radius is equal to the size of the target to an exponential power equal to the level of the caster. Upon Detonation, everything within the blast radius incurs 1d10 IP or LP or damage.

The duration is randomly determined by the MM as follows. First, roll d4. The unit of time is either (1) seconds, (2) rounds, (3) minutes, or (4) hours. Next, multiply one unit of this measurement by 1d100. This is the duration until Detonation. The spellcaster is unaware of the duration until Detonation.

If the target determined to detonate takes any damage whatsoever, it detonates immediately.

Since only non-living targets may be selected, it is popular among spellcasters to cast this spell on the undead, which allows for wandering targets that will inevitably explode.

Develop Breasts

Level: 2

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the breasts of a target creature to develop. The spellcaster must touch the target creature. If the target creature does not desire to be touched by the spellcaster, a Brawling skill check is required (see *Chap. 8: Skills*).

This spell may be cast on any mammal -- male or female, young or old. The effects of this spell are to increase the size of the breasts of the target creature. In fact, the breasts will increase the equivalent of one cup size. However, there is no guarantee that they will be perky. For instance, the nipples may aim at the ground.

If male breasts are developed, the male will not gain muscle, nor breast milk, but the fatty deposits of the chest will augment. This will cause a reduction of 3 in Bodily Attractiveness. Others may be more likely to mock the male's breasts.

If female breasts are developed, she will likely gain significantly more sexual attention. Below are modifiers to Bodily Attractiveness based on the new cup size:

<u>New Cup Size</u>	<u>Modifier</u>
B	+ 15
C	+ 10
D	+ 5
DD	- 5
DDD	- 10
DDDD+	- 15

Diminish Charisma

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Charisma of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.

Diminish Dexterity

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Dexterity of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.

Diminish Debauchery

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a decrease in Debauchery of the target creature. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). Debauchery is diminished by 1d12 points.

Diminish Intelligence

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Intelligence of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.

Diminish Magic

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a decrease in Magic Points of the target creature. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). Magic Points are diminished by 1d12.

Diminish Piety

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a decrease in Piety Points of the target creature. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). Piety Points are diminished by 1d12.

Diminish Physique

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Physique of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.

Diminish Wisdom

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

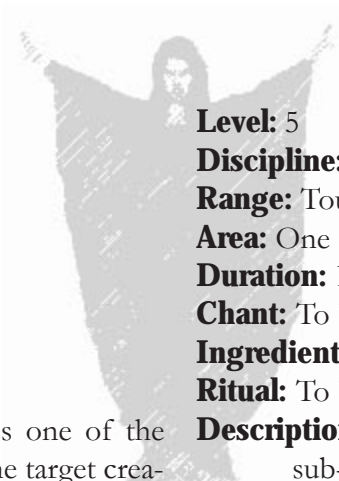
Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Wisdom of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by 1d12 points.



Discursivity

Level: 3

Discipline: Domination

Range: Touch

Area: One target humanoid creature

Duration: Two hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one creature touched by the caster to be unable to hold a conversation without rambling randomly from topic to topic. This spell requires the caster to touch the target, which necessitates a Brawling skill check (see *Chap. 8: Skills*). The target creature is compelled to change the topic every 1d20 words. To be unaffected by the spell, the target creature must pass two sub-ability checks: Drive at TH 50, and Rhetorical Charisma at TH 40.

Artwork Here

Divination by Means of a Boy

Level: 4

Discipline: Convocation

Range: 50 feet

Area: Nine-foot circle

Duration: One minute per caster level

Reference: PGM VII. 348-58.

Chant: I call upon you, inhabitants of Chaos and Erebos, of the depth, of earth, watchers of heaven, of darkness, masters of things not to be seen, guardians of secrets, leaders of those beneath the earth, administrators of things that are infinite, those who wield power over earth, servants in the chasm, shudderful fighters, fearful ministers, inhabitants of dark Erebos, coercive watchers, rulers of cliffs, grievous of the heart, adverse demons, iron-hearted ones BITHOURARA ASOUEMARA...OTROUR MOURROUR APHLAU MANDRAROUROU SOU MARAROU, reveal concerning the matter that I am considering.

Ingredients: A boy

Ritual: After lying the boy on the ground, speak the chant and a dark-colored boy will appear to him.

Description: Casting this spell summons a spirit who manifests itself in the form of a dark-colored boy. This random spirit from a chaotic or immoral afterlife will be forced by the spell to inform the caster of everything the spirit knows regarding the matter. The MM decides the extent, if any, of the spirit's knowledge. If the circle surrounding the spirit is broken, the spirit will almost certainly attempt to harm the caster. While the spirit itself is noncorporeal, the boy is present physically. The spirit possesses the body of the boy, and if free, it will not ally itself with another entity. If the boy's body is slain, the spirit will return to its afterlife. The boy's body has 10 LP.

Divine Maul

Level: 3

Discipline: Annihilation

Range: 100' radius

Area: 50' radius

Duration: 1 round per 2 caster levels

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a magical maul (which is 20 lbs., 5' in length, made of granite) that appears and immediately seeks out any vertebrates. Upon finding a vertebrate, living or dead, within the area of the spell, this unholy truncheon attempts to bludgeon until it is powder. The Divine Maul attacks only once per round, which is last in every round. The weapon receives no bonuses or penalties while attacking. If it hits, however, the Divine Maul delivers 2d20 Life Points of damage. Crucial Damage is possible, and when such a hit is scored, the Divine Maul hits as though swung by a size Large assailant. The Divine Maul will never attack the caster. If there is no vertebrate within the area, the Divine Maul will pound the ground.

Drawn and Quartered

Level: 4

Discipline: Convocation

Range: 50 feet

Area: 500 square feet

Duration: Two rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons four large and powerful steeds, two on each end of a target creature seen by the caster. Each horse will face away from the target. Four ropes are also conjured. Each rope has one end tied to an ankle or wrist of the target, and the other end tied to a leg of a horse.

At the absolute beginning of the second round, each horse feels sharp pain on its rear, and the horses attempt to flee the area. As the horses attempt to flee, each limb of the target creature is torn from the torso and dragged behind a fleeing horse. Anyone with a Strength less than 300 is dismembered and dies, regardless of the number of LP. At the end of this round, the horses and ropes return to where they were conjured from, but the body parts remain.

Artwork Here

Dream Spell

Level: 1

Discipline: Hallucination

Range: 5 feet to an exponential power equal to the caster's level

Area: One female

Duration: One hour per caster level

Reference: PGM VII. 407-10.

Chant: CHEIAMOPSEI ERPEBOTH, let her, (speak the name of the female to whom you would like to appear in their dreams), whom (speak the name of the female's mother) bore, see me in her dreams, immediately, immediately; quickly, quickly.

Ingredients: None

Ritual: Speak the chant frequently.

Description: Casting this spell causes the caster to appear in a female's dreams whom he names. It is the MM's duty to invent the caster's role in the subject's dream.

Ejaculate Acid

Level: 1

Discipline: Reformation

Range: Touch

Area: Testicles of touched target creature

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch the target creature, necessitating a Brawling skill check (see *Chap. 8: Skills*). This spell only works on males. Upon successful contact, the next time the target creature ejaculates, normal sperm will not spew forth from his penis, but acid. The entire load of magical acid will cause 1 IP or LP of corrosive damage per caster level to whatever it touches.

Ejaculate Blood

Level: 1

Discipline: Reformation

Range: Touch

Area: Testicles of touched target creature

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch the target creature, necessitating a Brawling skill check (see *Chap. 8: Skills*). This spell only works on males. Upon successful contact, the next time the target creature ejaculates, normal sperm will not spew forth from his penis, but blood.

Ejaculate Poison

Level: 2

Discipline: Reformation

Range: Touch

Area: Testicles of touched target creature

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch the target creature, necessitating a Brawling skill check (see *Chap. 8: Skills*). This spell only works on males. Upon successful contact, the next time the target creature ejaculates, normal sperm will not spew forth from his penis, but poison. The entire load of magical poison will cause 1 IP or LP of poison damage per caster level to whatever it touches. If the semen is ingested by a female, she must pass a Health check of TH 30 or die.

Electrical Field

Level: 1

Discipline: Annihilation

Range: 15 feet

Area: One target and a two-foot radius around the target

Duration: Two rounds per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a small electrical field to surround the target. It is harmless to the target and does 1d10 Life Points of damage to anything that enters within a two-foot radius of the target.

Eternal Spell for Binding a Lover

Level: 3

Discipline: Domination

Range: Penile penetration

Area: One orifice

Duration: Eternity

Reference: PGM VII. 191-92.

Chant: None

Ingredients: Gall of a wild boar, rock salt, and honey

Ritual: Rub together the ingredients and smear the head of your penis.

Description: Upon casting this spell, the caster must insert his smeared head of his penis into an orifice of his desire. Thereafter, that orifice will burn with desire for the caster eternally, begging for it daily.

Evanescence

Level: 3

Discipline: Hallucination

Range: Touch

Area: Special

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature or object touched by the caster to become evanescent, invisible. If a creature is the intended recipient, and if the creature does not desire to become evanescent, then the caster must pass a Brawling skill check (see *Chap. 8: Skills*) to successfully touch the creature.

Evanescence is a hallucination that functions by inducing all onlooking sentient beings to need to pass Intuition checks at a TH of 60 + 3 per caster level. Failure means they do not see the evanescent creature or object.

While evanescent, a creature may be invisible to others, but will still make sound normally. Evanescent creatures may attack others and remain evanescent.

The amount of area that may become evanescent follows:

<u>Caster Level</u>	<u>Area Effected</u>
1	1 cubic inch
2	4 cubic inches
3	1 cubic foot or a cat
4	10 cubic feet or a human
5	100 cubic feet
6	1,000 cubic feet
7	10,000 cubic feet
8	100,000 cubic feet
9	1,000,000 cubic feet
10	10,000,000 cubic feet
11	100,000,000 cubic feet
12	1 cubic mile
13	1,000 cubic miles
14	100,000 cubic miles
15	100,000,000 cubic miles

Evil Sleep I

Only one creature or object may become evanescent. The creature or object in question must fit within the area listed above. Otherwise, the spell simply fails. Only whole creatures or objects may become evanescent. For instance, it is not possible for half of a broomstick to become evanescent. Either the whole broomstick will, or none of it will be effected.

Following is the duration for the spell's effect:

<u>Caster Level</u>	<u>Duration</u>
1	30 seconds
2	1 minute
3	30 minutes
4	1 hour
5	12 hours
6-7	1 day
8	1 week
9-10	1 year
11	1 decade
12-13	1 century
14	1 millennium
15+	Caster's desire

Level: 1

Discipline: Domination

Range: 50 feet per caster level

Area: One man

Duration: 48 hours

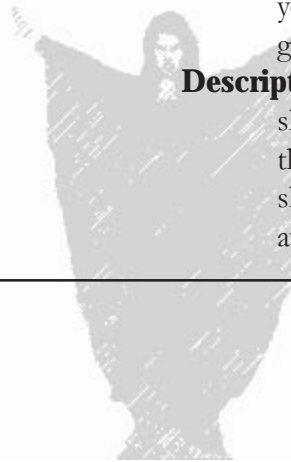
Reference: PDM xiv. 716-24.

Chant: None

Ingredients: 1 ounce of mandrake root, 1 ounce of water and honey, 1 ounce of henbane, and 1 ounce of ivy.

Ritual: If you wish to make a man sleep for two days: acquire the ingredients above and grind them with a measure of wine. If you wish to do it cleverly, you should put four portions to each one of them with a glass of wine; you should moisten them from morning to evening; you should clarify them; and you should make them drink it. It is very good.

Description: Casting this spell will cause a man to sleep for two days. During these 48 hours, the subject of the spell may be awakened if shaken and slapped violently, but will not awaken on their own.



Artwork Here

Evil Sleep II

Level: 4

Discipline: Convocation

Range: One mile per caster level

Area: One victim

Duration: Special

Reference: PDM xiv. 675-94.

Chant: I call upon you who are in the empty air, you who are terrible, invisible, almighty, a god of gods, you who cause destruction and desolation, you who hate a stable household, you who were driven out and have roamed foreign lands, you who shatter everything and are not defeated. I call upon you; I command your prophetic powers because I call upon your authoritative name to which you cannot refuse to listen, IO ERBETH IO PAKERBETH IO BOLCHOSETH IO PATATHNAX IO SORO IO NEBOUTOSOUALETH AKTIOPHI ERESCHIGAL NEBOUTOSOALETH ABERAMENTHOOULERTHEXAN-AXETHRELUOTHENEMAREBA AEMINA. Come to me and go and strike him down, (speak the name of the man or woman to be affected) with chills and fever. That very character has wronged me and he (or she) has spilled the blood in his (or her) own house. For this reason I am doing this.

Ingredients: A donkey's head and blood, yellow ocher, and clay (and possibly palm fiber).

Ritual: Bring a donkey's head; you place it between your feet opposite the sun at dawn when it is about to rise, opposite it again in the evening when it is going to set; you anoint your right foot with yellow ocher, your left foot with clay, the soles of your feet also; you place your right hand in front and your left hand behind, the head being between them; you anoint one of your two hands with donkey's blood, and the two corners of your mouth; and you recite these writings before the sun at dawn in the evening for four days. He sleeps.

If you wish to make him die, you should do it for seven days. If you do its magic, you should bind a thread of palm fiber to your hand, a piece of male palm fiber to your phallus and your head. It is very good.

Description: Casting this spell causes a victim to either sleep for four days or die after seven days of the ritual.

Artwork Here

Evil Sleep III

Level: 6
Discipline: Annihilation
Range: One mile per caster level
Area: One victim
Duration: Permanent
Reference: PDM xiv. 739-40.
Chant: None
Ingredients: Camel's blood, blood of a dead man, and wine
Ritual: If you put camel's blood and the blood of a dead man into the wine and you make the man drink it, he dies.
Description: Casting this spell will kill a man. This spell has no effect on other species or races besides those available to players as characters. LP are irrelevant.

Faceless

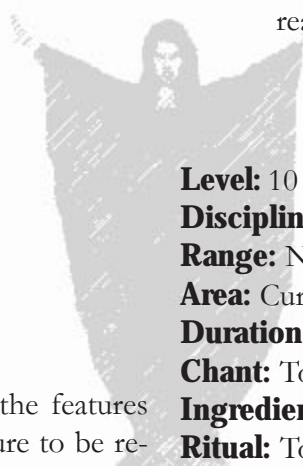
Level: 1
Discipline: Reformation
Range: Touch
Area: One creature
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the features of the face of the target creature to be removed. To remove facial features, the caster must touch the target creature. If the target creature does not desire to be touched, then the caster must pass a Brawling skill check (see *Chap. 8: Skills*). If the caster successfully touches the target creature, then the face of the target creature becomes smooth. The eyes, ears, and nose are reduced to dots, and the mouth is reduced to a slit. No hair exists anywhere on the visage of the target creature who is now faceless. The Facial Charisma of the faceless character is now 2d20. All future Sound skill checks will suffer a penalty of - 75.

False Alchemy

Level: 2
Discipline: Hallucination
Range: Touch
Area: Two coins to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes metal coins, or their equivalent in weight, to appear to mutate into gold. In reality, however, the substance remains as it was; it is not actually transformed into gold. All who view or handle the results of False Alchemy must pass a Common Sense check at TH 75 to realize that it is false.

Fatal

Level: 10
Discipline: Annihilation
Range: None
Area: Current world
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes all life to instantly die on the current world of the spellcaster. The cause of death is without explanation. Fatal is the most powerful spell ever mentioned and so far it has never been cast by a mortal.



Fatal Fable

Level: 8

Discipline: Deterioration

Range: Special

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the telling of a fable to deteriorate the LP of the lead character in the fable, wherever they are, provided they are still alive. A fable is a story of supernatural or marvelous events and is intended to enforce a useful truth or precept. Fables are usually fictitious. The minimum requirement for a fable is that it must take at least 3 minutes to tell it. During the telling of the fable, the lead character of the fable loses LP in proportion to the telling of it. If the target creature is reduced to 1 LP, then a Health check with a TH of 95 must be passed to remain at 1 LP. If failed, they may progress to 0 LP and die. If the fable is completed, the lead character will have zero LP, which normally constitutes death.

Favor and Victory Charm

Level: 1

Discipline: Supportation

Range: None

Area: One character

Duration: While worn

Reference: PGM VII. 186-90.

Chant: None

Ingredients: A blood-eating gecko found among tombs

Ritual: Take the ingredient and grasp its right front foot and cut it off with a reed, allowing the gecko to return to its own hole alive. Fasten the foot of the creature to the fold of your garment and wear it.

Description: This charm grants + 2 to all attack rolls and skills related to combat while worn around the neck. Otherwise, the charm may bestow + 2 to situations in which the MM deems “favor” to be relevant.

Artwork Here

Fetching Charm

Level: 1

Discipline: Convocation

Range: One mile

Area: One female

Duration: Two days to an exponential power equal to the level of the caster

Reference: PGM IV. 1872-1927.

Chant: (1) IAO ASTO IOPHE (2) Barking dog, I adjure you, Kerberos, by those who have hanged themselves, by the dead, by those who have died violently: attract her to me, (speak the name of the female desired), whose mother is (speak the name of the female's mother). I adjure you, Kerberos, by the holy dead of the infernal gods. Attract to me her, (speak the name of the female desired), whose mother is (speak the name of the female's mother), ZOUCH ZOUKI TO PARY YPHEBARMO ENOR SEKEMI KRIOUDASEPHE TRIBEPSI: attract to me her, (speak the name of the female desired), whose mother is (speak the name of the female's mother), to me, (speak your own name), immediately, immediately; quickly, quickly.

Ingredients: 4 ounces of wax, 8 ounces of fruit, pitch, a censer, and frankincense.

Ritual: Pound the ingredients of fruit and wax fine, separately, and mix them with pitch and wax. Fashion a dog eight fingers long with its mouth open. And you are to place in the mouth of the dog a bone from the head of a man who has died violently. And you are to place the dog on a tripod. And have the dog raising its right paw. And write on a strip of papyrus these names and what you wish: "IAO ASTO IOPHE," and you are to place the strip of papyrus on the tripod and on top of the strip you are to place the dog and say these names many times. And so, after you have spoken the second chant, the dog hisses or barks, and if it hisses, she is not coming (MM's decision). Therefore address the spell to it again, and if it barks, it is attracting her. Then open the door, and you will find her whom you wish at your doors. Let a censer stand beside the dog, and let frankincense be placed upon it as you speak the second chant. This spell is to be cast in a level, pure place.

Description: Casting this spell will cause a female named by the caster to fall in love with the caster and become compelled to seek out the caster immediately. She will do anything for the caster that she would normally do for the true love of her life.

Artwork Here

Fetching Charm for an Unmanageable Woman

Level: 2

Discipline: Convocation

Range: This world

Area: One woman

Duration: Seven days

Reference: PGM VII. 593-619

Chant: I call upon you, the masters, great gods, who shine in the present hour, on this day, for the sake of her, the ungodly (speak the name of the unmanageable woman). For she has said 'IAO does not have ribs.' She, (speak her name), has said, 'ADONAI was cast out because of his violent anger.' She, (speak her name), has said, 'SABAOTH emitted three cries.' She, (speak her name), has said, 'PAGOURE is by nature a hermaphrodite.' She (speak her name), has said, 'MARMOROUTH was castrated.' She, (speak her name), has said, 'IAEO was not entrusted with the ark.' She, (speak her name), has said, MICHAEL is by nature a hermaphrodite.'

I am not the one who says such things, master, but she, the godless (speak her name). Therefore fetch her for me, her inflamed with passion, submissive. Let her not find sleep until she comes to me (repeat this paragraph seven times).

Ingredients: A lamp (not painted red), seven wicks, olive oil, and wormwood seeds

Ritual: Take a lamp, not painted red, with seven wicks, and make a wick of the hawser of a wrecked ship. On the 1st wick write with ink, "IAO"; on the 2nd, "ADONAI"; on the 3rd, "SABAOTH"; on the 4th, "PAGOURE"; on the 5th, "MARMOROUTH"; on the 6th, "IAEO"; on the 7th, "MICHAEL."

Put olive oil in the lamp and place it in a window facing south. Also put wormwood seeds around the edge of the lamp, and recite the chant.

If the first lamp flickers, know that she has been seized by the demon. And if the 2nd, she has left the house; and if the 3rd, she is on the way; and if the 4th, she has arrived; and if the 5th, she is at the door; the 6th, at the doorlatch; the 7th, she has come into the house.

This spell can fetch characters from across the sea. For that, place the lamp in some water in the open air. Place a papyrus boat under the lamp, and recite the chant six times.

Description: Casting this spell will summon a demon to fetch an unmanageable woman and bring her to the caster. The woman will not be able to sleep until she meets with the caster. When she arrives, she will be inflamed by passion and submissive.

Artwork Here

Fierce Fire

Level: 1

Discipline: Annihilation

Range: 150 feet

Area: Five-foot radius

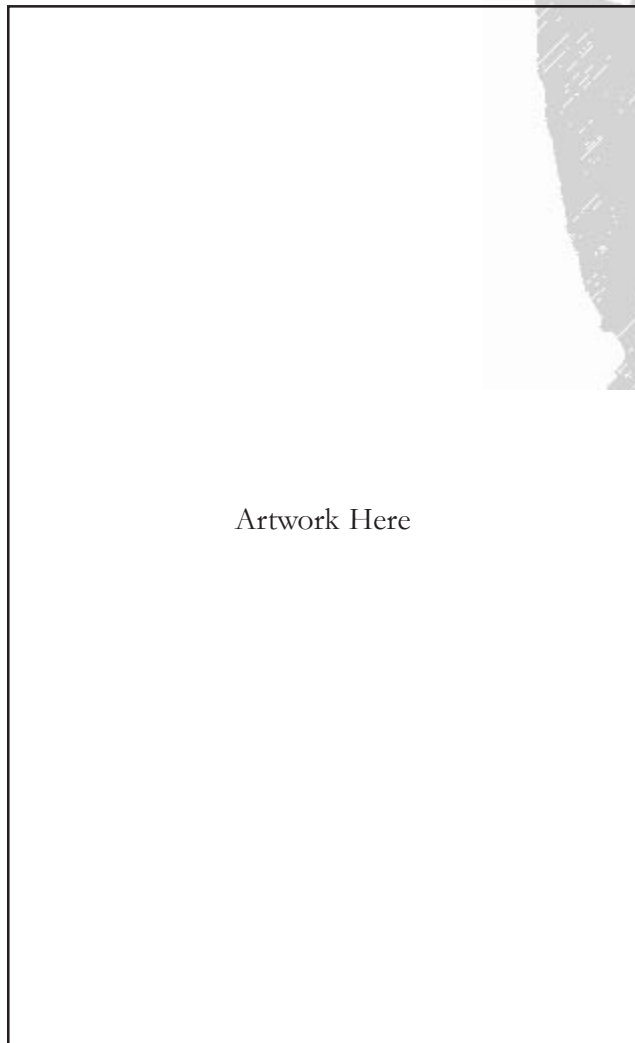
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell necessitates a successful Hurl skill check by the caster. Fire appears in one palm of the caster and is hurled at an opponent. If failed, the spell goes off (01-25%) beyond the target, (26-50%) short of the target, (51-75%) left of the target, or (76-100%) to the right of the target by (1d10 + 10) feet. The thrown object ignites instantaneously when hitting the target or ground and causes 1d10 damage to all in the area of effect.



Flight

Level: 4

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

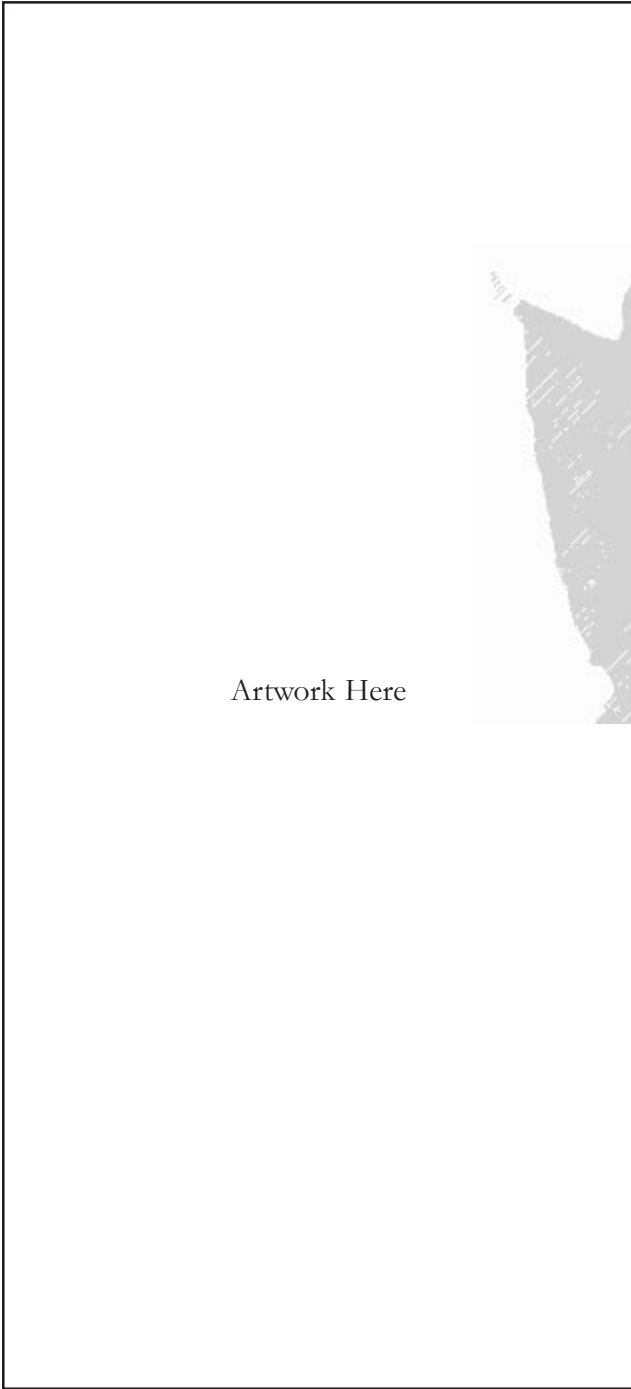
Description: Casting this spell allows the spellcaster to bestow the ability of Flight on a creature that would otherwise be unable to fly. This spell has no effect on creatures already capable of flying. The amount of weight that may be affected by Flight is determined by the level of the spellcaster. Consult the table below:

<u>Caster Level</u>	<u>Weight in Pounds Affected</u>
1	10
2	20
3	50
4	100
5	200
6	500
7-8	1,000
9-10	2,000
11-14	10,000
15-17	20,000
18-19	50,000
20+	100,000

The creature touched may choose their own direction, and they may hover in place if desired. The maximum speed at which a creature of Flight is able to fly is determined as follows. Divide the Caster Level by the weight in pounds of the creature affected by Flight. Multiply this number by 1,000. This result is the number of feet that may be traveled per round.

For example, a 10th level spellcaster casts Flight and touches a 180 lb. human. The human will be capable of flying 55 feet per round $[(10/180) \times 1000]$. However, if the same spellcaster cast Flight on a 2,000 lb. creature, the creature would only be capable of flying at 5 feet per round.

Since flight is three-dimensional, speed may be calculated when elevation is considered by referring to the Sprint skill (see *Chap. 8: Skills*).



Artwork Here

Flyweight

Level: 1

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target envisioned by the caster to gain the benefit of falling as slowly as a feather for the duration of the spell. Note that if the target falls for 2 rounds and decides to jump off a cliff, he will still fall slowly until the end of the duration.

For a Sleeping Woman to Confess the Name of the Man she Loves

Level: 1

Discipline: Domination

Range: Touch

Area: One woman

Duration: One round

Reference: PGM LXIII. 7-12.

Chant: None

Ingredients: A bird's tongue

Ritual: Place a bird's tongue under her lip or on her heart and put your question, and she calls the name three times.

Description: Casting this spell causes a sleeping woman to call out the name of the man she loves thrice.

For an Erection

Level: 1

Discipline: Supportation

Range: Touch

Area: One penis

Duration: 2d100 minutes

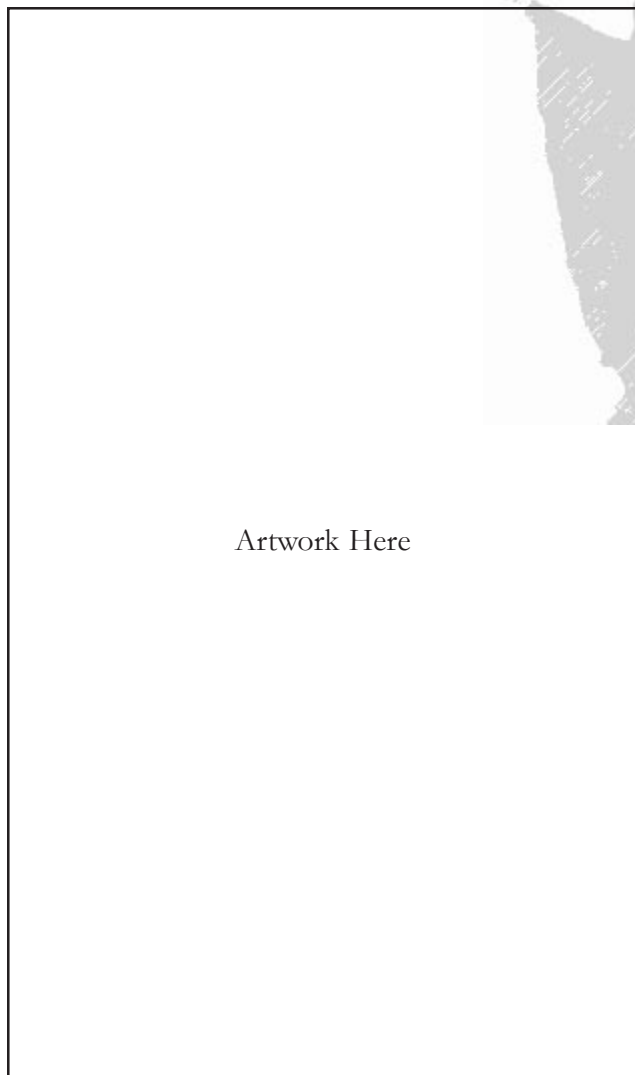
Reference: PDM lxi. 58-62 [PGM LXI. vi.x].

Chant: None

Ingredients: Woad plant, wine, pepper

Ritual: Boil woad plant in a pot and grind them up in wine with pepper; smear it on your genitals. If you wish it to relax again, provide with a decoction.

Description: Casting this spell causes a limp penis to become a blue-veined throbbler. Though ejaculation will occur normally, there will be no refractory period afterward; it will remain throbbing for the duration of the spell, unless a decoction is provided.



For Ascent of the Uterus

Level: 1

Discipline: Deterioration

Range: One mile

Area: One female

Duration: Three minutes to an exponential power equal to the caster's level

Reference: PGM VII. 260-271.

Chant: None

Ingredients: A cord of seven colors, a tablet

Ritual: Write the following on a tin tablet and weave a cord around one's neck of seven colors, then wear the tablet as an amulet:

I conjure you, O Womb, by the one established over the Abyss, before heaven, earth, sea, light, or darkness came to be; you who created the angels, being foremost, AMICHAMCHOU and CHOUCHAO CHEROEI OUEIACHO ODOU PROSEIOGGES, and who sit over the cherubim, who bear your own throne, that you return again to your seat, and that you do not turn to one side into the right part of the ribs, or into the left part of the ribs, and that you do not gnaw into the heart like a dog, but remain indeed in your own intended and proper place, not chewing as long as I conjure by the one who, in the beginning, made the heaven and earth and all that is therein. Hallelujah! Amen!

Description: This spell causes a flexing of the anterior of the uterus, which in turn causes some female problems such as blockage in urination, and also causes a swelling of the pubic area; in some women, it will cause an inability to stand upright.

For Coughs

Level: 1
Discipline: Restoration
Range: Touch
Area: One character
Duration: Permanent/Instantaneous
Reference: PGM VII. 203-5.
Chant: None
Ingredients: Hyena parchment
Ritual: In black ink, write on the hyena parchment: “THAPSATE STHRAITO”.
Description: Casting this spell causes a character who is coughing to no longer need to cough. If a disease makes the character cough, the disease is not cured, but it no longer causes the character to cough.

For Discharge of the Eyes

Level: 1
Discipline: Restoration
Range: Touch
Area: One character
Duration: Permanent
Reference: PGM VII. 197-98.
Chant: None
Ingredients: Piece of papyrus
Ritual: Write this on a piece of papyrus and attach it as an amulet: ROURARBISAROURB-BARIASPHREN.
Description: Casting this spell causes all discharge of the eyes (tears, etc.) to no longer be necessary.

For Fever with Shivering Fits

Level: 5
Discipline: Restoration
Range: Touch
Area: One character
Duration: Permanent
Reference: PGM VII. 211-12.
Chant: SABAOOTH
Ingredients: Oil
Ritual: Take oil in your hands and speak the chant seven times, then spread the oil from the sacrum to the feet.
Description: Casting this spell cures all fevers and shivering fits, even those resulting from disease.

For Swollen Testicles

Level: 2
Discipline: Deterioration
Range: One mile
Area: One set of testicles
Duration: Three minutes to an exponential power equal to the level of the caster
Reference: PGM VII. 209-10.
Chant: Kastor Thab Thab
Ingredients: A cord from a coin bag
Ritual: Take the ingredient and with each knot speak the chant.
Description: Casting this spell causes the testicles of a male envisioned by the caster to swell to the point of causing discomfort and even pain. For the first minute, it actually feels good and makes the male horny to have full testicles. Beyond the first minute, discomfort predominates and it becomes difficult to walk.

Artwork Here

Force Ballista

Level: 2
Discipline: Annihilation
Range: 100 feet
Area: 10-foot radius
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell creates a Force Ballista that launches a spear-like projectile at the target, designated by the caster by sight. The projectile explodes upon impact and is useless thereafter. More importantly, the magical projectile seeks its target unerringly, exploding for 1d6 Life Points of damage upon impact to all in the area, except for the main target, if it is directed to hit one, who receives 2d8 Life Points of damage.

Force Falsity

Level: 3
Discipline: Domination
Range: 200 feet and direct line of sight
Area: One creature
Duration: Two seconds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a target creature to be forced to lie with every statement made verbally. Even though the target creature may desire to speak the truth, a lie will be spoken instead.

Force Fart

Level: 1
Discipline: Reformation
Range: 50 feet
Area: One creature
Duration: Two seconds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a target seen by the caster to experience an accumulation of gas in their rectum, forcing them to fart. As the caster increases in level, the target will have to fart for a longer duration.

Force Favor

Level: 2
Discipline: Domination
Range: 50 feet
Area: One humanoid
Duration: Special
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a humanoid subject to feel as though they owe the caster some sort of favor. If hostile, the subject will attempt to refrain from harming the caster. If friendly, the subject will seem to go to great ends to help the caster. A sane humanoid will never consider harming themselves for the sake of the caster, favor or not. The favor is not known until the caster specifies it, and the favor must consist of an action that may be executed in one round, such as attacking another.

Artwork Here

Force Fear

Level: 3

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell converts a target creature into a coward for the duration of the spell. For the duration of the spell, the target creature will demonstrate extreme fear and cowardice. Target creatures that are converted to cowards will seem scared of everything. If possible, the target creature will flee.

If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Wisdom check at TH 70, then the spell has no effect.

Force Fearlessness

Level: 3

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Two rounds to an exponential power equal to the level of the caster

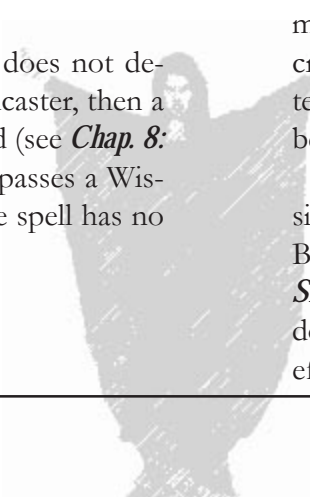
Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell converts a target creature into a creature who exhibits fearlessness in all decisions for the duration of the spell. The target creature will demonstrate extreme rashness, fearlessness, or overconfidence. The target creature will seem fearless regarding everything, which usually makes them too bold and brave. Fearless creatures, for instance, will confidently enter combat with more opponents than can be reasonably handled.

If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Wisdom check at TH 70, then the spell has no effect.



Artwork Here

Force Feed

Level: 2

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature to be overwhelmed by hunger. The target creature must pass a Drive check at TH 95 or eat as much as possible for the duration of the spell. For the duration of the spell, the target creature will be driven by hunger. While affected, a target creature will eat foods they would normally reject. For each round that the target creature is force feeding themselves, the target creature will magically gain one pound of fat.

If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Wisdom check at TH 70, then the spell has no effect.

Force Inferiority Complex

Level: 1

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature to feel inferior to the spellcaster. For the duration of the spell, the target creature will experience a 25% reduction in Drive, and the target creature will resent the spellcaster. If the primary temperament of the target creature is choleric, then there is a 25% chance that the target creature resorts to violence against the spellcaster. The MM may modify this chance due to circumstances. If the secondary temperament of the target creature is choleric, then there is a 75% chance that the target creature, if sentient, will badmouth the spellcaster.

If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Wisdom check at TH 70, then the spell has no effect.

Artwork Here

Force Mass Fear

Level: 7

Discipline: Domination

Range: 100 miles

Area: Nearest 10,000 humanoids

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell converts the nearest humanoids to a point chosen within the range of the spell into cowards for the duration of the spell. The target creatures will demonstrate extreme fear and cowardice. Target creatures that are converted to cowards will seem scared of everything. If possible, the target creatures will flee.

Force Missile

Level: 1

Discipline: Annihilation

Range: Any visible target

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Upon casting this spell, a successful Aim skill check must be made by the caster in order to hit the target with the Force Missile; the Force Missile is a thin ray of force that emits instantaneously from an extended finger of the caster. If successful, the missile does 1d10 Life Points of damage per caster level to the target. The maximum amount of damage possible is 7d10 LP.

Force Oblation

Level: 1

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Instantaneous

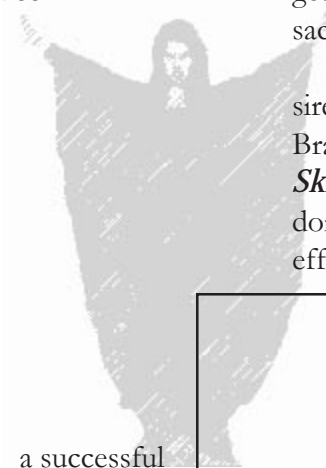
Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature to randomly select one of their immediate possessions and sacrifice it in a ritual to the gods. If the target creature is religious, then the target creature may sacrifice the possession to their god. The target creature will ruin the possession beyond repair during the ritual. In the future, the target creature will have nothing to do with the sacrificed possession.

If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Wisdom check at TH 70, then the spell has no effect.



Artwork Here

Force Rancor

Level: 1

Discipline: Domination

Range: Touch

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell enrages a creature touched by the spellcaster. The target creature will attempt to do nothing but physical harm to others nearby. For example, if cast on a wizard, they would ignore spellcasting and most likely attack with any weapon available. Affected creatures are often reported to have a sardonic grin during the fit of rancor. To be unaffected by the spell, the target creature must pass a Wisdom check with a TH of 50.

The type of creature affected increases with the caster's level as shown on the following table:

<u>Caster Level</u>	<u>LP Affected</u>
1	1d10
2	2d8
3	2d20
4	4d100
5+	4d1000

Force Scream

Level: 1

Discipline: Domination

Range: 50 feet

Area: One creature

Duration: Two seconds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target seen by the caster to feel compelled to scream as loudly as possible for the duration of the spell. As the caster increases in level, the target will scream for a longer duration. To resist this mental domination, the target must pass a Drive check of TH 40.

Force Slumber

Level: 1

Discipline: Domination

Range: Touch

Area: One creature

Duration: 1d6 minutes

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to induce creatures to succumb to slumber. The caster must successfully touch the target, necessitating a Brawling skill check. (see *Chap. 8: Skills*).

If successfully touched, the spell is able to force 1d10 LP of a creature into a deep sleep. After the spell expires, the creature will awaken suddenly. This spell is usually powerful enough to put small animals and infants to sleep. A creature may not be partially forced into slumber. Either they fall asleep, or the spell has no noticeable effect.

Foreknowledge Charm I

Level: 6

Discipline: Prognostication

Range: Characters looked upon

Area: One character per glance

Duration: One minute per caster level

Reference: PGM III. 483-88.

Chant: ALA.AANG XICHA MICHA ANG
E...EROTPITENPHET NPROME.

Ingredients: A golden-colored crown

Ritual: While wearing a gold-colored crown on the head, turn to the thief, kill him, cleave him, but do not behead him.

Description: This spell allows the caster to detect a thief while concentrating on the stolen object.

Foreknowledge Charm II

Level: 9

Discipline: Prognostication

Range: One observed character

Area: Caster

Duration: One day

Reference: PGM III. 263-75.

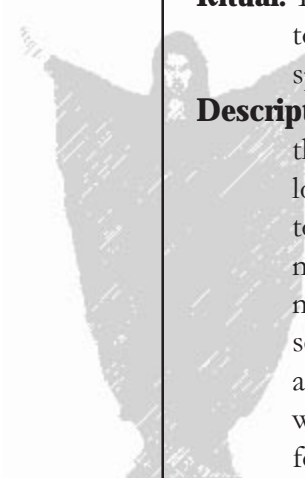
Chant: Make me know in advance the things in each character's mind, today, because I am TOM...IAO SABAOOTH IAO THEA-EETH...M ADOUNAI BATHIAO...EA THOE IABRABA ARBATHRAS IAO BATHIAOOIA ZAGOURE BARBAT-HIAO AEI AAAAAAA EEEEE-EE...OE...SOESESISIETH...SABAOOTH LAEO.

Ingredients: None

Ritual: Take your finger and place it under your tongue before you speak to anyone, and speak the chant.

Description: The purpose of this spell is to allow the caster to know all things in advance, as long as your finger is placed under your tongue. To see if the spell is working, immediately after casting say "Lord, if you wish me to know in advance, let the falcon descend onto the tree." If it does not happen, also speak this formula to the four winds while you turn around toward the wind; the formula is spoken to each of the four winds as the caster faces them successively. The MM will declare whether or not the spell works.

If the spell functions properly, then the thoughts of whoever the caster looks upon are known to the caster as they occur.



Artwork Here

Frosty Touch

Level: 1

Discipline: Reformation

Range: Touch

Area: Creature touched

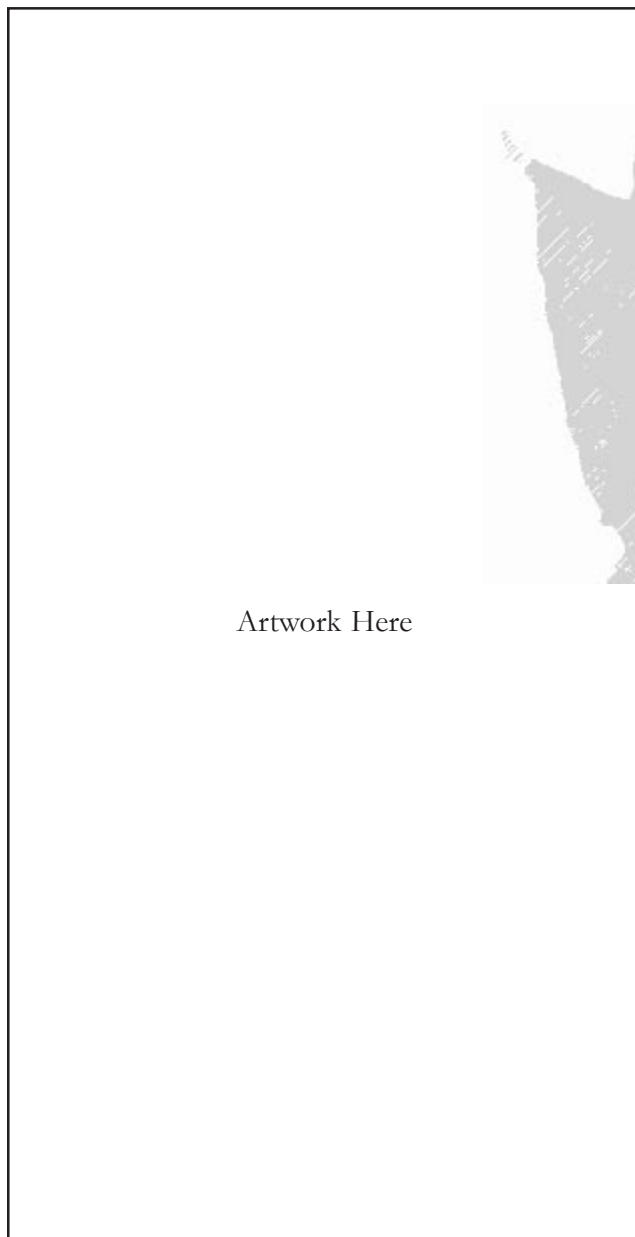
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch the target. To touch the target, the caster must make a successful Brawling skill check. If failed, the spell is wasted. If passed, the target suffers 1d10 LP of cold damage.



Artwork Here

Greater Bidding

Level: 4

Discipline: Domination

Range: 50 feet

Area: One creature

Duration: Two hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one target creature to become subservient to the spellcaster's bidding. The spellcaster must be within 50 feet of the target creature and be able to see their eyes without obstruction. The target creature may be able to avoid the effects of the spell if they pass a Drive check at TH 90.

While under the influence of the spellcaster, the target creature will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the spellcaster by doing the spellcaster's bidding without question. The target of this spell is mentally dominated by the spellcaster.

When the spell expires, the target creature will remember the events which occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is for sexual purposes. Horny male spellcasters cast this spell frequently to make attractive females do their sexual bidding.

Greater Electrical Discharge

Level: 3

Discipline: Annihilation

Range: 100 feet

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: A beam of electricity zaps forth from the finger of the caster and does 2d20 LP of damage to the target. A successful Aim skill check must be made regarding the caster's finger in order to hit the target (see *Chap. 8: Skills*). Otherwise the spell is wasted.

Greater Healing

Level: 3

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal another. In order to bestow Lesser Healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check must be made (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check needs to be made. If successful, the creature regains 2d20 Life Points if they are wounded. If missed, then the spell is wasted.

Greater Holocaust

Level: 10

Discipline: Annihilation

Range: 100 miles

Area: Ten mile blast radius

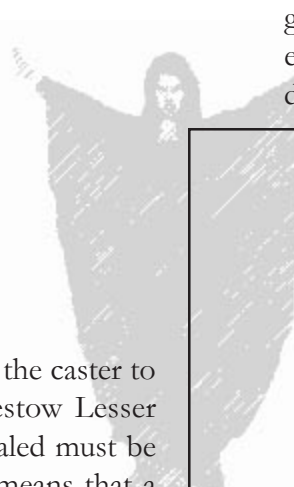
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within one round. Anything within the area is subjected to (4d100 x 100) IP or LP. It is likely that only ashes will remain. No vegetation will grow in this area for one millennium. The explosion will be heard and felt up to a hundred miles away.



Artwork Here

Greater Hologram

Level: 3

Discipline: Hallucination

Range: 100 feet + 50 feet per caster level

Area: Ten cubic feet

Duration: Until the caster ceases concentration on the hologram

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create a scentless illusion no larger than 10 cubic feet. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

An improvement over Lesser Hologram, Greater Hologram allows sound to accompany the visual illusion, though this hallucination cannot provide sensations of taste, touch, or smell. The only sound that may accompany the hallucination is a sound that the caster has physically heard before and remembers. Imagined sounds fail.

All creatures that view this hologram must make a successful check of their Analytic Intelligence at a TH of 85 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. If the spellcaster creates an illusion that suggests a threat to the life of a believing creature, onlookers may also be subjected to making a successful Health check or suffering appropriate penalties as deemed by the MM. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of some poor little trollop. If the trollop believes, then the MM may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

Greater Mending

Level: 4

Discipline: Restoration

Range: Touch

Area: One creature touched

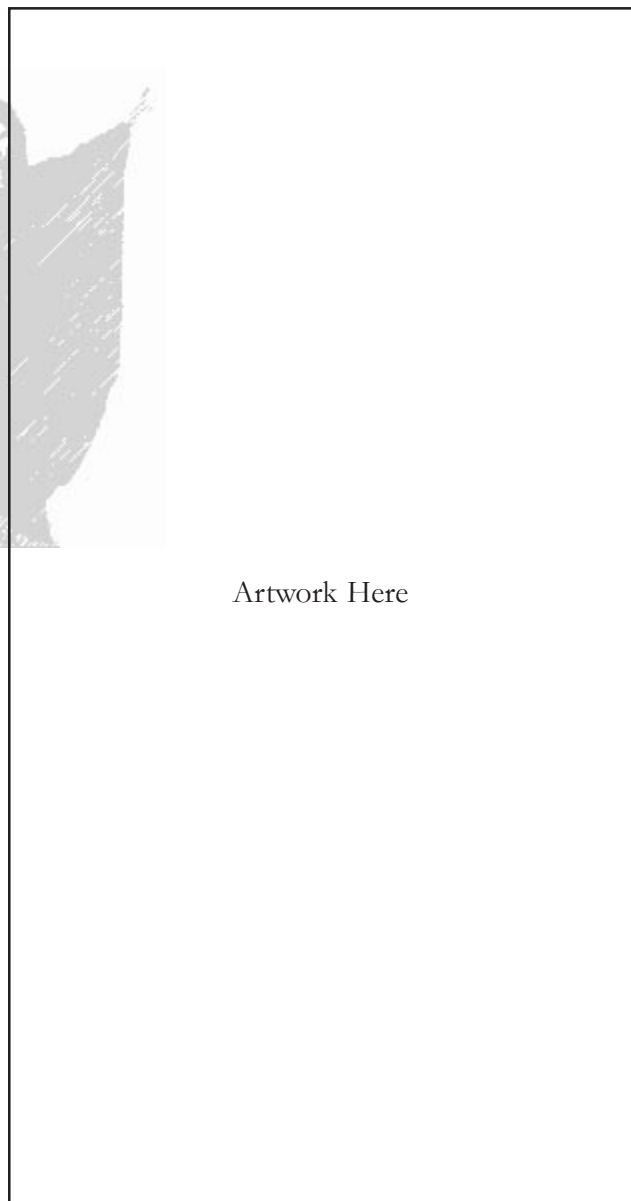
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to mend severed tendons and limbs. Severed tendons and limbs often result from Crucial Damage (see *Chap. 10: Combat*). By touching the severed tendon or connecting the severed limb with its stump, they are instantly mended.



Greater Perpetual Hologram

Level: 7

Discipline: Hallucination

Range: 1,000 feet + 500 feet per caster level

Area: 1,000 cubic feet

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create an illusion no larger than 1,000 cubic feet. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

An improvement over Perpetual Hologram, Greater Perpetual Hologram allows taste and touch to accompany the visual illusion, though this hallucination; the sensations of sight, smell, sound, taste, and touch may be included. The spellcaster may use any sensation imagined.

All creatures that view this hologram must make a successful check of their Analytic Intelligence at a TH of 97 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. If the spellcaster creates an illusion that suggests a threat to the life of a believing creature, onlookers may also be subjected to making a successful Health check or suffering appropriate penalties as deemed by the MM. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of some poor little trollop. If the trollop believes, then the MM may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

Greater Vulnerability to Acid

Level: 5

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all acid attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Air

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all air attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Armor

Level: 4
Discipline: Eradication
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes an armored creature to become more vulnerable, losing 10 CA per level of the caster.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Bases

Level: 5
Discipline: Eradication
Range: Touch
Area: One creature or object
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all base attacks, natural or magical, for the duration of the spell. By base, it is meant the opposite of acid.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Cold

Level: 4
Discipline: Eradication
Range: Touch
Area: One creature or object
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all cold attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Discipline

Level: 4
Discipline: Eradication
Range: Touch
Area: One creature or object
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes a target to automatically take 300% IP or LP of damage from any magical attacks of a specified discipline for the duration of the spell. The specific magical discipline must be named prior to casting.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).



Greater Vulnerability to Earth

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell necessitates the target to automatically take 300% IP or LP of damage from any and all earthen attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Electricity

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all electrical attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Ethicality

Level: 7

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by ethical creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Fire

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all fire attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Immorality

Level: 7

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by immoral creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Morality

Level: 7

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by moral creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Poison

Level: 6

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all poison, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Skill

Level: 6

Discipline: Eradication

Range: Touch

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target to automatically suffer a penalty to all skill checks. The penalty is - 10 per level of the caster. However, the caster must touch the target to bestow Greater Vulnerability to Skill. Touch necessitates a successful Brawling skill check (see *Chap. 8: Skills*).

Greater Vulnerability to Sonics

Level: 5

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all sonic attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Unethicality

Level: 7

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by unethical creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Weapon

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all attacks that result from a specific type of weapon envisioned by the caster during casting.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).



Artwork Here

Happy Cleaver

Level: 3

Discipline: Reformation

Range: 0

Area: Caster's line of sight

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes matter in the surrounding area to mutate into a demented, intelligent, and laughing cleaver. The MM determines which matter randomly. This animated cleaver revels in bloodlust and will turn against the caster if the cleaver does not attack within one minute. If no other creatures that may bleed are within the area, then the cleaver attacks the caster. Whoever the cleaver attacks, it does so while laughing hysterically with an evil tone. Upon a successful cleave, the Happy Cleaver makes a slurping sound as if enjoying the blood that flows freely from the gaping wound.

The cleaver attacks three times per round, doing 1d10 LP of damage, but it has no Delivery Penalty. With an Intelligence of 30, it is unable to speak, but it laughs coherently. The cleaver has a mind of its own and does not need the caster to wield it. The cleaver propels itself through the air magically. For some unknown reason, Happy Cleavers particularly love to hack whores to pieces.

Artwork Here

Have Her Cadaver

Level: 3

Discipline: Hallucination

Range: Touch

Area: One female humanoid

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one female humanoid cadaver to appear to be alive and unconscious. This appearance is illusory and each character who senses (sees, smells, tastes, and/or touches) the female cadaver must roll percentile dice and the results must be 75 or higher to disbelieve the hallucination. For the spell to function, the cadaver must have all of its bones; no flesh is necessary. This spell does not function on a humanoid larger than seven feet in height. While the spell functions, the dead female will appear exactly as she did during the most fertile moment of her life; she will have hair, flesh that is not discolored and is warm to the touch, etc. In fact, if her chest is observed, it will appear to rise and fall as though she breathes. If her nose is examined, it will feel as though she inhales and exhales. Finally, if her vagina is penetrated, it will feel warm and wet. In every respect, the female cadaver will appear to be healthy and alive. If in life the female was unattractive, then the illusion of her will be equally unattractive.

This spell is not among the most popular, but when it is cast the most common reason for casting is copulation. When the spell duration expires, the illusion will instantly disappear.

Headless

Level: 1

Discipline: Hallucination

Range: Touch

Area: One head

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one head of a living or undead character or creature to appear to be missing. The missing head is illusory and each character who sees the creature with a missing head must roll percentile dice and the results must be 50 or higher to disbelieve the hallucination. If the head is touched, though it appears to be missing, it will be felt and the hallucination will no longer have an effect on the character who touched the head that seemed to be missing.

When a character sees a headless creature, and believes the hallucination, refer back to the previous roll and consult the table below:

Roll	Result
01-10	Unable to move for 1d100 rounds.
11-20	Tries to sprint away for 2d20 rounds, but falls down every 1d6 rounds due to panic.
21-30	Sprints away if possible for 1d20 rounds.
31-49	Unaffected

Artwork Here

Heal Dislocation or Fracture

Level: 2

Discipline: Restoration

Range: Touch

Area: One dislocated socket or fractured bone

Duration: Permanent

Reference: *Arcana Mundi*, p. 72

Chant: (first one) Moetas vaeta daries dardaries
astataries dissunapiter
(second one) huat huat huat ista sistas
sitardannabou dannaustra

Ingredients: Green reed of 4-5' in length

Ritual: Take the green reed, split it in the middle, and let two men hold it to their hips. Recite the first chant until the parts come together. When the two parts come together and touch each other, grip them with your hand, make a cut left and right, tie it onto the dislocation or the fracture, and it will heal. But, you must recite every day the second chant.

Description: Casting this spell permanently heals one dislocated socket or fractured bone. All damage suffered by the injury is restored.

Healing

Level: 2

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal another. In order to bestow Healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, the creature regains 2d8 Life Points if they are wounded. If missed, then the spell is wasted.

Hearing Voices

Level: 4

Discipline: Prognostication

Range: Touch

Area: Self

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to bestow an ability by touch (though usually the caster touches their own head) to detect supernatural voices. The surrounding air and ether are said to be populated with spirits, angels, and demons. With the birth of every human, an agathodemon and cacodemon are also created (see *Grimoirium Monstrum*).

The chance that the caster or target of the spell hears a voice is 10% per caster level. If a voice is heard (which the MM must portray), the voice usually does not state its identity, and the caster must attempt to determine the identity of the voice without aid from this spell. Most voices, when heard, occur as whispers in which the gender is difficult to impossible to distinguish.

If the spell is cast frequently, and if supernatural entities continually attend to the caster or target, such as in the case of an agathodemon or cacodemon, it is possible for the caster or target to build a relationship with the entity, allowing them to better determine whether the voice heard upon the next casting is actually that entity or another pretending to be that entity.

Though some entities are friendly and helpful, most resent the living and will misdirect or lead the caster or target into trouble. Moral casters or targets usually seek their agathodemon. Immoral casters or targets usually seek their cacodemon.

Heating

Level: 1

Discipline: Reformation

Range: 50 feet

Area: 30 pounds of wood or metal per level of the caster

Duration: One round per 2 levels of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell heats wood and metal enough to scorch and melt it, provided it is seen by the caster. Should a living or animated target be wearing or touching this wood or metal, they will suffer damage.

Metal will become scorched during the second round of application, and will melt during the fifth round of Heating. Wood becomes scorched immediately, and catches aflame if subjected to Heating for more than one round, distributing an additional 1d6 LP of damage per round afterwards to those in contact. Wood will become cinders in four rounds.

Any living or animated target in contact with the affected metal or wood will suffer damage. The damage is proportionate to the percent of their body that is affected. For instance, if only 50% of a creature's body is in contact, then they will only receive 50% of the damage listed below.

The first round of contact, flesh dehydrates and melts away as it absorbs 3d6 Life Points of damage. The second round of contact, muscles melt away, and an additional 3d6 LP of damage is distributed. The third round, the portion of the sorry son-of-a-bitch's skeleton in contact is scorched for all eternity, and an additional 3d6 LP of damage is accrued. Finally, the fourth round of contact, the structure of any mortal creature is reduced to a burnt, powdery, smelly, soot-like substance. LP are irrelevant at this stage; no mortal is able to survive this fiery onslaught.

Hover

Level: 3

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the spellcaster to bestow the ability to Hover on a creature. This spell has no effect on creatures already capable of flying. The amount of weight that may be affected by Hover is determined by the level of the spellcaster. Consult the table below:

<u>Caster Level</u>	<u>Weight in Pounds Affected</u>
1	10
2	20
3	50
4	100
5	200
6	500
7-8	1,000
9-10	2,000
11-14	10,000
15-17	20,000
18-19	50,000
20+	100,000

Hover does not allow a creature to move about at will, which is the spell called Flight. Instead, Hover allows a creature to Hover above the ground. While in the air, a hovering creature may push off on an object. The speed gained is determined by the MM, and should be a function of the Strength sub-ability and the weight of the hovering creature.

Hurl Voice

Level: 1

Discipline: Reformation

Range: 150 feet

Area: One originating object

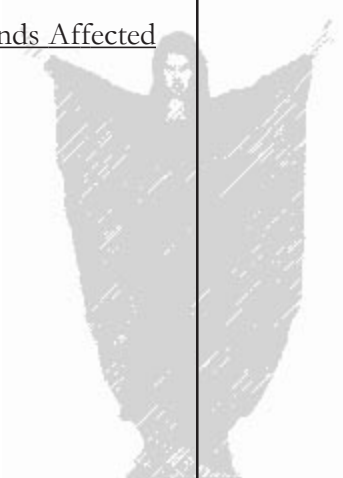
Duration: Casting time

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to hurl a message of choice to seem as though it originates with one object, living or non-living. The volume emanating from the object will equal the volume from the caster's mouth.



Artwork Here

Imbue Item

Level: 5

Discipline: Universal

Range: Touch

Area: One item

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the next spell cast to be stored or imbued into an item specified by the caster. Most magical items are created with this spell. The MM determines the effect. It may be necessary for conditions to be specified as well.

For example, a spellcaster may imbue a sword with Minor Harm. However, unless a condition is specified, the next creature to touch the sword will receive the effects of that spell. If an appropriate condition is made, and it satisfies the MM, it may be possible for the wielder of the sword to remain unaffected and also able to select the recipient, such as the next creature struck.

Imbue Item is often used in conjunction with another spell called Immutability. Casting Immutability on an imbued item will make the effects of a spell permanent. For instance, after casting Immutability on the sword mentioned above with Minor Harm, it may harm those upon contact whenever the wielder wills it.

Immutability

Level: 6

Discipline: Universal

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a spell effect that is currently in effect to become permanent. Immutability will not make permanent effects or states that are not spell effects.

For example, a spellcaster may cast Tenesmus on a victim, which makes them constipated for a limited duration. During the duration of the effects of the Tenesmus spell, any spellcaster may cast Immutability on the victim. This would result in making the effect of the Tenesmus spell permanent. For the rest of the victim's life, they will suffer from severe constipation.

This spell is often used in conjunction with Imbue Item. If an item is imbued with a spell, then casting Immutability on the item will make permanent whatever spell effects or capabilities it has.

Artwork Here

Immutable Wound

Level: 4

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a touched target creature to never heal from the next wound that they receive. The next wound that the target creature receives will be immutable. Hence, whatever LP the target creature loses is permanent. For this spell to take effect, the spellcaster must touch the target creature. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Impotence

Level: 1

Discipline: Reformation

Range: Touch

Area: One creature

Duration: See below

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a touched target creature to become impotent. The degree of impotence is affected by the level of the spellcaster. This spell has no effect on females. For this spell to take effect, the spellcaster must touch the target creature. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). Consult the table below:

<u>Level</u>	<u>Effect</u>
1-2	Manhood limp for 1d10 minutes
3-4	Manhood limp for 1d20 hours
5-6	Manhood limp for 1d8 days
7-8	Manhood limp for 1d4 weeks
9-10	Manhood limp for 1d12 months
11-12	Manhood limp for 1d10 years
13-14	Manhood limp for 1d10 decades
15+	Manhood permanently limp

Artwork Here

Indispensable Invisibility

Level: 5

Discipline: Hallucination

Range: Caster

Area: Caster's body

Duration: Until sunset

Reference: PGM I. 222-31.

Chant: Make me invisible, AEO OAE EIE EAO, in the presence of any man until sunset, IO IO O PHRIXRIZO EOA.

Ingredients: Fat or eye of a night owl, ball (pellet) of dung of a beetle, and oil of an unripe olive.

Ritual: Take the ingredients and grind them all together until smooth, and smear your whole body with it. Then, speak the chant.

Description: Casting this spell will make the caster invisible to all until sunset. If the light of the sun is not available, the spell fails to function.

Inferno

Level: 8

Discipline: Annihilation

Range: Ten miles

Area: 1,000 feet blast radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within one round. Anything within the area is subjected to 4d100 IP or LP. No vegetation will grow in this area for one decade. The explosion will be heard and felt up to a mile away.

Internal Explosion

Level: 2

Discipline: Annihilation

Range: Direct line of sight

Area: One creature's innards

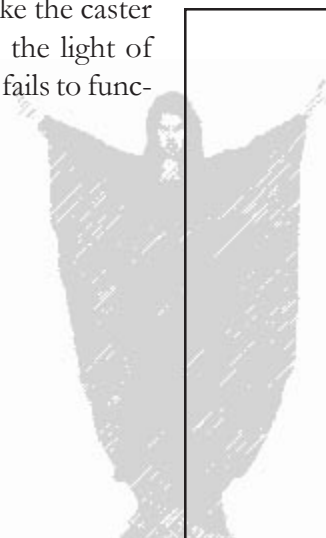
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an Internal Explosion to occur in a target seen by the spellcaster during casting. The explosion causes 2d8 Life Points of damage to the innards of the selected creature. If the creature survives, the MM may determine additional effects, such as intense farting.



Artwork Here

Internal Infestation

Level: 2

Discipline: Convocation

Range: Touch

Area: One creature's innards

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons creatures to infest an area inside the touched target creature. Upon casting this spell, the spellcaster must designate which internal area will be infested. Possibilities include: anus, mouth, stomach, vagina, or womb. Enough creatures will be summoned to fill the internal area. The species of creature summoned is randomly determined. Roll percentile dice and consult the table below:

<u>Roll</u>	<u>Insect</u>
01-10	Ant
11-20	Bee
21-30	Cockroach
31-40	Firefly
41-50	Fly
51-60	Grasshopper
61-70	Mosquito
71-80	Spider, daddy long legs
81-90	Spider, wolf
91-100	Worm

If an infestation occurs in the womb of a pregnant female, then the fetus instantly dies.

Bees will sting the target creature. Four beestings will cause 1 Life Point of damage. After the MM estimates the number of bees, the MM must roll to determine what percent of the bees will sting the target creature the first round. The remainder will sting the target creature the second round.

Intestinal Wreathe

Level: 3

Discipline: Reformation

Range: 500 feet

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster.

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature's intestines to emerge from their rectum and encircle the neck of their owner. The target's intestines will strangle them with a Strength equal to the caster (see *Wrestling in Chap. 8: Skills*). Even if the target overcomes their animated intestines, they are usually bewildered for the rest of their lives, and defecating is uncomfortable at best. The caster must be able to see the target creature at all times and maintain concentration.

Invincibility

Level: 10

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the creature touched to become impervious to all attacks and harm, with one exception. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*). The exception is determined by the MM. For some, it is a specific location on their body at which they may be harmed normally. For others, there is only one form of attack, such as fire, to which they are not invincible. This spell grants invincibility with one exception determined by the MM.

Invincibility to Acid

Level: 8
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all acid attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Air

Level: 7
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all air attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Bases

Level: 8
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all base attacks, both magical and non-magical. Here, base is meant as the opposite of acid. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Cold

Level: 7
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all cold attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Artwork Here

Invincibility to Earth

Level: 7
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all earth attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Electricity

Level: 7
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all electrical attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Fire

Level: 7
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all fire attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Gaze

Level: 8
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all gaze attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Artwork Here

Invincibility to Poison

Level: 9
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all poison attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Water

Level: 7
Discipline: Supportation
Range: Touch
Area: One creature
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all water attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Artwork Here

Invisibility

Level: 3
Discipline: Hallucination
Range: Caster
Area: Caster's body
Duration: Caster's discretion.
Reference: PGM I. 247-62.
Chant: Rise up, infernal demon, IO ERBETH IO PHOBETH IO PAKERBETH IO APOMPS; Whatever I, (spellcaster's name), order you to do, be obedient to me.
Ingredients: Eye of a corpse that has died a violent death, a rose plant, and oil of lily.
Ritual: Take the ingredients and rub them with oil of lily. As you rub them, speak the chant. If you wish to become invisible, rub just your face with the concoction, and you will be invisible for as long as you wish. And if you wish to be visible again, move from west to east and say this name, and you will be obvious and visible to all.
Description: Casting this spell allows the spellcaster to become invisible for as long as they desire. The clothes and possessions of the caster do not become invisible, only the body of the caster. The power of this spell is granted by an infernal demon, and hence, moral spellcasters shun its use.

Ionic Attack

Level: 1
Discipline: Annihilation
Range: Touch
Area: Creature touched
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell transfers damaging ionic energy from the caster to a target by touch. To touch the target, the caster must pass a Brawling skill check. Once touched, the target suffers 1d10 LP of electrical damage. If the Brawling check is failed, the spell is wasted.

Lesser Bidding

Level: 3

Discipline: Domination

Range: 25 feet

Area: One creature

Duration: One hour per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one target creature to become subservient to the spellcaster's bidding. The spellcaster must be within 25 feet of the target creature and be able to see their eyes without obstruction. The target creature may be able to avoid the effects of the spell if they pass a Drive check at TH 80.

While under the influence of the spellcaster, the target creature will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the spellcaster by doing the spellcaster's bidding without question. The target of this spell is mentally dominated by the spellcaster.

When the spell expires, the target creature will remember the events that occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is for sexual purposes. Horny male spellcasters cast this spell frequently to make attractive females do their sexual bidding.

Lesser Electrical Discharge

Level: 1

Discipline: Annihilation

Range: 50 feet

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a small beam of electricity to zap forth from the finger of the caster and does 1d10 LP of damage to the target. A successful Aim skill check must be made regarding the caster's finger in order to hit the target (see *Chap. 8: Skills*). Otherwise the spell is wasted.

Lesser Healing

Level: 1

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal another. In order to bestow Lesser Healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check must be made (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check needs to be made. If successful, the creature regains 1d10 Life Points if they are wounded. If missed, then the spell is wasted.

Artwork Here

Lesser Holocaust

Level: 9

Discipline: Annihilation

Range: 50 miles

Area: One mile blast radius

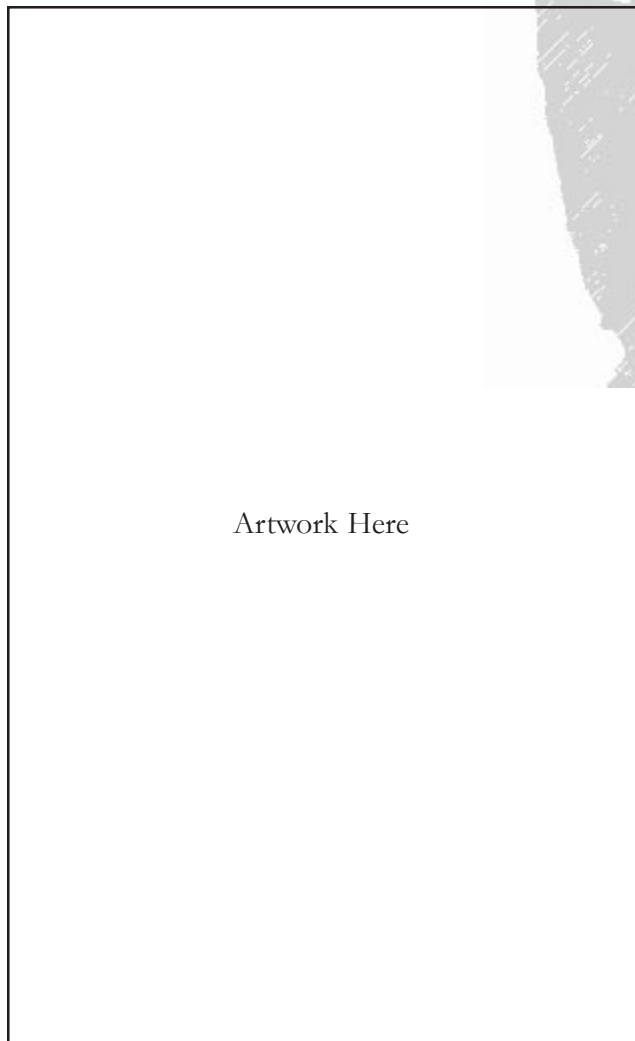
Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within one round. Anything within the area is subjected to (4d100 x 10) IP or LP. It is likely that only ashes will remain. No vegetation will grow in this area for one century. The explosion will be heard and felt up to ten miles away.



Lesser Hologram

Level: 1

Discipline: Hallucination

Range: 50 feet + 10 feet per caster level

Area: One cubic foot

Duration: Until the caster ceases concentration on the hologram

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create a silent and scentless illusion no larger than 1 cubic foot. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

All creatures that view this hologram must make a successful check of their Analytic Intelligence at a TH of 50 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. In certain situations that may be created by the spellcaster that could possibly threaten the life of a believer, onlookers may also be subjected to making a successful Health check or suffering appropriate penalties as deemed by the MM. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of some poor little trollop. If the trollop believes, then the MM may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

Lesser Mending

Level: 2

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to mend broken bones. Broken bones often result from Crucial Damage (see *Chap. 10: Combat*). Tendons and dismembered limbs may not be mended, except with the spell called Greater Mending.

Lesser Vulnerability to Acid

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all acid attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Air

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all air attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Armor

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an armored creature to become more vulnerable, losing 5 CA per level of the caster.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Bases

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all base attacks, natural or magical, for the duration of the spell. By base, it is meant the opposite of acid.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Choleric

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly choleric temperament for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Cold

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all cold attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Discipline

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any magical attacks of a specified discipline for the duration of the spell. The specific magical discipline must be named prior to casting.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Earth

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell necessitates the target to automatically take 150% IP or LP of damage from any and all earthen attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Electricity

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all electrical attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Ethicality

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by ethical creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Fire

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all fire attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Immorality

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by immoral creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Melancholics

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly melancholic temperament for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Morality

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by moral creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Phlegmatics

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly phlegmatic temperament for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Poison

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all poison, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Sanguines

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly sanguine temperament for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Skill

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically suffer a penalty to all skill checks. The penalty is - 5 per level of the caster. However, the caster must touch the target to bestow Lesser Vulnerability to Skill. Touch necessitates a successful Brawling skill check (see *Chap. 8: Skills*).

Lesser Vulnerability to Sonics

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all sonic attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Unethicality

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by unethical creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Weapon

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all attacks that result from a specific type of weapon envisioned by the caster during casting.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Living Monstrosity

Level: 2

Discipline: Deterioration

Range: Touch

Area: One unborn fetus

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an unborn fetus to become diseased or deformed. For the spell to take effect, the caster must touch the belly of the pregnant female. If the touch is unwanted, this necessitates a Brawling skill check (see *Chap. 8: Skills*). The MM decides the exact nature of the birth defect. Whatever it is, it will be a curse to the child, not a blessing.

Love Spell I

Level: 1

Discipline: Domination

Range: Phallic Insertion

Area: One woman

Duration: Three hours to an exponential power equal to the level of the caster

Reference: PDM xiv. 1047-48.

Chant: None

Ingredients: Foam of a stallion's mouth

Ritual: To make a woman love copulating with her: Anoint your phallus with the ingredient and lie with the woman.

Description: Casting this spell will cause any woman who is slept with to fall in love with the caster upon sleeping with them.

Love Spell II

Level: 2
Discipline: Domination
Range: Phallic Insertion
Area: One woman
Duration: Three days to an exponential power equal to the level of the caster
Reference: PDM xiv. 930-32.
Chant: None
Ingredients: Fruit of acacia and honey
Ritual: To cause a woman to love a man: fruit of acacia; grind with honey; anoint his phallus with it; and lie with the woman!
Description: Casting this spell allows the caster to make any woman love him that sleeps with him.

Love Spell III

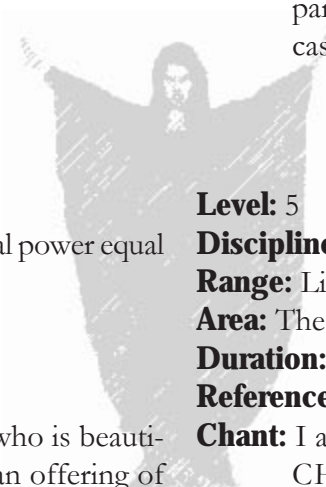
Level: 3
Discipline: Domination
Range: Unlimited
Area: One beautiful woman
Duration: Two weeks to an exponential power equal to the level of the caster
Reference: PGM IV. 1265-74.
Chant: NEPHERIERI
Ingredients: Frankincense
Ritual: If you wish to win a woman who is beautiful, be pure for 3 days, make an offering of frankincense, and speak the chant over it. You approach the woman and say it seven times in your soul as you gaze at her, and in this way it will succeed. But do this for seven days.
Description: Casting this spell will cause the beautiful woman to fall in love with the caster. To qualify as beautiful, the woman must have Facial Charisma and Bodily Attractiveness sub-ability scores each in excess of 115.

Love Spell IV

Level: 4
Discipline: Domination
Range: One foot
Area: One passionately kissed partner
Duration: Two weeks to an exponential power equal to the level of the caster
Reference: PGM VII. 661-63.
Chant: ANOK THARENEPIBATHA
CHEOUCHCHA ANOA ANOK
CHARIEMOCHTH LAILAM.
Ingredients: None
Ritual: In conversation while kissing passionately, speak the chant.
Description: Casting this spell causes one passionately kissed partner to fall in love with the caster. The caster may physically abuse the partner if so desired, and their love for the caster will not waiver.

Love Spell V

Level: 5
Discipline: Domination
Range: Lip to lip
Area: The character passionately kissed
Duration: One year per caster level
Reference: PGM VII. 405-6.
Chant: I am THAZI N EPIBATHA CHEOUCH
CHA I am I am CHARIEMOUTH
LAILAM.
Ingredients: None
Ritual: For love, speak the chant while kissing passionately.
Description: Casting this spell causes the character kissed to fall in love with the caster. They will be so attracted to the caster that at any moment they are not touching the caster, they will masturbate. It is impossible for the subject to find others attractive.



Love Spell of Attraction I

Level: 2

Discipline: Domination

Range: Unlimited

Area: One woman

Duration: Until she goes home and has sex with the caster.

Reference: PGM IV. 94-153.

Chant: When she drinks, when she eats, when she has intercourse with someone else, I will bewitch her heart, I will bewitch the heart of her, I will bewitch her breath, I will bewitch her 365 members, I will bewitch her inner part...wherever I desire, until she comes to me and I know what is in her heart, what she does, and of what she thinks, quickly, quickly; immediately, immediately.

Ingredients: Forge a double iron nail with a head, a thin base, and a strong point.

Ritual: Dip the double iron nail in blood and speak the chant.

Description: After casting this spell, every flaming, every cooking, every heating, every steaming, and every sweating that you will cause in this flaming stove, you will cause in the heart, in the liver, in the area of the navel, and in the belly of a specific female you want to attract, until you bring her home and she puts what is in her hand into your hand, what is in her belly onto your belly, what is in her female parts onto your male parts, quickly, quickly; immediately, immediately.

If a large amount of saliva forms in your mouth as you speak, understand that she is distressed, wants to talk to you, and is lovesick; if you yawn frequently, she wants to come to you. But if you sneeze two times or more, she is in good health, unafflicted by the love charm, and is returning to where she lives. If you have a headache and are crying, she is distressed, lovesick, or even dying.

Love Spell of Attraction II

Level: 3

Discipline: Domination

Range: One mile

Area: One woman

Duration: Three days to an exponential power equal to the level of the caster

Reference: PGM IV. 2943-66.

Chant: None

Ingredients: A bat, unbaked dough or unmelted wax, a new drinking vessel, a papyrus strip

Ritual: Take the eyes of a bat and release it alive, and take a piece of unbaked dough or unmelted wax and mold a little dog; and put the right eye of the bat into the right eye of the little dog, implanting also in the same way the left one in the left. And take a needle, thread it with the magical material and stick it through the eyes of the little dog, so that the magical material is visible. And put the dog into a new drinking vessel, attach a papyrus strip to it. Deposit it at a crossroad after you have marked the spot so that, should you wish to recover it, you can find it.

Written on the papyrus strip: "I adjure you three times PHORPHORBA BAIBO PHORBORBA, that she, (speak the name of the female desired), lose the fire in her eye or even lie awake with nothing on her mind except me, (speak your own name), alone. I adjure you by Kore, PHORBEA BRIMO NEREATO DAMON BRIMON SEDNA DARDAR, All-seeing one, OPE, make her, (speak the name of the desired female), lie awake for me through all eternity."

Description: Casting this spell causes a woman to do nothing but think affectionately of the caster. She is unable to concentrate on anything else.

Love Spell of Attraction III

Level: 3

Discipline: Domination

Range: One mile

Area: One character

Duration: One hour per caster level

Reference: PGM XXXVI. 69-101.

Chant: None

Ingredients: A pure papyrus, blood of an ass, and magical material (see below), vinegar gum

Ritual: Take a pure papyrus and with blood of an ass write the following names, and put in the magical material (such as her hair, clothing, or other possession) from the woman you desire. Smear the strip of papyrus with moistened vinegar gum and glue it to the dry vaulted vapor room of a bath, and you will marvel. But watch yourself so that you are not struck.

The writing is this: Come, he who sits on top of the gate, IO ERBETH IO PAKERBETH IO BALCHOSETH IO APOMPS IO SESENRO IO BIMAT IAKOUMBIAI ABERRAMENTHO OULER THEXANAX ETHRELUOOTH MEMAREBA TOU SETH, as you are in flames and on fire, so also the soul, the heart of her, (write the name of the desired character), whom (write the name of the desired person's mother) bore, until she comes loving me, (write your own name), and glues her female pudenda to my male one, immediately, immediately; quickly, quickly.

Description: Casting this spell attracts men to women, women to men, and makes virgins rush out of their homes. This spell causes lust more than love.

Love Spell of Attraction IV

Level: 4

Discipline: Domination

Range: One mile

Area: One female

Duration: One day

Reference: PGM XXXVI. 361-71.

Chant: SISISOTH, attract to me her, (speak her name) on this very day, in this very hour, because I adjure you by the name CHYCHACHAMER MEROUTH CHMEMINOUTH THIONTHOUTH PHIOPHAO BELECHAS AAA EEE EEE L' S' S' S' N' N'. Attract her, (speak her name), to (speak your own name).

Ingredients: The skin of an ass, a silurus (a particular kind of common fish), and a dead dog.

Ritual: Take the skin of an ass and write the following in the blood from the womb of a silurus (a particular kind of common fish) after mixing in the juice of the plant Sarapis. After speaking the chant, place it in the mouth of a dead dog, and it will attract her in the same hour.

Description: This spell works on the same day it is cast. For one day, this female will love the caster so much, there is nothing she will not do for the caster.

Artwork Here

Love Spell of Attraction through Touch

Level: 3

Discipline: Domination

Range: Touch

Area: One female

Duration: One day per caster level

Reference: PGM VII. 973-80.

Chant: THOBARRABAU MICHAEL MICHAEL
OSIRIS PHOR PHORBA ABRIEL
SESEGGENBARPHARAGGES IAO
SABAOOTH ADONAIE LAILAM, compel
her, (speak the name of the desired female),
whom (speak the name of the female's
mother) bore, to follow me should I touch
her.

Ingredients: A scarab, a vetch plant, and a glass cup

Ritual: Take a scarab and boil it in a good unguent, and take the beetle and grind it together with the plant vetch, and place them in a glass cup and speak the chant twice.

Description: After casting this spell, the caster must touch the desired female for the spell to take effect. The female will love the caster for the duration of the spell.

Madness

Level: 3

Discipline: Deterioration

Range: One mile

Area: One character's mind

Duration: Permanent

Reference: PDM xiv. 1182-87.

Chant: None

Ingredients: Hair of victim and dead man, a hawk

Ritual: To make mad any man or woman: You should take the hair of the man whom you wish together with the hair of a dead man; you should tie them to each other; you should tie them to the body of the hawk; and you should release it alive. If you wish to do it for some days, you should put the hawk in a place, feeding it in your house.

Description: This spell will cause any man or woman to acquire a random mental illness. Consult the table in *Chapter 5: Mind*.

Magical Warning

Level: 1

Discipline: Supportation

Range: None

Area: A cone that matches the visual range of the eye of a dog.

Duration: Two hours per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a plucked eye and severed vocal chord of a dog. This warning device supports the caster by barking noisily whenever the eye sights movement. The plucked eye will only see in the direction in which it is placed, staring intently without moving.

Martyrization

Level: 8

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster, upon death, to become a martyr. A sizable percentage of the nearest population that is aware of the death of the target creature will martyrize them. Circumstances vary, but if the target creature dies a public death in a city, about 100,000 inhabitants will martyrize them after death. The exact effect is determined by the MM, but it is not uncommon for cults to form for a martyr.

Mass Bidding

Level: 5

Discipline: Domination

Range: 100 feet

Area: 100 creatures

Duration: Two hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes 100 target creatures closest to a point designated by the spellcaster to become subservient to the spellcaster's bidding. The target creatures may be able to avoid the effects of the spell if they pass a Drive check at TH 95.

While under the influence of the spellcaster, the target creatures will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the spellcaster by doing the spellcaster's bidding without question. The targets of this spell are mentally dominated by the spellcaster.

When the spell expires, the target creatures will remember the events that occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is to raise a military force or create a mob.

Mass Complete Healing

Level: 8

Discipline: Restoration

Range: Touch

Area: 1d1000 creatures

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal 1d1000 individuals. In order to bestow healing, each creature to be healed must be touched by the spellcaster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, each creature regains their full potential of Life Points if they are wounded, regardless of the number. If missed, then the spell is wasted.

Artwork Here

Mass Evanescence

Level: 4

Discipline: Hallucination

Range: All must touch each other simultaneously

Area: 10' x 10' x 10'

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes all creatures or objects touched by the caster in the area to become evanescent, invisible. If a creature is the intended recipient, and if the creature does not desire to become evanescent, then the caster must pass a Brawling skill check (see *Chap. 8: Skills*) to successfully touch the creature.

Evanescence is a hallucination that functions by inducing all onlooking sentient beings to need to pass Intuition checks at a TH of (60 + 3 per caster level). Failure means they do not see the evanescent creature or object.

While evanescent, a creature may be invisible to others, but will still make sound normally. Evanescent creatures may attack others and remain evanescent.

Only whole creatures or objects may become evanescent. For instance, it is not possible for half of a broomstick to become evanescent. Either the whole broomstick will, or none of it will be effected.

Following is the duration for the spell's effect:

<u>Caster Level</u>	<u>Duration</u>
1	30 seconds
2	1 minute
3	30 minutes
4	1 hour
5	12 hours
6-7	1 day
8	1 week
9-10	1 year
11	1 decade
12-14	1 century
15+	Caster's desire



Artwork Here

Mass Greater Bidding

Level: 6

Discipline: Domination

Range: 200 feet

Area: 1,000 creatures

Duration: Three hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes 1,000 target creatures closest to a point designated by the spellcaster to become subservient to the spellcaster's bidding. The target creatures may be able to avoid the effects of the spell if they pass a Drive check at TH 99.

While under the influence of the spellcaster, the target creatures will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the spellcaster by doing the spellcaster's bidding without question. The targets of this spell are mentally dominated by the spellcaster.

When the spell expires, the target creatures will remember the events that occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is to raise a military force or create a mob.

Mass Greater Healing

Level: 6

Discipline: Restoration

Range: Touch

Area: 1d1000 creatures

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal 1d1000 individuals. In order to bestow healing, each creature to be healed must be touched by the spellcaster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, each creature regains 2d20 Life Points if they are wounded. If missed, then the spell is wasted.

Mass Lesser Healing

Level: 4

Discipline: Restoration

Range: Touch

Area: 1d10 creatures

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal 1d10 individuals. In order to bestow healing, each creature to be healed must be touched by the spellcaster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, each creature regains 1d10 Life Points if they are wounded. If missed, then the spell is wasted.

Artwork Here

Mass Healing

Level: 5

Discipline: Restoration

Range: Touch

Area: 1d100 creatures

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal 1d100 individuals. In order to bestow Healing, each creature to be healed must be touched by the spellcaster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, each creature regains 2d8 Life Points if they are wounded. If missed, then the spell is wasted.

Mass Protection from Acid

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical acid by diminishing damage. Magical acid is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All acid-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Air

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from air attacks by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All air-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Bases

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical bases by diminishing damage. Bases, here, are meant as the opposite of acids. Magical bases are unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All base-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Cholerics

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by creatures with a predominantly choleric temperament by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by choleric creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Cold

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical cold by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All cold-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Discipline

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from all spells of a magical discipline. The discipline, such as annihilation or deterioration, must be specified during casting. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creatures must make a skill check, a bonus of (5 x caster level) is applied. Further, damage resulting to the target creatures from a spell or magical effect of the specified discipline is reduced by (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Artwork Here

Mass Protection from Earth

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from earth-based attacks by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All earth-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Electricity

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical electricity by diminishing damage. Magical electricity is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All electricity-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Ethicality

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by ethical creatures by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by ethical creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Fire

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical fire by diminishing damage. Magical fire is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All fire-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Gaze

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical gaze by diminishing damage and increasing skill checks. Magical gaze is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creatures must make a skill check, a bonus of (5 x caster level) is applied. All gaze-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Immorality

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by immoral creatures by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by immoral creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Melancholics

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by creatures with a predominantly melancholic temperament by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by melancholic creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Artwork Here

Mass Protection from Morality

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by moral creatures by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by moral creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Phlegmatics

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by creatures with a predominantly phlegmatic temperament by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by phlegmatic creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Physical Harm

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from all physical harm by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Damage is reduced for all physical attacks on the target creatures for the duration of the spell. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Poison

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical poison by diminishing damage. Magical poison is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All poison-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Sanguines

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by creatures with a predominantly sanguine temperament by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by sanguine creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Sonics

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical sonics by diminishing damage. Magical sonics are unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All sonic-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Unethicality

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by unethical creatures by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by unethical creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Water

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from water-based attacks by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All water-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Teleportation

Level: 9

Discipline: Reformation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes multiple creatures to be instantly moved or transported to a location envisioned by the caster. The caster must have personally been in the exact location where the target creatures are to be transported. The spell functions by converting the bodies of the targets into pure energy, which then seeks the appropriate location at the speed of light, instantly transforming back into the target creatures at the specified destination. All target creatures will appear in the same proportion regarding distance to each other, and all must appear at the same destination; the spellcaster may not specify multiple destinations. One of the target creatures must become a main target creature who will appear at the exact location, while the others will appear in correct proportion around the main target creature.

An improvement over the spell Teleportation, a spellcaster may teleport creatures regardless of their size.

In order for the target creatures to successfully be transported to the correct location, the spellcaster must pass a Reflection sub-ability check. The spellcaster must consult the MM to determine the TH of the Reflection check. Below are some suggestions:

<u>TH</u>	<u>Reason</u>
05	Caster has not been at the exact destination for at least 1 hour
10	Caster has not been at the exact location for at least 1 day
25	Caster has not been at the exact destination for at least 1 month
50	Caster has not been at the exact destination for at least 1 year
75	Caster has not been at the exact destination for at least 5 years
95	Caster has not been at the exact destination for at least 25 years
98	Caster has not been at the exact destination for at least 50 years
99	Caster has not been at the exact destination for at least 100 years

However, the significance of the destination is equally important to Reflection. If a major life event happened at the location (such as marriage or divorce, death of a friend, close call with death, etc.), then the MM may lower the TH by no more than 50.

If the spellcaster fails their Reflection check, then the target creatures are not transported to the destination. Instead, roll percentile dice and consult the table below:

<u>Roll</u>	<u>Result</u>
01-25	The target creatures are totally unaffected by the spell
26-50	The targets are converted into pure energy, and the caster does not know where their energy is
51-75	The target creatures are transported (1d100)% of the distance in a random direction
76-100	The target creatures are transported (1d100%) of the distance in the correct direction

Mass Vulnerability to Acid

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all acid attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Armor

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes armored creatures to become more vulnerable, losing 10 CA per level of the caster. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Air

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all air attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Bases

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all base attacks, natural or magical, for the duration of the spell. By base, it is meant the opposite of acid. The spellcaster must be able to see the targets and specify them during casting.

Artwork Here

Mass Vulnerability to Choleric

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly choleric temperament for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Cold

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all cold attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Discipline

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any magical attacks of a specified discipline for the duration of the spell. The specific magical discipline must be named prior to casting. Also, the spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Earth

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell necessitates the targets to automatically take 300% IP or LP of damage from any and all earthen attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Artwork Here

Mass Vulnerability to Electricity

Level: 7
Discipline: Eradication
Range: Direct line of sight
Area: Two creatures or objects
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all electrical attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Fire

Level: 7
Discipline: Eradication
Range: Direct line of sight
Area: Two creatures or objects to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all fire attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Ethicality

Level: 9
Discipline: Eradication
Range: Direct line of sight
Area: Two creatures or objects to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by ethical creatures for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Immorality

Level: 9
Discipline: Eradication
Range: Direct line of sight
Area: Two creatures or objects to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by immoral creatures for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Artwork Here

Mass Vulnerability to Melancholics

Level: 8
Discipline: Eradication
Range: Direct line of sight
Area: Two creatures or objects to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly melancholic temperament for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Phlegmatics

Level: 8
Discipline: Eradication
Range: Direct line of sight
Area: Two creatures or objects to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly phlegmatic temperament for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Morality

Level: 9
Discipline: Eradication
Range: Direct line of sight
Area: Two creatures or objects to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by moral creatures for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Poison

Level: 9
Discipline: Eradication
Range: Direct line of sight
Area: Two creatures or objects to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all poison, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.



Artwork Here

Mass Vulnerability to Sanguines

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly sanguine temperament for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Sonics

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all sonic attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Skill

Level: 9

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Two minutes to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes multiple targets to automatically suffer penalties to all skill checks. The penalty is - 5 per level of the caster. The caster must see the targets upon casting the spell to bestow Mass Vulnerability to Skill.

Mass Vulnerability to Unethicality

Level: 9

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by unethical creatures for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Artwork Here

Mass Vulnerability to Weapon

Level: 7
Discipline: Eradication
Range: Direct line of sight
Area: Two creatures or objects to an exponential power equal to the level of the caster
Duration: Two rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all attacks that result from a specific type of weapon envisioned by the caster during casting. The spellcaster must see the targets and specify them during casting.

Meltdown

Level: 4
Discipline: Annihilation
Range: 1,000 feet
Area: One creature or object
Duration: 1 round per level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell creates a magical fire capable of melting one creature or object, unless they are immune to magical fire. Meltdown causes 1d100 IP or LP of damage per round.

Miasma

Level: 5
Discipline: Deterioration
Range: One mile
Area: Special
Duration: Special
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the air of an area to become vaporous and harmful if inhaled. Both the size of the area and the amount of LP in damage depend on the level of the caster. Consult the following table:

<u>C. Level</u>	<u>Area</u>	<u>Damage</u>
1-10	50 foot cube	1d4/round
11-14	100 foot cube	1d8/round
15-17	500 foot cube	2d20/round
18-19	1,000 ft. cube	1d100/rd.
20+	10,000 ft. cube	14d100/rd.

Damage occurs for each round of inhalation. Creatures that breathe the Miasma will cough severely for 2d20 minutes after exiting the vapors, their eyes will become bloodshot, and snot will flow freely from their nostrils.

The duration of the Miasma depends upon the ventilation of the area. If indoors, it could linger for years. If outdoors, it usually dissipates in 2d20 minutes.

Artwork Here

Modify Molecules

Level: 2

Discipline: Reformation

Range: None

Area: Caster

Duration: Ten minutes per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to assume the form of anything within two feet of the caster's height. The caster still retains the same physical properties of their normal self, they just appear differently. For instance, the caster may take the shape of a huge pile of defecation, but the caster will still smell like their normal self (for some this change will make their appearance match that of their horrific odor).

Multiplication of Loaves and Fish

Level: 4

Discipline: Supportation

Range: Touch

Area: A quantity of loaves and fish

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes any loaves of bread and fish before the spellcaster to multiply by 500 times. Hence, one loaf of bread would become 500 loaves of bread. Only bread and fish may be multiplied. The bread and fish must each be lighter than five pounds.

Myotomy

Level: 4

Discipline: Annihilation

Range: Touch

Area: One creature

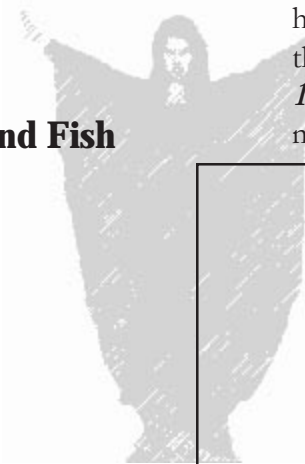
Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the permanent division of a muscle. For this spell to take effect, the caster must touch the target creature. If the target creature does not desire to be touched, then the caster must make a successful Brawling skill check (see *Chap. 8: Skills*). If the caster successfully touches the target creature, then the muscle touched is divided. This muscle will never heal. The MM determines the effects of this Myotomy. Crucial Damage in *Chapter 10: Combat* describes many effects for hacked muscles.



Artwork Here

Near Death Experience

Level: 2

Discipline: Hallucination

Range: Touch

Area: One Creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature to have a Near Death Experience. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched, then the spellcaster must make a Brawling skill check (see *Chap. 8: Skills*). If the spellcaster successfully touches the target creature, then the target creature becomes unconscious and falls to the ground for the duration of the spell. While unconscious, the target creature will see a tunnel of white light and an unclear figure on the other end who is beckoning with open arms for the target creature to go to them. When the spell ends, the target creature regains consciousness. As a result of a Near Death Experience, the Piety Points of the target creature are 40% likely to decrease by 1d20. Otherwise, the Piety Points of the target creature increase by 1d20. After the experience, the target creature will babble for 1d100 days about experiencing a white light to any character who will listen.

Nous

Level: 9

Discipline: Prognostication

Range: Touch

Area: One Creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell grants extreme insight to the touched target creature. For the spell to take effect, the spellcaster must touch the target creature. If the target creature does not desire to be touched, then the spellcaster must pass a Brawling skill check (see *Chap. 8: Skill*). If the spellcaster is successful, then the target creature receives an additional 1d1000 points in their sub-ability of Intuition for the duration of the spell. Further, the target creature will receive a bonus of 1d100 when making a skill check for a skill that deals with insight in any manner deemed appropriate by the MM. Nous grants the highest degree of immediate insight and Intuition.

Artwork Here

Odium Theologicum

Level: 3

Discipline: Domination

Range: Touch

Area: Creatures Touched

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a hateful argument about religion to occur between all target creatures touched by the spellcaster. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*). The spellcaster must touch all target creatures during the round of spellcasting. Each touched target creature will yell, grind their teeth, and argue a religious position for the duration of the spell as long as any character disagrees with their religious position.

Omniscience

Level: 10

Discipline: Prognostication

Range: Touch

Area: One Creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell grants all knowledge of everything to the touched target creature. The target creature will know about everything in the past, present, and future. However, the target creature must pass an Intelligence ability check at TH 99 or acquire 1d20 Random Mental Illnesses (see *Chap. 5: Mind*). After the spell ends, all the knowledge of the target creature returns to normal and none of the knowledge gained during Omniscience will be remembered.

Ondontoloxia

Level: 1

Discipline: Reformation

Range: Touch

Area: One Creature

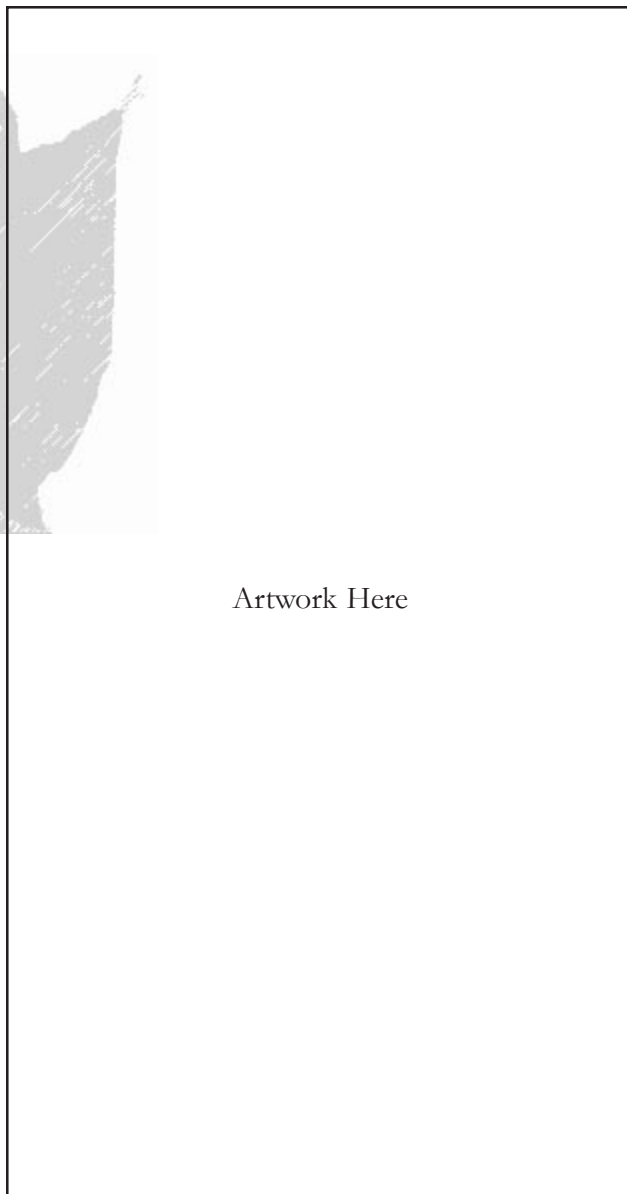
Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell rearranges the teeth of the touched target creature so that they are irregular. When a character with Ondontoloxia smiles, their Facial Charisma is lowered by 1d100. Teeth may occur in groups instead of a neat row, and protrude at awkward angles.



One for All

Level: 1

Discipline: Deterioration

Range: Touch

Area: One Creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: By casting this spell, the spellcaster exploits one character or creature for the benefit of a group. The spellcaster must successfully touch the target creature. Upon a successful touch by the spellcaster, the target character or creature must pass a Drive check at TH 50 or lose either Ethical, Moral, Temperament, or sub-ability points, 1d20 for each level of the caster. The type of points must be specified by the spellcaster during casting. The character or creature does not simply lose points. Instead, the points are absorbed by the spellcaster and all others within a number of feet of the spellcaster equal to the level of the spellcaster. The points are distributed randomly, but evenly. If the target character or creature is reduced to zero points, then death occurs. When the effects of the spell expire, the spellcaster and the group lose the absorbed points and the exploited victim recovers the points, if still alive.

Oophagous

Level: 2

Discipline: Reformation

Range: Touch

Area: One Creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the digestive system of the touched target creature to be permanently changed; from now on, the target creature must eat eggs to survive. Food other than eggs will be regurgitated. For the spell to take effect, the spellcaster must touch the target creature. If the target creature does not desire to be touched, then the spellcaster must make a successful Brawling skill check (see *Chap. 8: Skills*).

Oracle

Level: 1

Discipline: Prognostication

Range: This earth

Area: One character

Duration: Instantaneous

Reference: PGM LXII. 47-51.

Chant: None

Ingredients: A die and a bowl

Ritual: Make the inquirer throw a die in a bowl.

Let him fill this with water. Add to the cast of the die 612, which is the numerical value of a god, and subtract from the sum 353, which is the numerical value of another. If then the number remaining be found divisible by two, he lives; if not, death has him.

Description: Casting this spell allows the caster to discern whether a man currently unseen is alive or has died.

Ordained by God

Level: 3

Discipline: Domination

Range: Touch

Area: One Creature

Duration: See below

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the touched target creature to interpret the next event as though it was ordained by their god. The interpretation is determined by the MM. This spell has no effect on agnostics or atheists.

Oroanal

Level: 4

Discipline: Reformation

Range: Touch

Area: One Creature

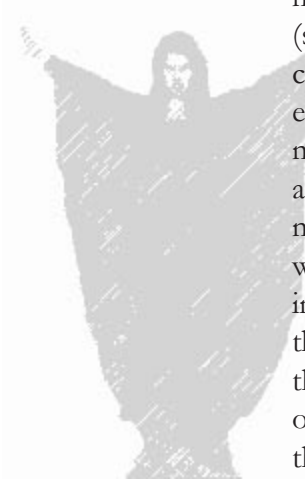
Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one orifice of the touched target creature to function as an anus and a mouth. For example, in nature a starfish is Oroanal -- it eats and defecates through the same orifice. For the spell to take effect, the spellcaster must touch the target creature. If the target creature does not desire to be touched, then the spellcaster must make a successful Brawling skill check (see *Chap. 8: Skills*). If the spellcaster successfully touches the target creature, then either the (01-50%) anus or the (51-100%) mouth becomes an Oroanal orifice. If the anus becomes an Oroanal orifice, then the mouth will become sealed shut; defecation will occur as usual, but food must be shoved into the anus where it will be digested. If the mouth becomes an Oroanal orifice, then the anus will become sealed shut; eating will occur as usual, but defecation emerges from the mouth.



Artwork Here

Pain Berry

Level: 1

Discipline: Deterioration

Range: Touch

Area: Up to 12 berries per caster level

Duration: One day

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates bad berries.

Each Pain Berry ingested produces immediate and intense burning. If swallowed, these magical berries produce intestinal burning. Eating only a few berries may be lethal to a small child. Each berry eaten causes 2 LP of damage. The effect of these magical berries is identical to the poisonous berries of the daphne plant, which may be found in *Chapter 17: Natural Substances*.

Palfrey

Level: 4

Discipline: Convocation

Range: One mile

Area: One riding horse

Duration: Three minutes to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a palfrey, a dainty riding horse, from the surrounding mile. There is nothing remarkable about the horse. The mount will faithfully serve the caster as though it has known the caster for a lifetime.

Perpetual Bleeding

Level: 6

Discipline: Deterioration

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the spell-caster to touch the target creature, which necessitates a successful Brawling skill check (see *Chap. 8: Skills*). Once the target creature is successfully touched, they are not harmed...yet. The next time the target creature suffers damage that makes them bleed, they will discover that the wound will bleed eternally. Women are the only exception to this rule, since they bleed naturally. Hence, this spell may give a woman eternal menstruation.

The rate of bleeding is determined by the level of the caster. Consult the table below:

<u>Caster Level</u>	<u>Rate of Bleeding</u>
1-4	1 LP/day
5-8	1 LP/hour
9-11	1 LP/minute
12-15	1 LP/round
16-17	1 LP/second
18-19	10 LP/second
20+	100 LP/second

No matter what is done, it will bleed forever. Even if magical healing is applied, the wound will not heal. Therefore, centuries later, the corpse of a human will still be bleeding.

Perpetual Burn

Level: 5

Discipline: Reformation

Range: Touch

Area: Special

Duration: Permanent

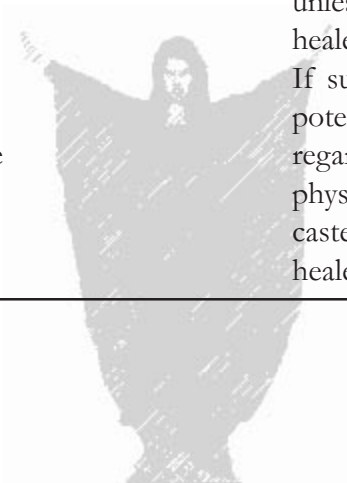
Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a magical fire that burns for eternity. The flame cannot be extinguished. The size of the fire depends on the level of the spellcaster. See below:

<u>Caster Level</u>	<u>Size of Fire</u>
1-4	candle
5-8	torch
9-11	campfire
12-15	bonfire
16-17	housefire
18-19	burning village
20+	volcano



Artwork Here

Perpetual Healing

Level: 10

Discipline: Restoration

Range: Self

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Once this spell is cast for the first time, there is no need to ever cast it again. Casting this spell eternally allows the caster to heal any creature by touch without limitation. In order to bestow healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, the creature regains their full potential of Life Points if they are wounded, regardless of the number. Any creature that physically contacts the caster, provided the caster wills the effect to happen, is instantly healed.

Perpetual Hologram

Level: 5

Discipline: Hallucination

Range: 500 feet + 100 feet per caster level

Area: One hundred cubic feet

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create an illusion no larger than 100 cubic feet. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

An improvement over Greater Hologram, Perpetual Hologram remains in effect permanently, once cast. This spell allows sound and smell to accompany the visual illusion, though this hallucination cannot provide sensations of taste or touch. The only sound and smell that may accompany the hallucination is a sound or smell that the caster has physically heard or smelt before and remembers. Imagined sounds and smells fail.

All creatures that view this hologram must make a successful check of their Analytic Intelligence at a TH of 94 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. If the spellcaster creates an illusion that suggests a threat to the life of a believing creature, onlookers may also be subjected to making a successful Health check or suffering appropriate penalties as deemed by the MM. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of some poor little trollop. If the trollop believes, then the MM may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

Perpetual Orgasm

Level: 5

Discipline: Reformation

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch the target creature, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the target creature will orgasm without end and for eternity.

As good as a neverending orgasm sounds, no creature is capable of remaining alive while experiencing a Perpetual Orgasm. For the first 1-2 minutes, the effects of this spell will seem like the greatest blessing to the target creature. Thereafter, survival depends on the sub-ability of Health. Every round after the initial 1-2 minutes necessitates a Health check. The check must be passed to remain alive. Initially, the check is a TH of 30. However, the TH increases by 15 per minute. The target creature will die of a heart attack. However, even after death, their corpse continues to orgasm. To an observer, it will seem as though the corpse convulses from the hips.

Spellcasters often chuckle, thinking that if you have to die, what a way to go.

Artwork Here

Perpetual Slumber

Level: 4

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch a target creature, necessitating a Brawling skill check (see *Chap. 8: Skills*). Upon touching a target creature, the creature is forced into eternal sleep. No matter what is done to the sleeping target creature, they will not awaken.



Artwork Here

Pestilential Host

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: One month per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target creature touched to become a Pestilential Host. If the target creature does not desire to be touched, a Brawling skill check must be made (see *Chap. 8: Skills*).

The Pestilential Host will spread magically induced fever and plague wherever they go. Roll 1d100 to determine the radius in feet that the Pestilential Host is contagious. Any creature passing within this radius of the Pestilential Host has a chance of acquiring a fever or plague. The chance does not reoccur everytime the creature enters the radius. The chance to acquire a fever or plague occurs only once. The chance to acquire a fever or plague is (1d100)%. Therefore, every creature that enters the radius specified above of the Pestilential Host for the first time must roll percentile dice, and hope to roll above this amount to avoid the fever or plague. If a creature passes this check, then they are immune to the effects of the fever or plague.

If a creature becomes afflicted with a fever or plague, then a roll will determine the results. Roll 1d100 and consult the table below:

<u>Roll</u>	<u>Result</u>
01	Instantly fatal
02-05	Fever for 1d10 days, fatal
06-25	Fever for 2d20 days, fatal
26-65	Fever for 4d100 days, fatal
66-85	Fever for 4d100 days, recovery
86-95	Fever for 2d20 days, recovery
96-100	Fever for 1d10 days, recovery

While afflicted with a fever or plague, a creature will be confined to bedrest. They will be unable to fight or work. Symptoms will include a high and neverending fever, excessive sweating, a lack of energy, and they will be borderline unconscious.

When the spell expires, the Pestilential Host will no longer be contagious to others. However, the pestilence will continue to affect others for its full course as determined on the table above.

Artwork Here

Pestilential Penis

Level: 4

Discipline: Deterioration

Range: Direct line of sight

Area: One male creature

Duration: Six months per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the penis of the male creature seen during casting to seem to have no affliction during daily life, but if it impregnates a woman, it causes the child to have birth defects such as deformity or disease. The exact nature of the birth defect is determined by the MM.

If, however, someone with a Pestilential Penis impregnates someone with a Pestilential Pudenda, the result will be determined by percentile dice: 01-50 = healthy, normal child, 51-100 = born dead.

Pestilential Pudenda

Level: 5

Discipline: Deterioration

Range: One mile

Area: 100,000 cubic feet

Duration: Six months per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes all pudendas, which are vaginas, within the area of the spell to only give birth to deformed or diseased children. The MM determines the birth defect. In all other respects, such as in daily life, the pudenda seems to have no affliction.

If, however, someone with a Pestilential Penis impregnates someone with a Pestilential Pudenda, the result will be determined by percentile dice: 01-50 = healthy, normal child, 51-100 = born dead.

Phlogistic Augmentation

Level: 1

Discipline: Reformation

Range: Fifty feet

Area: Ten feet diameter

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell enhances the voraciousness of a chosen fire. The affected fire will blind all within the area who look at it. Otherwise, it increases the damage done by the fire to the next higher die, such as from a d12 to a d20. This spell only affects natural fires.

Pillar of Smoke

Level: 10

Discipline: Convocation

Range: 500 feet

Area: A cylinder 5d20 feet in diameter and 4d100 feet in height

Duration: One round per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a pillar of dark smoke as though a volcano erupted underneath. The boundaries of the pillar are clearly defined. Itself, the pillar is quiet. However, a low and booming voice from within will address the spellcaster. The voice from within is a deity, and most likely an elder deity, though no spellcaster has ever learned its true name. The deity refuses to identify itself. Yet, it has been renowned for wielding godly might in the past at the behest of the spellcaster. The MM determines the reactions of the god to being summoned. If asked its name, the god replies "I am who I am," so that the spellcaster will not know its true name and have any power over it. Further, this god will refuse to emerge from the dark smoke and not allow anyone to see it.

Pillars of Lightning

Level: 6

Discipline: Convocation

Range: Ten miles per caster level

Area: Ten cubic miles per caster level

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons energy from the skies, harnessing enough to create one gigantic source of electrical power miles above the ground. At the instant this source forms, the energy bursts forth toward the ground with thunder louder than encountered in natural thunderstorms. The energy separates into a number of lightning bolts equal to the caster's level and strikes random points on the ground below. This effect creates a momentous maze of lightning in the sky and is extremely bright, though it will not blind an onlooker. Each bolt strikes the ground doing 10d10 Integrity Points or Life Points of electrical damage.

Artwork Here

Pillars of Salt

Level: 5

Discipline: Annihilation

Range: Direct line of sight

Area: Special

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a bolt of white lightning to project from the caster's open palm toward a target creature or object. The target must be within a direct line of sight. In order to strike the target with the bolt, the caster must pass an Aim skill check (see *Chap. 8: Skills*). If the target is missed, the bolt will continue in its direction until an object is struck. In either case, the bolt will carry a potential damage of 4d1000 IP or LP. Upon contacting a creature or object, the bolt will distribute as much of this damage as the target can take. Oftentimes, the target will be reduced to zero IP or LP. If the target is a creature, a deposit of salt will be the only remains. The bolt of white lightning will continue, though the energy will travel until all energy is absorbed. Interestingly, the bolt always seeks the nearest living target. If two are equally close, the bolt will strike the target with the most LP. When this spell is cast, spellcasters usually use it to annihilate humanoids, which leaves numerous Pillars of Salt in its wake.

If the bolt of white lightning strikes metal, the metal will not take damage so much as become hot and refract the bolt in a random direction determined by the MM. If the bolt of white lightning strikes stone, the stone will not take damage, though it may become scorched, but it will become hot and refract the bolt in a random direction determined by the MM.

If the bolt strikes a creature wearing metal armor, the bolt will strike the creature where its flesh is exposed, even if it must go through the eye-slits of a visor, it WILL get the target creature.

Pleasure Berry

Level: 1

Discipline: Restoration

Range: Touch

Area: Up to 12 berries per caster level

Duration: One day

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates berries, which heal or allow a creature to recover 2 LP when ingested. Each Pleasure Berry tastes fresh and sweet. When swallowed, these berries soothe the stomach. The berries disappear after the spell duration.

Possession

Level: 4

Discipline: Domination

Range: One mile

Area: One creature

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows a nearby spirit to possess a living body. The target creature and the spirit must compete for the highest Drive check. The winner controls the body of the target creature. If the spirit wins, then it enters the body of the target creature and continues to surpress the owner.

The owner may fight with the possessing spirit continually, if desired, but they suffer - 50 to ability and skill checks while being possessed. However, if the owner is submissive and only fights for control once per week, then an ability or skill check may be made with only a penalty of - 10. An owner may eject a possessing spirit only if a Drive check of the owner exceeds the Drive check of the possessing spirit by at least 50.

Creatures other than the owner are unable to eject the possessing spirit except by magical means.

Prayer of Deliverance

Level: 9

Discipline: Convocation

Range: Self

Area: Caster

Duration: One hour

Reference: PGM I. 195-222.

Chant: I call upon you, lord. Hear me, holy god who rest among the holy ones, at whose side the Glorious Ones stand continually. I call upon you, forefather, and I beseech you, eternal one, eternal ruler of the sun's rays, eternal ruler of the celestial orb, standing in the seven-part region, CHAO CHAO CHA OUPH CHTHETHONIMEETHE-CHRINIA MEROUMI ALDA ZAO BLATHAMMACHOTH PHRIXA EKETHAMA STRA PHATIRI TAOCH IALTHEMEACHE; you who hold fast to the root, who possess the powerful name that has been consecrated by all angels. Hear me, you who have established the mighty archangels, and beside whom stand untold myriads of angels. I call upon you, lord of the universe, in an hour of need; hear me, for my soul is distressed, and I am perplexed and in want of everything. Wherefore, come to me, you who are lord over all angels; shield me against excess of all magical power of aerial demon and fate. Rescue me in an hour of need.

Ingredients: None

Ritual: Speak the chant above as a prayer to one's moral god.

Description: This is the prayer of deliverance for a powerful moral god. If the caster is moral, then the god will grant the caster immortality for the duration of the spell as a means of rescue. Further, an angel is 50% likely to appear and aid the caster for the duration of the spell.

Predilection

Level: 2

Discipline: Domination

Range: Fifty feet

Area: Twenty feet diameter

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the next person that looks the caster in the eye to desire to perform the next task stated verbally by the caster in a language understood by both caster and target. The task cannot entail danger or harm. However, the target creature will not only perform the task, but will truly enjoy performing it. The target creature is immune to the effects of the spell and the spell is wasted if the target creature rolls percentile dice and the result is higher than their Sanguine score.

Artwork Here

Preservation

Level: 1

Discipline: Reformation

Range: Touch

Area: One dead creature

Duration: Two days to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell preserves a corpse from decay for the duration of the spell. For the spell to take effect, the target corpse must be touched. If cast immediately after the creature's death, then no signs of death will develop, such as livor mortis, rigor mortis, or putrefaction. For more information on the decay of a cadaver, see Character Death in *Chap. 10: Combat*.

Preserve Forest

Level: 4

Discipline: Reformation

Range: Touch

Area: Five square feet to an exponential power equal to the level of the caster

Duration: Three days to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell preserves trees by making them indestructible. This spell may only be cast by multiple druids; it is a circle spell. To complete the casting of this spell, the druids must touch a tree in the center of their circle. This touched tree becomes the center of the area of protected trees. Protected trees may not be harmed by physical or magical means. However, the touched tree, which is the center of the area, may be affected normally by physical and magical means. If the touched tree is destroyed, then the spell fails to continue to function.

Prognathism

Level: 2

Discipline: Reformation

Range: Touch

Area: One creature's skull

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the skull of the target creature to become prognathous, meaning that the lower half of the face protrudes beyond the upper half. A prognathous skull is indicative of being primitive. This spell only functions on humanoids. The lower half of the face will extend forward 1d4 inches. The chewing power will increase by 150%, and all sub-abilities of the target creature's Intelligence will decrease to 85%. In the future, the target creature will use more slang when speaking.

Protection from Acid

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical acid by diminishing damage. Magical acid is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All acid-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Air

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from air attacks by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All air-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Bases

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical bases by diminishing damage. Bases, here, are meant as the opposite of acids. Magical bases are unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All base-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Choleric

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by creatures with a predominantly choleric temperament by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by choleric creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Cold

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical cold by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All cold-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Discipline

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from all spells of a magical discipline. The discipline, such as annihilation or deterioration, must be specified during casting. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creature must make a skill check, a bonus of (5 x caster level) is applied. Further, damage resulting to the target creature from a spell or magical effect of the specified discipline is reduced by (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Earth

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from earth-based attacks by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All earth-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Electricity

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical electricity by diminishing damage. Magical electricity is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All electricity-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Ethicality

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by ethical creatures by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by ethical creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Fire

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

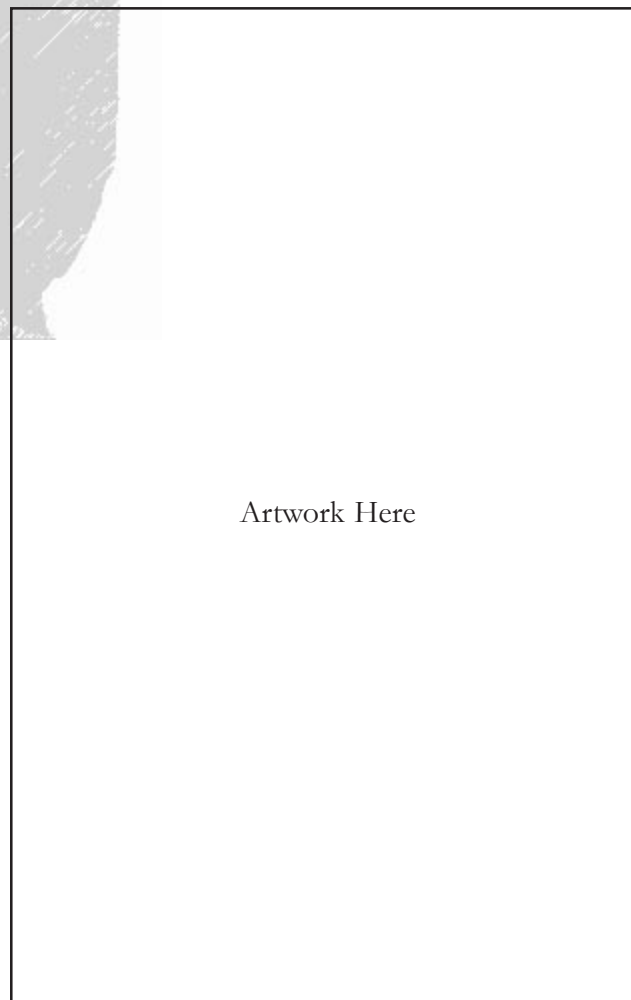
Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical fire by diminishing damage. Magical fire is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All fire-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.



Protection from Gaze

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical gaze by diminishing damage and increasing skill checks. Magical gaze is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creature must make a skill check, a bonus of (5 x caster level) is applied. All gaze-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Artwork Here

Protection from Immorality

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by immoral creatures by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by immoral creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Melancholics

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by creatures with a predominantly melancholic temperament by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by melancholic creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Morality

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by moral creatures by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by moral creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Phlegmatics

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by creatures with a predominantly phlegmatic temperament by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by phlegmatic creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Physical Harm

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from all physical harm by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Damage is reduced for all physical attacks on the target creature for the duration of the spell. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Poison

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical poison by diminishing damage. Magical poison is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All poison-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Sanguines

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by creatures with a predominantly sanguine temperament by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by sanguine creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Sonics

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical sonics by diminishing damage. Magical sonics are unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All sonic-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Unethicality

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by unethical creatures by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by unethical creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Water

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from water-based attacks by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All water-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Puddle of Crud

Level: 1

Discipline: Convocation

Range: Fifty feet

Area: Twenty feet diameter

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell convoke crud from elsewhere in the world, depositing it in the form of a puddle in an area designated by the caster. All who contact the Puddle of Crud are effectively slowed in the area to 50% of their Sprint Speed, unless a Balance skill check is passed at TH 80. Those who successfully pass their check will be unhindered.

Pudenda Key Spell

Level: 6

Discipline: Domination

Range: This earth

Area: One woman

Duration: Permanent

Reference: PGM XXXVI. 283-94.

Chant: I say to you, womb of (speak the name of the female), open and receive the seed of (speak your own name) and the uncontrollable seed of the IARPHE ARPHE. Let her, (speak her name), love me for all her time and let her remain chaste for me. And do you, womb, remember me for all the time of my life, because I am AKARNACHTHAS.

Ingredients: An egg of a crow, juice of the plant crow's-foot, and gall of a river electric eel

Ritual: Take an egg of a crow and the juice of the plant crow's-foot and gall of a river electric eel, and grind them with honey and speak the chant whenever you grind and whenever you smear it on your genitals. Speak the chant while grinding and whenever you rub your genitals, and in this way have intercourse with the woman you wish, and she will love you alone and by no one else will she ever be laid just by you alone.

Description: Casting this spell and having intercourse with a woman guarantees that the woman will deeply love the caster, regardless of the caster's actions. The woman will never have sex with another. Wise spellcasters select a pubescent girl whom they believe will become beautiful and remain pure, cast the spell on her, seduce her, take her virginity, and enjoy the rest of their life with a woman who has had none other.



Artwork Here

Putrid Portrait

Level: 1

Discipline: Hallucination

Range: Fifty feet

Area: 5' x 7' (two-dimensional)

Duration: One round per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates paint that will magically form a hideously artistic and disfigured portrait of the target, selected by the caster's thoughts. The target must pass a Drive ability check at TH 30. If failed, the target will flee for 4 rounds per caster level. If passed, the target is unaffected and the spell is wasted.

Raise Prowess

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell enhances the following abilities of the target by 5 points for every odd-numbered level of the caster: Physical Fitness, Strength, Hand-Eye Coordination, Agility, Reaction Speed, Drive, and Common Sense. The target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Random Dismemberment

Level: 4

Discipline: Reformation

Range: Caster

Area: Randomly determined, see below

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a randomly selected victim within the area to become dismembered, and therefore die unless they are capable of regenerating. Since the caster is also within the area (the caster is the center of the area), the caster may also be randomly dismembered. Regardless of a creature's LP, it will die. Magical forces tear each limb from its socket, including the removal of the head. The body parts will be scattered nearby and inexplicable to bystanders.

The area is randomly determined as follows. First, roll 1d4. The unit of measurement is either (1) inches, (2) feet, (3) yards, or (4) miles. Next, multiply one unit of this measurement by 1d1000. This is the area of the spell's effect.



Artwork Here

Random Impaling

Level: 3

Discipline: Convocation

Range: Caster

Area: Randomly determined, see below

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a randomly

selected victim within the area to become impaled with a randomly selected sharp or pole-like object capable of impaling. The victim suffers 2d20 LP of damage. The impaling object is real, preferably rusted, and summoned from the surrounding area. Since the caster is also within the area (the caster is the center of the area), the caster may also be randomly impaled. Magical forces propel a random object into the torso (if possible) of the victim. The random act of violence will be inexplicable to bystanders.

The area is randomly determined as follows. First, roll d4. The unit of measurement is either (1) inches, (2) feet, (3) yards, or (4) miles. Next, multiply one unit of this measurement by 1d1000. This is the area of the spell's effect.

Random Mangling

Level: 2

Discipline: Annihilation

Range: Caster

Area: Randomly determined, see below

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a randomly selected victim within the area to become mangled, suffering 2d8 LP of damage. Since the caster is also within the area (the caster is the center of the area), the caster may also be randomly mangled. Magical forces assault the victim with enough force to "beat up" an average human. The act of magical violence will be inexplicable to bystanders.

The area is randomly determined as follows. First, roll 1d4. The unit of measurement is either (1) inches, (2) feet, (3) yards, or (4) miles. Next, multiply one unit of this measurement by 1d1000. This is the area of the spell's effect.

Artwork Here

Re-animation

Level: 2

Discipline: Restoration

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature to be re-animated. The effect of Re-animation differs significantly with *Resurrection of a Dead Body* or Revivification. Re-animation does not return the soul of the deceased to its body. Since re-animating a corpse violates a creature's body after death, many consider casting this spell to be an immoral act; moral spellcasters avoid casting this spell.

The Re-animation of a corpse takes 2d8 rounds. During this time, parts of the corpse wiggle and twitch, such as fingers and toes, as it gains the ability to move. At the end of this time, the re-animated corpse will be as capable as it ever will be.

When a corpse is re-animated, it is not the same as it was before death. Wounds are not healed, but the re-animated creature does not feel pain from them either. In fact, re-animated corpses have twice the LP that they had when originally alive. Re-animated corpses walk with a disjointed gait. Sub-abilities are modified as follows:

- 30% decrease in Physical Fitness
- 10% increase in Strength
- 20-80% (2d4 x 10) decrease in Bodily Attractiveness and Facial Charisma depending on duration of death
- Health becomes 330 (they are not able to become sick or intoxicated)
- 80% decrease in Kinetic Charisma
- 100% decrease in Rhetorical Charisma (the re-animated are no longer able to speak)
- 25% decrease in Hand-Eye Coordination
- 50% decrease in Agility and Reaction Speed
- 100% decrease in Enunciation, Language
- 75% decrease in Math, Analytic, and Spatial
- 100% increase in Drive
- 100% decrease in Intuition, Common Sense, and Reflection

Essentially, the spell repairs and inspires just enough of the basic brain functions, such as aggression, to be able to restore what seems to be life to a corpse. Re-animated corpses are considered to be not living or dead, but undead.

The number of potential LP a creature had before Re-animation determines whether or not the caster can re-animate it. Consult the table below:

<u>Caster Level</u>	<u>Original LP Potential</u>
1-3	10
4-5	20
6-7	40
8-9	80
10-11	160
12-13	320
14-15	640
16-17	1,280
18-19	2,560
20-21	5,120
22-23	10,240
24+	20,480

Artwork Here

Therefore, a 3rd level spellcaster should be able to re-animate a cat. Re-animated corpses have no desire to copulate.

Finally, there is a chance that the spellcaster who re-animates a corpse influences it. In addition to Chance to Influence, there is a Degree of Influence. Degree of Influence represents the chance, per command, that the re-animated corpse will obey the command. These chances depend on the level of the spellcaster. Consult the table below:

Caster Level	Chance of I.	Degree of I.
1-3	10%	1d100%
4-5	20%	1d100%
6-7	30%	20 + 4d20%
8-9	40%	20 + 4d20%
10-11	50%	40 + 3d20%
12-13	60%	40 + 3d20%
14-15	70%	60 + 2d20%
16-17	80%	60 + 2d20%
18-19	90%	60 + 2d20%
20-21	95%	80 + 1d20%
22-23	97%	80 + 1d20%
24+	99%	80 + 1d20%

Hence, at 7th level a spellcaster has a 30% chance of having any influence at all over the re-animated corpse. If successful, the spellcaster has a 24-100% chance per command to influence the actions of the re-animated corpse.

Next, the MM rolls percentile dice for the re-animated corpse. The MM must roll above the percent for Degree of Influence for the re-animated corpse to disobey the command of the spellcaster. If possible, the re-animated corpse will mash the brains of the spellcaster.

Recipe for Blindness

Level: 3

Discipline: Deterioration

Range: Ingestion

Area: One victim

Duration: Permanent

Reference: PDM xiv. 376-94.

Chant: None

Ingredients: A shrew mouse

Ritual: Drown the ingredient in some water and make a victim drink it, and they will go blind in both eyes.

Description: Casting this spell causes a character who drinks the result of the ritual to go permanently blind in both eyes.

Recipe for Blistering Death

Level: 4

Discipline: Annihilation

Range: Ingestion

Area: One victim

Duration: As long as the caster maintains concentration

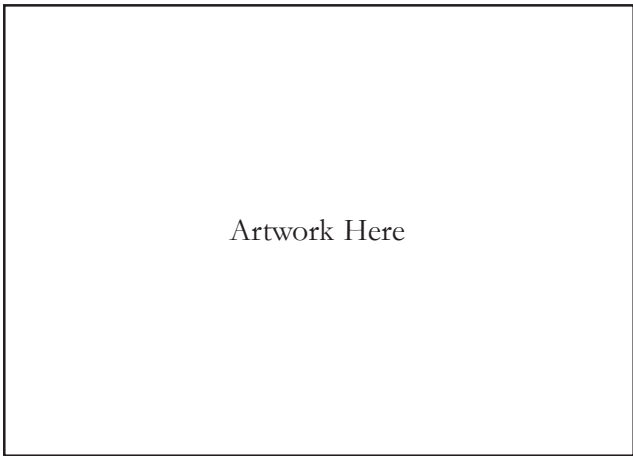
Reference: PDM xiv. 376-94.

Chant: None

Ingredients: A shrew mouse

Ritual: If you grind the ingredient with any piece of food and you make a victim eat it, then they will suffer a blistering death; they will swell up and die.

Description: Casting this spell will cause a victim to bloat, swell up, and blister all over their body, suffering 1 LP per round until death or the spell expires.



Recipe for Death

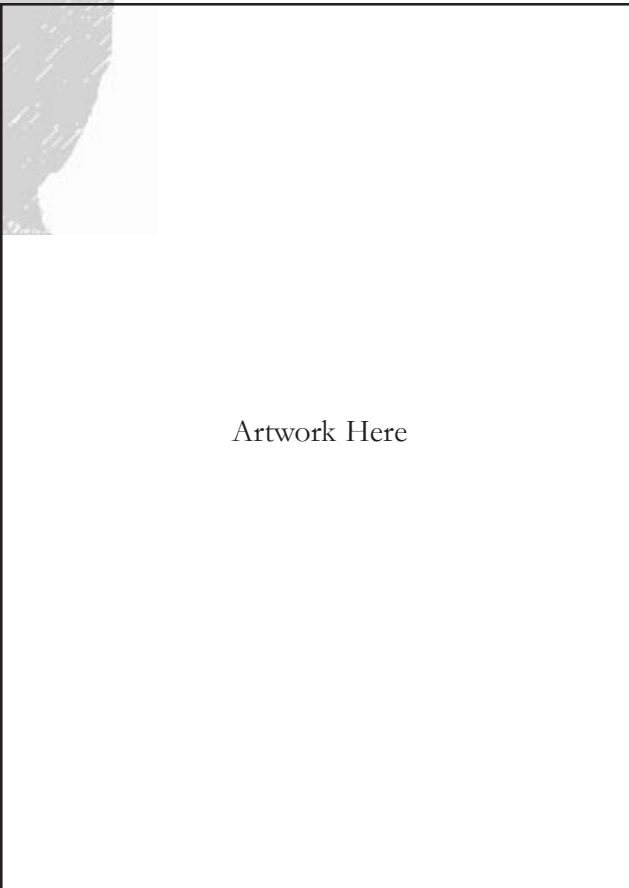
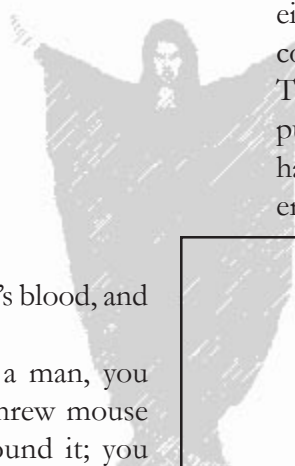
Level: 4
Discipline: Annihilation
Range: Ingestion
Area: One victim
Duration: Permanent
Reference: PDM xiv. 376-94.
Chant: None
Ingredients: Gall of a shrew mouse, wine
Ritual: If you put the gall of a shrew mouse into a measure of wine and the man drinks it, he dies at once.
Description: Casting this spell causes the imbiber to die immediately, regardless of LP.

Recipe for Making a Woman Mad After a Man

Level: 2
Discipline: Domination
Range: Ingestion
Area: One woman
Duration: Two hours per caster level
Reference: PDM xiv. 376-94.
Chant: None
Ingredients: A shrew mouse, the caster's blood, and a cup of wine
Ritual: To make a woman mad after a man, you should take the body of the shrew mouse when it is dry; you should pound it; you should take a little of it together with a little blood from your second finger and the little finger of your left hand; you should mix it with it; you should put it in a cup of wine; you should give it to the woman so that she drinks it. Then she rages after you.
Description: Casting this spell causes a woman to rage madly after the caster or another man of the caster's choosing. This spell does not produce love, so much as lust, passion not purity.

Recipe for Skin Disease

Level: 2
Discipline: Deterioration
Range: One mile
Area: One victim
Duration: Permanent
Reference: PDM xiv. 376-94.
Chant: None
Ingredients: Two lizards and oil
Ritual: If you wish to produce a skin disease on a man so that it does not heal: A hantous lizard and a haflela lizard; you should cook them with oil and you should wash the man with them.
Description: Casting this spell causes a permanent skin disease to appear on a man whom the caster envisions. The magical skin disease will cover d% of the victim's body, and is either (roll 1d6) evenly distributed (1-3), or concentrated on one limb (4-6) or body area. Though the disease looks horrid (blotchy, purplish discoloration) and contagious, it is harmless and cannot be transmitted to others.



Regeneration

Level: 5

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Two minutes to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to bestow the ability to regenerate via touch. The rate of regeneration depends on the level of the caster:

<u>Caster Level</u>	<u>Regeneration Rate</u>
1-3	1 LP/week
4-6	1 LP/day
7-9	1 LP/hour
10-12	1 LP/minute
13-15	1 LP/round
16-17	2 LP/round
18-19	4 LP/round
20+	10 LP/round

While the spell is in effect, wounds will continue to regenerate, even after a creature falls below 0 Life Points. In this case, keep track of the negative damage and apply the rate of Regeneration to their LP. Eventually, regenerating creatures will gain more than 0 LP and seem to come back to life. If a limb is dismembered, the torso will grow another one in time.

Wounds that occur due to acid, decapitation, or fire will not regenerate. For this reason, one culture decapitates all foes on the battlefield.

Rend Asunder

Level: 6

Discipline: Annihilation

Range: 2,000 feet to an exponential power equal to the level of the caster

Area: 4d1000 x 10 LP within 100,000,000 cubic feet

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a total of 4d1000 x 10 IP of objects and LP of creatures to be torn to pieces, separated and thrust in an outward motion to the perimeter of the spell area by a magical force. This force explodes the amount of matter, determined above, from the center of the designated area outward. If alive, a Health check of TH 90 must be passed to not be rended asunder.

Request for a Dream Oracle

Level: 3

Discipline: Convocation

Range: Self

Area: One dream

Duration: One dream cycle

Reference: PGM VII. 250-54.

Chant: NAIENCHRE NAIENCHRE, mother of fire and water, you are the one who rises before, ARCHENTECHTHA; reveal to me concerning the (state the issue) matter. If yes, show me a plant and water, but if no, fire and iron; immediately, immediately; quickly, quickly.

Ingredients: A lamp

Ritual: The chant must be spoken before a lamp before going to sleep.

Description: During the next dream of the spell-caster, the symbol for a 'yes' or a 'no' may become vivid.

Restraining Rite for Anything

Level: 9

Discipline: Convocation

Range: This world

Area: Special

Duration: Special

Reference: PGM VII. 429-58.

Chant: Read the text written below (under *Ritual*)

Ingredients: Lead plate from a cold-water channel, bitter aromatics (see below)

Ritual: Engrave in a plate made of lead from a cold water channel what you want to happen, and when you have consecrated it with bitter aromatics such as myrrh, bdellium, styrax, and aloes and thyme, with river mud, late in the evening or in the middle of the night, where there is a stream or the drain of a bath, having tied a cord to the plate throw it into the stream -- or into the sea -- and let it be carried along. Use the cord so that, when you wish, you can undo the spell. Then should you wish to break the spell, untie the plate. Speak the chant seven times and you will see something wonderful. Then go away without turning back or giving an answer to anyone, and when you have washed and immersed yourself, go up to your own room and rest, and use only vegetable food.

Write the spell with a headless bronze needle. The text to be written is: "I conjure you by your holy names OUCHIOCH OUSENARATH, O U S E R R A N N O U P H T H I OSORNOUPHE, OUSERSEMENTH AMARA MACHI CHOMASO EMMAI SERBONI EMER, ARATOPHI ERACHAX ESEOIOTH ARBIOTHI AMEN CHNOUM MONMONT OUZATHI PER OUNNEPHER EN OOO, I give over to you and I deposit with you this matter."

Description: This restraining spell works on anything, even chariots. It also causes enmity and sickness, cuts down, destroys, and overturns, for whatever you wish. The spell, when chanted, conjures demons and makes them enter objects or p characters. The player must describe the desired effect to the MM, who will explain what actually occurs.

Artwork Here

Restraining Spell

Level: 7

Discipline: Eradication

Range: This earth

Area: Characters named

Duration: Caster's discretion

Reference: PGM VII. 417-22.

Chant: None

Ingredients: A tin lamella and a bronze stylus

Ritual: Write on a tin lamella with a bronze stylus before sunrise the names "CHREMILLON MOULUCH KAMPY CHRE OPTHO MASKELLI EREKISIPHTHE IABEZEBYTH." Then throw it into the river or into the sea before sunrise. Also, write on it "Mighty gods, restrain (write the name or names of those you desire to restrain)."

Description: Casting this spell restrains one or more characters named by the spellcaster from movement of any kind, utterly paralyzing them, though they are able to breathe.

Resurrection of a Dead Body

Level: 4

Discipline: Convocation

Range: Carcass in sight

Area: One carcass

Duration: Permanent

Reference: PGM XIII. 1-343.

Chant: I conjure you, spirit coming in air, enter, inspire, empower, resurrect by the power of the eternal god, this body; and let it walk about in this place, for I am he who acts with the power of Thayth, the holy god.

Ingredients: None

Ritual: Speak the chant.

Description: Casting this spell will summon the nearest spirit (hopefully the right one) back into the carcass. Following are the odds that the correct spirit enters:

<u>Length of Time Dead</u>	<u>Chance</u>
Immediate	100%
1 round	99%
1 minute	95%
1 hour	90%
1 day	75%
1 week	50%
1 month	25%
1 year	10%
1 decade	5%
1 century	2%
1 millennium	1%

Artwork Here

Reverse Magic

Level: 4

Discipline: Universal

Range: Centered on the caster

Area: Two feet radius to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes all spells within the area of the spell that are cast during the duration of the spell to be altered. The subject and object of the spell will be reversed, as well as all effects, if possible. The MM must determine the effect of each spell. Disciplines tend to be reversed as well. Convocation spells summon hallucinations or things that are not real. Deterioration spells restore living matter. Hallucination spells create reality, not illusions. Restoration spells deteriorate living matter. Concerning the reversal of disciplines, when applicable, consult Disciplines by Opposition *Chapter 11: Magic*.

Revivification

Level: 7

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell revives a creature who has died within a number of days equal to the level of the caster. The target creature must desire to return to life. Otherwise, they will remain dead. If a creature is revived, they return with their full potential Life Points. However, a spellcaster may only revive creatures with certain limits of LP depending on the level of the caster.

<u>Caster Level</u>	<u>LP Revived</u>
1-4	5
5-7	10
8-10	20
11-14	50
15-19	100
20+	Unlimited

Artwork Here

Rite for Acquiring an Assistant Demon

Level: 7

Discipline: Convocation

Range: All Planes of the Cosmos

Area: One Demon

Duration: Special

Reference: PGM I. 1-42.

Chant: A EE EEE III OOOOO YYYYYY
OOOOOOO, come to me, Good Demon,
HARPO N KNOUPHI BRINTANTEN
SIPHRI BRISKYLMA AROUAZAR
BAMESEN KRIPHI NIPOUMICH-
MOUMAOPH. Come to me, you
who lie in the north, who cause the currents
to roll down and mingle with the sea, trans-
forming them with life as it does man's seed
in sexual intercourse, you who have estab-
lished the world on an indestructible founda-
tion, who are young in the morning and
old in the evening, who journey through the
subterranean sphere and rise, breathing fire,
you who have parted the seas in the first
month, who ejaculate seeds into the sacred
tree continually.

Ingredients: 2 fingernails, all hairs, a falcon, milk
of a black cow, honey, cloth, papyrus, ink,
wine, a shrine made of juniper wood, and
non-animal foods.

Ritual: Take two of your own fingernails and all
the hairs from your head, and take a falcon
and drown it in the milk of a black cow af-
ter mixing honey with the milk. Once the
falcon is drowned, thoroughly wrap the fal-
con with an undyed piece of cloth and place
beside it your fingernails along with your
hairs. Next, take a piece of papyrus and in-
scribe in ink the following: A EE EEE III
OOOOO YYYYYY OOOOOOO. Set it
in the same manner along with the hairs and
fingernails. Then, plaster it with old wine.
Take the milk with the honey and drink it
before the rising of the sun. Take the
wrapped falcon and set it up as a statue in a
shrine made of juniper wood. After having
crowned the shrine, make an offering of
non-animal foods and have on hand some
old wine. Before you recline, speak the chant
to the bird itself. Conceal the entire ritual,
and for seven days refrain from having in-
tercourse with a woman.

Description: This rite requires complete purity.
Casting this spell causes a demon to be sum-
moned into the circle of nine feet in diam-
eter. While bound within the circle, the
spellcaster must negotiate with the demon
task with which the demon must assist the
spellcaster. Demons are immortal, and so
most have lived what seems an eternity com-
pared to mere mortals. Therefore, most
demons are cunning and experienced. The
spellcaster must semantically offer a firm
deal. The demon will abide exactly by the
terms given, but deviate in every other pos-
sible way. Once the spellcaster is satisfied
with the terms, the spellcaster must break
the circle. If the pact was poorly worded,
the demon will most likely attack the
spellcaster instantly. Otherwise, the demon
will assist the spellcaster. The MM is en-
couraged to, in role-playing the demon, be
as difficult and tricky as possible.

Artwork Here

Rite for Driving out Demons

Level: 7

Discipline: Eradication

Range: Seven feet

Area: One character

Duration: Permanent/Instantaneous

Reference: PGM IV. 1227-64.

Chant: I conjure you, demon, whoever you are. Come out, demon, whoever you are, and stay away from him, (speak the name of the possessed character), now, now; immediately, immediately. Come out, demon, since I bind you with unbreakable adamantine fetters, and I deliver you into the balck chaos in perdition.

Ingredients: 7 olive branches

Ritual: Place 7 olive branches before the character possessed by demons. Tie the two ends of six of them together, but for the remaining one use it like a whip as you utter the chant. Now, stand before them and speak the chant.

Description: Casting this spell exorcises demons and other spirits that are immoral and immortal from a possessed character. The chance that the demon or demons are driven depends on the Life Points of each demon. This spell may only be cast once per spellcaster on a particular subject; further castings will surely be ineffective.

<u>Life Points of Demon</u>	<u>Chance</u>
<50	99%
50-100	90%
101-200	75%
201-500	50%
501-1,000	25%
1,001 +	10%

If the spell fails, some demons respond angrily, demonstrating defiantly that they still control the possessed character. Others are more cunning and pretend to be exorcised, waiting until the spellcaster leaves, then returning.

Rite to Produce an Epiphany of Kore

Level: 7

Discipline: Convocation

Range: Special

Area: Special

Duration: Eight hours at night

Reference: PGM XII. 1-13.

Chant: THERMOCH CHTHABOI ACHAPH MARMILYCHA BERTHIOCH CHAREL ... BATIOCH ... THACH DERPPO PHIRBSAT SOTHORAI PHAUXAI IOA MEILICH IABAI EIA KARSE REUTHRA ENROUCH ZERPHERECH PSERPHERCHO THNERBECH CHARACHERBER YEICH PHCHYAR PA ... CHA MILCHITHER CHLELOR PHACHILER MAZ MACHAIRIOCH.

Ingredients: A funeral shroud (burial garment) and a sword

Ritual: Unfold a funeral shroud and carry it; also take a sword. Then speak the chant. After you speak the chant, a maiden from the underworld will come carrying torches. Say: "PHERTHELILOCH PEIY," and her firebrands will be extinguished, and she will stand there in distress and complain. Then say, "Do (such-and-such) and I will light your torches." If she sends a dream you are to light them and she will fly away. If you send her to kill somebody, give her the sword and she will give you the torches and return with the sword covered with blood. Tell her that the torches belong to her; they will catch fire and she will take flight.

While doing this, say: "MOZERPHER TACHCHAPS." Attach a phylactery to you right and left hand at night and wear it.

Description: Casting this spell causes a maiden of the underworld to appear to the caster in a dream the following night; the caster must dream at night. She may be commanded to carry out orders, even to kill someone. She will obey and, unless the MM declares otherwise, return by the end of the night after completing the deed. As far as killing someone, she will kill them in their sleep.

Rivers Run Red

Level: 6

Discipline: Reformation

Range: See below

Area: See below

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes water to transmogrify to blood. Nearby Rivers Run Red with blood. Some scholars and spellcasters prefer to call this spell “Transmogrify Water to Blood,” but this reference is incorrect; there are many instances of water that will not transmogrify to blood, such as the water in the body of a character. The range of this spell is merely that it affects rivers and streams closest to the spellcaster at the time of casting. The affected area is determined by the level of the spellcaster. Consult the table below:

<u>Level</u>	<u>Affected Area</u>
1-5	1 stream
6-8	2 streams or 1 river
9-11	2 rivers
12-14	5 rivers
15-18	10 rivers
19+	20 rivers

Rot

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: 1d6 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the skin of the target creature to weaken, effectively doubling the threat of Crucial Damage by stabbing and hacking weapons, increasing the severity of such a blow by 20. For the duration of the spell, the skin of the target creature will feel extremely supple.

The target creature must be touched by the spellcaster for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Sanitize Food/Beverage

Level: 1

Discipline: Restoration

Range: Touch

Area: One cubic foot of food or beverage per caster level

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to purify food or beverage through touch so that it may be ingested without harm, risk of natural disease, or natural poison.

Artwork Here

Seal Item

Level: 1

Discipline: Reformation

Range: Touch

Area: Item touched

Duration: Permanent

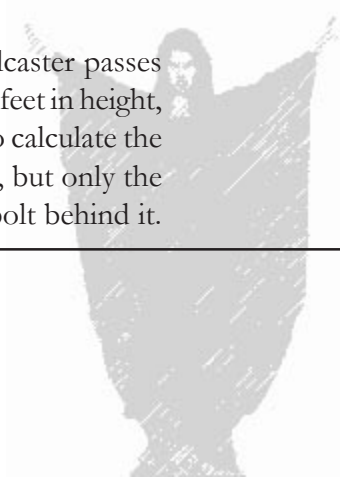
Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows a spellcaster to lock any closeable and non-living item, preventing others from opening or accessing it. It will only open for the caster unless countered by more powerful magic. The size of the item that may be sealed depends on the level of the spellcaster. The caster may seal an item that is 2 cubic inches to an exponential power equal to the level of the spellcaster.

For example, if a spellcaster passes an unusually large door of thirty feet in height, the spellcaster does not have to calculate the dimensions of the entire door, but only the lock on the door and/or the bolt behind it.



Artwork Here

Seal Orifice

Level: 1

Discipline: Reformation

Range: Direct line of sight

Area: One square inch per level of the caster

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an orifice of a target creature seen by the caster to seal itself. The caster must point at the target creature with their finger, which necessitates a successful Aim skill check (see *Chap. 8: Skills*). Upon casting, the spellcaster must declare which orifice is selected. Popular options include the anus, ear, mouth, nostril, or vagina.

An orifice will not partially seal. It either seals completely, or not at all. The size of the orifice that may be sealed depends on the level of the spellcaster. An orifice may be reopened, though cutting through the flesh that seals it may be painful. A quarter-inch of sealant flesh per caster level must be penetrated to reopen the orifice. Below are listed common results depending on the orifice sealed.

Anus: On average, humans defecate once per day. If the anus is sealed, the creature will be unable to defecate. Constipation will be uncomfortable after one day of a sealed ass. The next 1d4 days will seem unbearable and the creature will not be able to concentrate on any stimulus or perform any action. After this duration, the creature will die.

Ear: All checks regarding hearing are reduced by 50%.

Mouth: The target will starve to death in (1d6+2) days.

Nostril: With one nostril sealed, Physical Fitness will be reduced by 40% and Strength by 25%. However, if both nostrils are sealed, the victim may breathe through their mouth, and suffer a 60% reduction in Physical Fitness, and Strength by 50%.

Vagina: The female creature will not only be unable to have intercourse, but every month she is likely to become backed up with menstrual blood. Each week after the first blocked menstruation, she must pass a Health check with a TH of 60 or die.

Artwork Here

Soulstealer's Black Bolt

Level: 10

Discipline: Deterioration

Range: Line of sight

Area: One soul

Duration: Instantaneous/Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a black bolt to project forth from the caster's palm and unerringly strike a victim whom the caster is thinking of at the moment. The black bolt crackles loudly during the instant that it is unleashed on the victim. Upon striking the victim, the black bolt deteriorates the victim's life force by draining them of 2d20 occupational levels, or only (2d20)/2 if the victim is an atheist or agnostic. If the victim has levels in several occupations, then the highest levels are drained first, regardless of the occupation. Otherwise, the most recent levels are drained first. Advancement Points must be redetermined by the MM to fit the victim's new level. All adjustments gained due to those levels are now lost (such as Life Points, Magic Points, Skill Points, etc.).

If the victim is reduced to 0 occupational levels, then the victim dies. If the victim dies, then their soul will leave the body, which is reduced to cinders, of the victim and assimilates with the caster. If this ever becomes publicly known, the caster will be referred to as a "Collector of Souls."

If the caster accumulates 1,000 souls, it has been rumored that the caster may acquire immortality at the MM's discretion. The outcome depends on what the MM deems most appropriate, but it has been rumored that others have become demons in the employ of powers of the lower planes.

Moral spellcasters may only acquire a soul from a victim with a disposition that is immoral or neutral. If a moral spellcaster collects a moral soul, the acquired soul will not count toward the 1,000 stated above and the spellcaster must randomly acquire a mental illness (see *Chap. 5: Mind*).

Neutral spellcasters may only acquire a soul from a victim with a disposition that is moral or immoral. If a neutral spellcaster collects a neutral soul, the acquired soul will not count toward the 1,000 stated above and the spellcaster must randomly acquire a mental illness (see *Chap. 5: Mind*).

Immoral spellcasters may acquire any soul without penalty.

Artwork Here

Spell for Causing Talk while Asleep

Level: 3
Discipline: Domination
Range: Touch
Area: One female
Duration: Two minutes per level
Reference: PGM VII. 411-16.
Chant: None
Ingredients: A heart, ink, and hieratic papyrus
Ritual: Take a heart and place it in ink. Write on a strip of hieratic papyrus and place it upon her pudenda and ask your questions. She will confess everything to you. Write: "DARYGKO IAU IAU."
Description: Casting this spell causes a female to truthfully answer any question asked.

Spell for Questioning Corpses

Level: 3
Discipline: Convocation
Range: Touch
Area: One corpse
Duration: Two minutes per caster level
Reference: PGM IV. 2140-44.
Chant: None.
Ingredients: red ochre, burnt ink, juice of fresh wormwood, evergreen, and flax.
Ritual: Make an ink from the ingredients, and also take an additional flax leaf and write "AZEL BALEMACHO" on the leaf. Put it in the mouth of the corpse.
Description: This spell enables a spellcaster to ask questions of a corpse by summoning the spirit of the deceased. One complication is that a different spirit may answer instead, or no spirit may answer at all. The MM must roll percentile dice:

<u>Roll</u>	<u>Result</u>
01-30	No answer
31-50	Malevolent, lying spirit
51-60	Random but honest spirit
61-100	Correct spirit replies

Spell for Removal of Poison

Level: 2
Discipline: Restoration
Range: Ingestion
Area: One character
Duration: Permanent/Instantaneous
Reference: PDM xiv. 563-74.
Chant: Hail, hail, IABLY! The three gods drank and after them I myself drank in order that you will not let me get drunk, you will not let me list, you will not make me fall, you will not make me be thrown down, you will not make me be troubled of heart, you will not make my mouth curse. May I be healed of all poison, pus, and venom. They shall be removed from my heart. When I drink you, may I vomit them up in her name of SARBITHA, the daughter of the Agathodaimon, for I am SABRA BRIATHA BRISARA. HER is my name. I am Horus SHARON coming from receiving greetings. IAHO, the child, is my name, being my real name.
Ingredients: A cup of wine and rue.
Ritual: Speak the chant to a cup of wine. Add fresh rue; add it to it; speak to it seven times, and make the man drink it at dawn before he has eaten.
Description: This spell is to be said in order to extract the venom from the heart of a man who has already been made to drink a potion or poison.

Artwork Here

Spell for Restraining Anger

Level: 2

Discipline: Domination

Range: 50 feet

Area: One character

Duration: One day per caster level

Reference: PGM XII. 179-81.

Chant: I am restraining the anger of all, especially of him, (speak the name of the angry character), which is CHNEOM.

Ingredients: Ink and linen

Ritual: If you want someone to cease being angry with you, write with ink on linen this name of anger: "CHNEOM." Hold it in your left hand and speak the chant.

Description: Casting this spell causes a character who is named and angry with the caster to restrain their anger.

Spell to Catch a Thief

Level: 3

Discipline: Prognostication

Range: One mile

Area: One eye

Duration: Five minutes

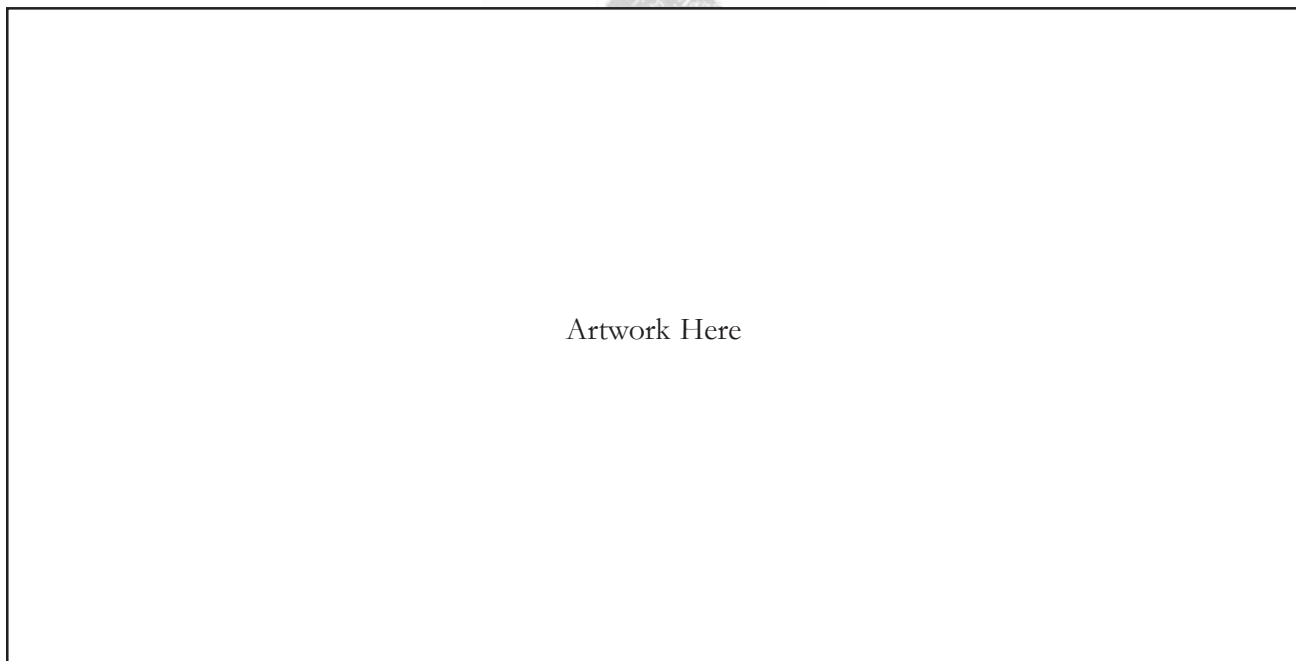
Reference: PGM V. 70-95.

Chant: I conjure you by the holy names; hand over the thief who made off with it, CHALCHAK CHALKOUM CHIAM CHARCHROUM ZBAR BERI ZBARKOM CHRE KARIOB PHARIBOU, and by the shudderful names: A EE EEE IIII OOOOO YYYYYY OOOOOOO, hand over the thief who stole it. As long as I strike the eye with this hammer, let the eye of the thief be struck, and let it well up until it betrays him."

Ingredients: A plant, bugloss, and gallows wood.

Ritual: Take a plant and bugloss, strain them, burn what you strain out, mix them well with juice, and write "CHOO" with it on a wall. Take gallows wood and carve a hammer. With the hammer strike the eye while speaking the chant.

Description: Casting this spell allows the caster to hit their own eye with a hammer, but instead of their own eye swelling, the eye of the thief swells. After the spell expires, the damage done will still be evident on the thief.



Artwork Here

Spell to Subject and Silence

Level: 6

Discipline: Domination

Range: This earth

Area: One character

Duration: Permanent

Reference: PGM IX. 1-14.

Chant: I'll give you rest from wrath and soothe your raging. Come, lord BAINCHOOOCH, with your father ANIBAINCHOOOCH, with your mother CHECHPHIO, with your two bodyguards CHENGEBIOCHTHO MYSAGOTH ECHE OO MYSAGOTH ACHPHIPHIO IAIA OCH SEBAU PHRE IO REXICHTHON YOEO AEAEEIOYO CHYCHBACHYCH BAUACHYCH BAKAXICHYCH BAZABACHYCH MENEBAHYCH BADEDOPHO BAINCHOOOCH. Bring into subjection, put silence, and enslave every race of characters, both men and women, with their fits of wrath, and those who are under the earth beneath the feet of him, (speak the name of the man you wish to silence), for you have been put beneath my feet, like my robe, the heart of SABAO'TH.

Ingredients: A lamella (a thin, metal plate)

Ritual: On the back of a lamella, inscribe: "EULAMO SISIRBBAIERSESI PHERMOU CHNOUOR ABRASAX. Bring into subjection, enslave, and put to silence the soul, the wrath of him, (write the name of the man you wish to silence), because I adjure you by the awful Necessity MASKELLI MASKELLO PHMOUKE-NTABAO'TH OREOBAGRA REXICHTHON HIPPOCHTHON PYRIPEGANYX LEPETAN LEPETAN PHNOUNOBOE."

On the front of the lamella, write the character's name. Write IAOMORMOROTOKONBAI at the top of the metal leaf (lamella). Speak the chant.

Description: Casting this spell causes any character to become silent, submissive, and a servant with respect to the caster.

Spell to Cause a Woman to Hate a Man

Level: 1

Discipline: Domination

Range: One mile

Area: One woman

Duration: One month per caster level

Reference: PDM xxi. 108-18 [PGM XII. 466-68].

Chant: May (speak the name of the woman), born of (speak the name of the woman's mother), hate (speak the name of the man), born of (speak the name of the man's mother)!

Here are the true names: IAKYMBIAI IAO IOERBETH IOBOLGHOSETH BASELE OM GITATHNAGS APSOPS O.EL.T, separate (speak the name of the woman), born of (speak the name of the woman's mother), from (speak the name of the man), born of (speak the name of the man's mother); hurry, hurry; be quick, be quick!

(Speak the last paragraph seven times.)

Ingredients: Dung and hair from both characters

Ritual: In order to cause a woman to hate a man you must bring both dung and hair that is dead and both from the woman and that man she is to hate, and you mix them with fresh blooms, and you put it in a new papyrus after writing on the papyrus first with ink and speak the chant. Bind the papyrus and put it in a body of water.

Description: Casting this spell will cause the specified woman to hate the specified man.

Spermatozoa Rejuvenation

Level: 1

Discipline: Restoration

Range: Touch

Area: Two testicles

Duration: Until the next ejaculation

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the full rejuvenation of a pair of testicles fondled gently by the caster. When balls are this full, the overabundance of sperm increases the Drive of the target by 15, Choleric Temperament by d100, and they may also experience restlessness as well as perpetual sexual thoughts. If and when vaginal penetration occurs within one day, the use of the ramrod necessitates a roll of the percentile dice. The mounter is 95% likely to impregnate the tramp, regardless of species. Due to the misuse of this spell, many new races or species have been bred.

Spermicidal Sphere

Level: 1

Discipline: Annihilation

Range: Fifteen feet

Area: Ten-foot radius

Duration: One hour

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to choose the location of the sphere. Everything within this sphere at the time of casting will instantaneously lose any and all reproductive fluids for an hour. Effected males lose 15 Drive for the duration of the spell and unless under duress, feel compelled to sleep.

Strength

Level: 2

Discipline: Reformation

Range: None

Area: Caster's muscles

Duration: 1d100 minutes

Reference: PGM LXIX. 1-3.

Chant: PHNOUNEBEE, PHNOUNEBEE, give me your strength, IO ABRASAX, give me your strength, for I am ABRASAX.

Ingredients: None

Ritual: Speak the chant seven times while holding your two thumbs.

Description: Casting this spell enhances the Strength sub-ability of the caster by 1d100 points.

Stronger than Before

Level: 2

Discipline: Reformation

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the socket of a limb or object to recover from being dismembered or separated. Recovery consists of the growth of two limbs or objects where one was removed. For example, if a limb is hacked off, two grow in its place. If a tree branch is removed, two grow in its place.

To determine if the limb or object will be replaced, the MM must estimate the IP or LP of the original and then double the estimate. This result is the number of IP or LP that the spellcaster must be able to affect.

The duration of growth depends on the level of the spellcaster. Let 'L' equal the level. The spellcaster will cause (L²) IP or LP of the two replacements to grow per round.

Symbol of Ethicality

Level: 2

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Permanent

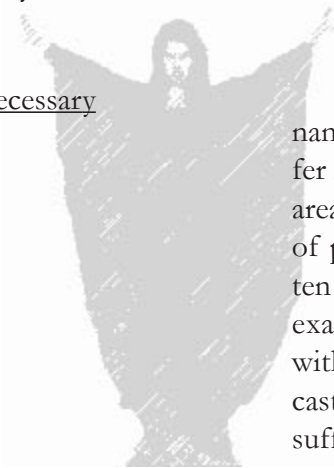
Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. Itself, the symbol has no color, but is merely an inscription. The symbol is permanent until physically destroyed. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

<u>Material</u>	<u>IP Damage Necessary</u>
Sand	1
Earth	2
Wood	5
Stone	30



The diameter of the symbol relates to its power and the level of the caster when it was created. See the table below:

<u>Caster Level</u>	<u>Diameter</u>	<u>Damage</u>
1	1 inch	1d4
2	2 inches	1d6
3	3 inches	1d8
4	6 inches	1d10
5	12 inches	1d12
6	18 inches	1d20
7	2 feet	2d20
8	3 feet	1d100
9	5 feet	2d100
10	10 feet	4d100
11	15 feet	1d1000
12	20 feet	2d1000
13-14	30 feet	4d1000
15+	100 feet	4d1000 x 10

All creatures who have a predominantly unethical or neutral disposition suffer Life Points of damage upon entering an area of proximity to the symbol. The area of proximity in which they suffer damage is ten times the diameter of the symbol. For example, if an unethical creature comes within ten feet of a Symbol of Ethicality cast by a 5th level spellcaster, then they will suffer 1d12 LP of damage.

Artwork Here

Symbol of Immorality

Level: 2

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. Itself, the symbol has no color, but is merely an inscription. The symbol is permanent until physically destroyed. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

<u>Material</u>	<u>IP Damage Necessary</u>
Sand	1
Earth	2
Wood	5
Stone	30

The diameter of the symbol relates to its power and the level of the caster when it was created. See the table below:

<u>Caster Level</u>	<u>Diameter</u>	<u>Damage</u>
1	1 inch	1d4
2	2 inches	1d6
3	3 inches	1d8
4	6 inches	1d10
5	12 inches	1d12
6	18 inches	1d20
7	2 feet	2d20
8	3 feet	1d100
9	5 feet	2d100
10	10 feet	4d100
11	15 feet	1d1000
12	20 feet	2d1000
13-14	30 feet	4d1000
15+	100 feet	4d1000 x 10

All creatures who have a predominantly moral or neutral disposition suffer Life Points of damage upon entering an area of proximity to the symbol. The area of proximity in which they suffer damage is ten times the diameter of the symbol. For example, if a moral creature comes within ten feet of a Symbol of Immorality cast by a 5th level spellcaster, then they will suffer 1d12 LP of damage.

Artwork Here

Symbol of Morality

Level: 2

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Permanent

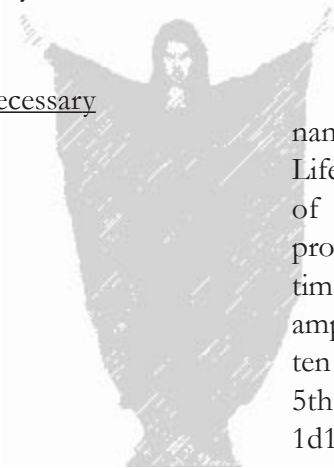
Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. Itself, the symbol has no color, but is merely an inscription. The symbol is permanent until physically destroyed. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

<u>Material</u>	<u>IP Damage Necessary</u>
Sand	1
Earth	2
Wood	5
Stone	30



The diameter of the symbol relates to its power and the level of the caster when it was created. See the table below:

<u>Caster Level</u>	<u>Diameter</u>	<u>Damage</u>
1	1 inch	1d4
2	2 inches	1d6
3	3 inches	1d8
4	6 inches	1d10
5	12 inches	1d12
6	18 inches	1d20
7	2 feet	2d20
8	3 feet	1d100
9	5 feet	2d100
10	10 feet	4d100
11	15 feet	1d1000
12	20 feet	2d1000
13-14	30 feet	4d1000
15+	100 feet	4d1000 x 10

All creatures who have a predominantly immoral or neutral disposition suffer Life Points of damage upon entering an area of proximity to the symbol. The area of proximity in which they suffer damage is ten times the diameter of the symbol. For example, if an immoral creature comes within ten feet of a Symbol of Morality cast by a 5th level spellcaster, then they will suffer 1d12 LP of damage.

Artwork Here

Symbol of Unethicality

Level: 2

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. Itself, the symbol has no color, but is merely an inscription. The symbol is permanent until physically destroyed. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

<u>Material</u>	<u>IP Damage Necessary</u>
Sand	1
Earth	2
Wood	5
Stone	30

The diameter of the symbol relates to its power and the level of the caster when it was created. See the table below:

<u>Caster Level</u>	<u>Diameter</u>	<u>Damage</u>
1	1 inch	1d4
2	2 inches	1d6
3	3 inches	1d8
4	6 inches	1d10
5	12 inches	1d12
6	18 inches	1d20
7	2 feet	2d20
8	3 feet	1d100
9	5 feet	2d100
10	10 feet	4d100
11	15 feet	1d1000
12	20 feet	2d1000
13-14	30 feet	4d1000
15+	100 feet	4d1000 x 10

All creatures who have a predominantly ethical or neutral disposition suffer Life Points of damage upon entering an area of proximity to the symbol. The area of proximity in which they suffer damage is ten times the diameter of the symbol. For example, if an ethical creature comes within ten feet of a Symbol of Unethicality cast by a 5th level spellcaster, then they will suffer 1d12 LP of damage.

Artwork Here

Teleportation

Level: 8

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to be instantly moved or transported to a location envisioned by the caster. The caster must have personally been in the exact location where the target creature is to be transported. The spell functions by converting the body of the target into pure energy, which then seeks the appropriate location at the speed of light, instantly transforming back into the target creature at the specified destination.

The amount of matter that a spellcaster may teleport depends on their occupational level. Consult the table below:

<u>Caster Level</u>	<u>IP or LP</u>
1-4	10
5-8	20
9-12	50
13-16	100
17-20	1,000
21+	10,000

In order for the target creature to successfully be transported to the correct location, the spellcaster must pass a Reflection sub-ability check. The spellcaster must consult the MM to determine the TH of the Reflection check. Below are some suggestions:

<u>TH</u>	<u>Reason</u>
05	Caster has not been at the exact destination for at least 1 hour
10	Caster has not been at the exact destination for at least 1 day
25	Caster has not been at the exact destination for at least 1 month
50	Caster has not been at the exact destination for at least 1 year
75	Caster has not been at the exact destination for at least 5 years
95	Caster has not been at the exact destination for at least 25 years
98	Caster has not been at the exact destination for at least 50 years
99	Caster has not been at the exact destination for at least 100 years

However, the significance of the destination is equally important to Reflection. If a major life event happened at the location (such as marriage or divorce, death of a friend, close call with death, etc.), then the MM may lower the TH by no more than 50.

If the spellcaster fails their Reflection check, then the target creature is not transported to the destination. Instead, roll percentile dice and consult the table below:

<u>Roll</u>	<u>Result</u>
01-25	The target creature is totally unaffected by the spell
26-50	The target is converted into pure energy, and the caster does not know where their energy is
51-75	The target creature is transported (1d100)% of the distance in a random direction
76-100	The target creature is transported (1d100%) of the distance in the correct direction

Tenesmus

Level: 1

Discipline: Reformation

Range: Fifty feet

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature seen by the spellcaster during casting to experience a painful and distressing but ineffectual urge to either (01-50%) defecate or (51-100%) urinate. This constipated feeling produces a state of excitation and restlessness. For the target creature to be able to concentrate on other activities or stimuli, such as combat, a successful Drive check at a TH of 60 must be passed each round. Failure indicates that the creature is squatting or doing anything reasonable to fulfill their urge.

The size of the target creature depends on the level of the spellcaster:

<u>Caster Level</u>	<u>Creature Size</u>
1	cat
2	dog
3	human
4	troll
5+	ogre

Test of Pregnancy

Level: 1

Discipline: Prognostication

Range: Touch

Area: One woman

Duration: Instantaneous

Reference: PDM xiv. 956-60.

Chant: None

Ingredients: A plant

Ritual: The way to know it of a woman whether she will be pregnant: You should make the woman urinate on this plant, above, again, at night. When morning comes, if you find the plant scorched, she will not conceive. If you find it green, she will conceive.

Description: Casting this spell will determine whether or not a woman is pregnant.

To Keep Bugs Out of the House

Level: 1

Discipline: Universal

Range: Fifty feet

Area: One dwelling

Duration: Two days to an exponential power equal to the level of the caster

Reference: PGM VII. 149-54.

Chant: None

Ingredients: Goat bile and water

Ritual: Mix the ingredients together and sprinkle them about the house.

Description: This spell keeps bugs out of the house. An alternate form of this spell is specifically for fleas: grind wet rosebay and salt water together and spread it about the house.

Artwork Here

To Win at Dice

Level: 1

Discipline: Universal

Range: Dice in caster's hand

Area: A number of dice equal to the caster's level

Duration: One toss

Reference: PGM VII. 423-28.

Chant: "THERTHENITHOR DYAGOTHERE
THERTHENITHOR SYAPOTHEREUO
KODOCHOR make me a winner at dice,
O prevailing Adriel." Then, into your hand
say repeatedly before each throw: "Let not
even one of these playing with me be equal,
and I am going to throw what I want."

Ingredients: None

Ritual: Speak the chant.

Description: Casting this spell alters the roll of dice in the favor of the caster's desires. Unfortunately, many have heard of this, and upon hearing the caster chant, they may become furious. The result of the dice is exactly what the caster wants.

Trance

Level: 2

Discipline: Domination

Range: Fifty feet

Area: One creature per two levels of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a number of creatures to need to pass a Drive sub-ability check at TH 60. If the creatures fail the check, they are forced to enter a Trance for the duration of the spell. While in a Trance, creatures are receptive to questions, but lack physical motivation and remain at their present location. Creatures with an Intelligence less than 100 will answer questions honestly and without restraint, while those who are more intelligent will refuse to answer questions they do not want to answer.

Transference

Level: 4

Discipline: Universal

Range: Touch

Area: One creature

Duration: See below

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a magical effect to be transferred from one character or object to another. For this spell to take effect, the caster must simultaneously touch the origin and destination of the magical effect. If the origin and/or destination are alive and do not desire to be touched, then one or two Brawling skill checks are necessary (see *Chap. 8: Skills*). The magical effect will continue to function as long as previously determined.

Transmogrification

Level: 10

Discipline: Reformation

Range: Direct line of sight

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the spellcaster to be able to transform any single creature or object into any other. For the spell to take effect, the target creature or object must be visible to the spellcaster. If the target is a creature and does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Health check at TH 99, then they are unaffected by the spell. No size limitations exist on this spell.

Transmogrify Dirt and Mud

Level: 4

Discipline: Reformation

Range: Touch

Area: 1,000 cubic feet

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes either dirt to be transformed into mud, or mud into dirt. Upon casting, the spellcaster must specify whether dirt will be transformed into mud or vice versa.

Transmogrify Flesh to Stone

Level: 5

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a living creature to change form from flesh to stone, from life to death. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8:Skills*). If the target creature passes a Health check at TH 90, then they are unaffected by the spell. Stone may not be transmogrified into flesh.

Transmogrify Life

Level: 7

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

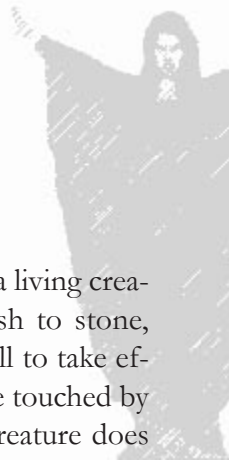
Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a living creature to change form into another living creature, as selected by the spellcaster. The spellcaster may transform any living creature into the physical appearance and size of any other. A living creature may not be transformed into an object. For instance, the spellcaster may transform a human into a toad or a cat into a dragon. For a creature to be transformed by this spell, they must begin and end no larger than 100,000,000 cubic feet, which is not even 500 feet cubed.

For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8:Skills*). If the target creature passes a Health check at TH 90, then they are unaffected by the spell.

The target creature will take on all physical characteristics of the new form. However, magical effects and innate abilities do not accompany the change. For instance, the body of a cat may be transmogrified into a Fire-Drake dragon, but the creature will not be able to use a breath weapon. However, after the transformation the cat has the LP of a dragon.



Transmogrify Metal and Wood

Level: 4

Discipline: Reformation

Range: Touch

Area: 1,000 cubic feet

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes either metal to be transformed into wood, or wood into metal. Upon casting, the spellcaster must specify whether metal will be transformed into wood or vice versa. Wood may not be transformed into precious metals such as bronze, copper, silver, or gold.

Transmogrify Object

Level: 6

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a non-living object to change form into another non-living object, as selected by the spellcaster. The spellcaster may transform any non-living object into the physical appearance, substance, and size of any other. A non-living object may not be transformed into a living creature. For instance, the spellcaster may transform a shoe into a boulder. For an object to be transformed by this spell, it must begin and end no larger than 100,000,000 cubic feet, which is not even 500 feet cubed.

For the spell to take effect, the target object must be touched by the spellcaster.

The target object cannot be transformed into an object with magical properties. If this is attempted, no magical properties will function. The object will have the IP of the new object.

True Name

Level: 6

Discipline: Convocation

Range: None

Area: None

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell conjures an omniscient being, usually a demon, while the caster stands within a 9' circle. The caster must form a pact with the being. The being will want compensation in proportion to the importance of the character whose true name is desired by the caster, or at least the importance to the caster. The MM must determine the being's demands.

Learning the true name of a creature gives the spellcaster considerable power. The true name of a creature is often an ingredient or part of a chant in a spell, and knowledge of such a name usually grants spellcasters the ability to cast spells that specifically affect that creature.

Artwork Here

Truncheon

Level: 4

Discipline: Annihilation

Range: 1,000 feet

Area: 100' radius

Duration: Two rounds per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a magical maul (which is 20 lbs., 5' in length, made of granite) that appears and immediately seeks out any vertebrates. Upon finding a vertebrate, living or dead, within the area of the spell, this unholy Truncheon attempts to bludgeon until it is powder. The Truncheon attacks only once per round, which is first in every round. The weapon receives no bonuses or penalties while attacking. If it hits, however, the Truncheon delivers 4d100 Life Points of damage. Crucial Damage is possible, and when such a hit is scored, the Truncheon hits as though swung by a size Large assailant. The Truncheon will never attack the caster. If there is no vertebrate within the area, the Truncheon will pound the ground.

Unattractive

Level: 2

Discipline: Reformation

Range: Fifty feet

Area: One character

Duration: 1d100 minutes multiplied times the level of the caster

Reference: PGM XIII. 1-343.

Chant: I sever (speak their name) from (speak their name).

Ingredients: Dog's excrement

Ritual: If you want someone to be unattractive, either a woman to a man and a man to a woman: Take a dog's excrement and put it in the post-hole of their door, speaking the chant.

Description: Casting this spell will cause the subject of the spell to lose 1d100 Bodily Attractiveness and 1d100 Facial Charisma.

Artwork Here

Vanish

Level: 1

Discipline: Reformation

Range: Fifty feet

Area: One object per two caster levels that does not exceed 1d10 IP

Duration: 1d6 rounds per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell will cause an object of no more than 1d10 IP that is designated and touched by the caster to vanish, removing it from this plane of existence for a short duration. The object is temporarily stored in otherworldly ether. An object that exceeds 1d10 IP as determined above will not vanish even in part. The object reappears in exactly the same location. For example, if a spellcaster caused someone's ring to Vanish, and the victim moved from the initial location, the ring would reappear not on their finger, but where it was exactly when it vanished. Since planets are in motion, this is almost never likely to be where anticipated.

Inventive spellcasters have been known to take a link out of a chain (such as in a drawbridge), a support spike out of a bridge, a rudder from a ship, and a shoe from a character walking over broken glass.

Artwork Here

Varicose Veins

Level: 1

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell will cause a touched creature to acquire Varicose Veins. Varicose Veins are numerous small veins near the surface of the skin. For the spell to take effect, the spellcaster must touch the target creature. If the target creature does not desire to be touched, then the spellcaster must make a successful Brawling skill check (see *Chap. 8: Skills*). Whatever limb is touched by the spellcaster will acquire Varicose Veins. For each limb with Varicose Veins, Bodily Attractiveness decreases by 1d10 sub-ability points.

Walk on Water

Level: 3

Discipline: Reformation

Range: Touch

Area: The water underneath one creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the spellcaster to bestow through touch the ability to Walk on Water. The spell functions by hardening the water underneath the feet of the recipient. This spell will support no more than 200 lbs.

Waves Be Still

Level: 10

Discipline: Reformation

Range: None

Area: Ten square miles of waves

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the waves that surround the caster to be calm and idle.

Wet Dream

Level: 2

Discipline: Domination

Range: Touch

Area: One creature

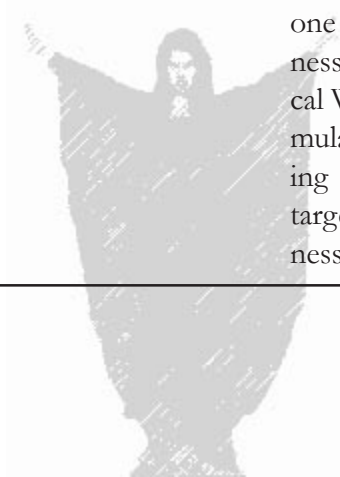
Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a sleeping and touched target creature to have a Wet Dream. A Wet Dream is a dream of sexual desire. For the duration of the spell, the target creature will have an intense sexual dream that is immensely satisfying. For each round that the target creature has a magical Wet Dream, their penis or vagina will seep one fluid ounce of pre-cum or vaginal wetness, respectively. For each round of a magical Wet Dream, the target creature has a cumulative 1% chance of ejaculating or having an orgasm. When the spell ends, the target creature will awaken and notice wetness.



Artwork Here

Wish

Level: 10

Discipline: Universal

Range: Special

Area: Special

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a wish of the spellcaster to become reality. The wish must be verbalized. The MM is encouraged to be semantically discriminating regarding how the wish is stated. To be clear, the MM should ask that the wish is written, only so that the MM may pause and examine it. Any ambiguous terms may be exploited. Anything unstated may be exploited.

For example, if a spellcaster casts Wish and declares “I wish for a lot of gold,” there are numerous problems with this simple statement. Exactly how much is a lot”? Is a “lot” a quantity or a straw used to draw and decide something? Could “lot” be interpreted as a share, portion, or allotment? If so, what does this mean? More importantly, the spellcaster wished “for” something, which in no way implies ownership or that it should appear before the spellcaster.

Perhaps more important than what is stated is what is not stated. In the simple Wish of “I wish for a lot of gold,” there is no mention of time. A substantial amount of gold may appear just before the end of the spellcaster’s lifetime.

Due to the ease with which the Wish spell may be abused, the MM is cautioned to use their best judgment and be quite literal regarding the interpretation of the wish. If multiple interpretations of a word exist, then select one randomly. If multiple meanings of a phrase exist, write them down and select one randomly. Anytime an ambiguity arises, handle it randomly. A Wish is a serious matter and extremely powerful. As the MM, do not feel rushed or pressured to deliver the outcome in a timely fashion. Take your time and consider the Wish.

Artwork Here

Wishbone

Level: 7

Discipline: Convocation

Range: Fifty feet

Area: Special

Duration: One minute

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes two shadowy demonic beings to appear outside the circle used for convocation. The caster stands within the circle. Protected inside the circle on the ground, the caster points at a target creature outside the convocation circle. Each of the beings immediately grabs a leg of the target creature and they hold the creature upside down and off the ground. The target creature may be no larger than ten feet in height or one ton in weight, nor have a Strength greater than 500. If so, the demonic beings are unable to perform their ritual.

Once the demonic beings have the target creature in position, they pause and wait for the spellcaster to make a wish. By custom, the spellcaster does not verbalize the wish, but merely thinks it. After thinking the wish, the spellcaster customarily nods to the demonic beings. Upon seeing the spellcaster nod, the demonic beings finalize the wish by pulling in opposite directions on the target creature's legs, effectively ripping each leg from its hip socket. The victim will die upon completion of the spell.

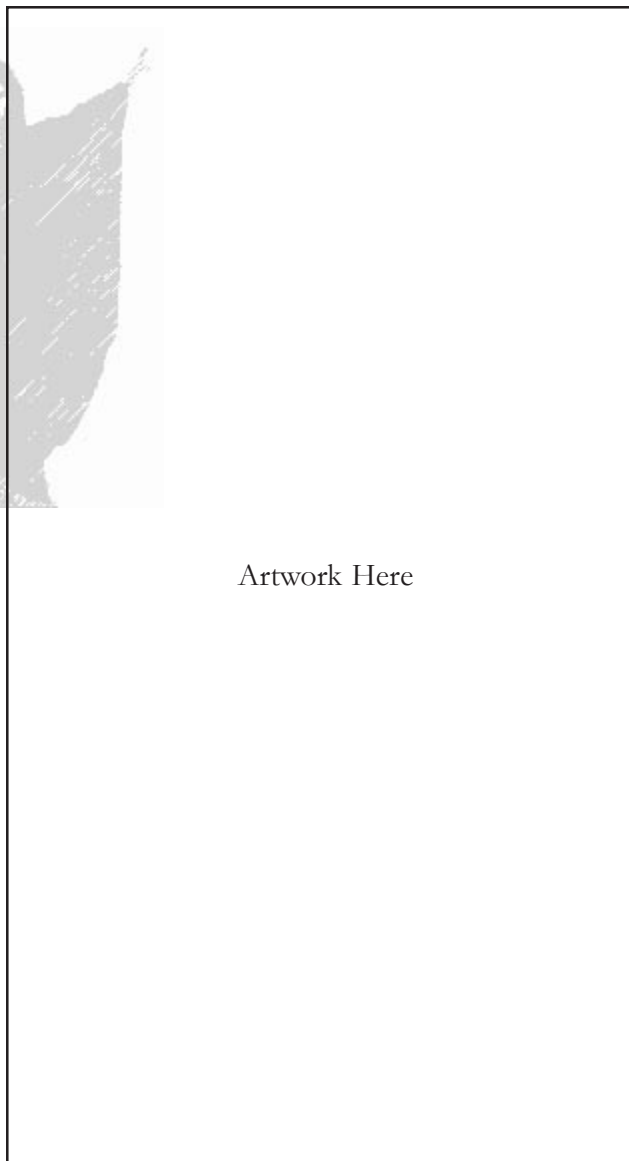
While the spellcaster may wish for whatever their heart desires, only simple wishes are effective. The MM is the final arbiter of the effects. The limitations of this spell are as follows:

If riches are wished for, no more than 100 gp will result, usually falling from the sky before the caster.

No one may be brought back from the dead. Similarly, no one, besides the sacrificial wishbone, will die as a result of this spell.

A maximum of 100 LP may be distributed as healing or damage.

The caster may wish for the casting of a spell that is familiar to them and no higher than spell level 3.



Wooden Carapace

Level: 1

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: 1d6 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell bestows protection on one target mentally selected by the caster. The effect of the spell is a hardening of the outer body and grants a bonus of 15 CA for the duration of the spell.

Worst Nightmare

Level: 4

Discipline: Hallucination

Range: Direct line of sight

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

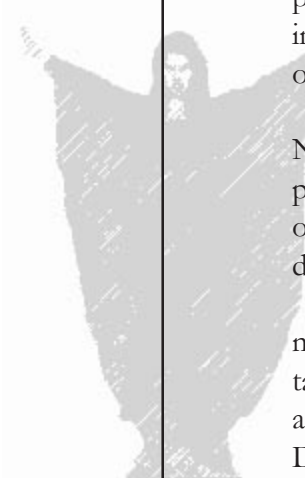
Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the Worst Nightmare of the target creature to seem to appear before them. The target creature must be seen by the spellcaster during casting. The target creature must pass a Common Sense check at TH 90 to disbelieve the hallucination. Only the target creature experiences the hallucination; other creatures in the area do not see the Worst Nightmare of the target creature.

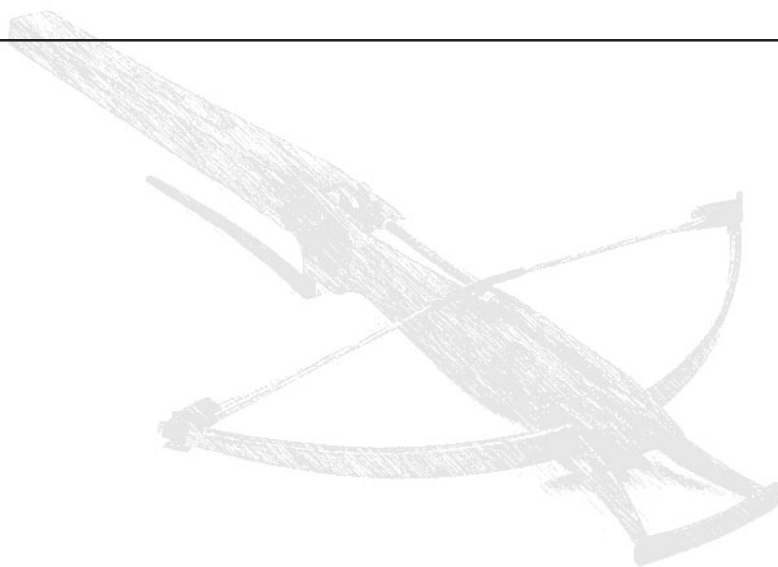
The exact nature of the Worst Nightmare is determined by the MM, or a player may determine the Worst Nightmare of their character. Suggestions include a dragon or a previous lover.

Once it has appeared, whatever it may be, the Worst Nightmare will attack the target creature. The Worst Nightmare will attack in every respect as though it were real. Damage in LP will be felt as though they were real. If LP are reduced to zero, the target creature dies.



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Chapter 13: Magical Items



Artwork Here

Upon adventuring, characters are likely to encounter magical items. This chapter is a compilation of magical items and explanations of their functions or properties. Below is a list of the major categories of magical items. To randomly select a magical item, roll 1d1000 (three ten-sided dice):

Magical Items			
Roll	Result	Roll	Result
001-020	Alchemical, Elixirs	518-521	Household Items, Mirrors
021-050	Alchemical, Oils	522-523	Household Items, Seeds
051-070	Alchemical, Ointments	524	Household Items, Spinning Wheels
071-080	Alchemical, Philters	525-531	Household Items, Stones
081-150	Alchemical, Potions	532	Household Items, Tables
151-160	Alchemical, Salves	533	Household Items, Urns
161-180	Apparel, Boots	534-535	Household Items, Wells
181-190	Apparel, Bracers	536-540	Jewelry, Amulets
191	Apparel, Braziers	541-542	Jewelry, Anklets
192-220	Apparel, Cloaks	543-545	Jewelry, Bracelets
221-222	Apparel, Dresses	546-550	Jewelry, Brooches
223-240	Apparel, Girdles	551-554	Jewelry, Charms
241-250	Apparel, Gloves	555	Jewelry, Crowns
251-270	Apparel, Robes	556-557	Jewelry, Earrings
271	Armor, Barding	558-560	Jewelry, Locketts
272-290	Armor, Helmets	561-570	Jewelry, Medallions
291-310	Armor, Light	571-580	Jewelry, Necklaces
311-330	Armor, Medium	581-590	Jewelry, Pendants
331-360	Armor, Heavy	591-600	Jewelry, Religious Symbols
361-390	Armor, Shields	601-630	Jewelry, Rings
391	Canes	631-640	Jewelry, Talismans
392-405	Household Items, Bags	641-650	Miscellaneous
406-415	Household Items, Beads	651-660	Musical Instruments
416-417	Household Items, Braziers	661-670	Powders
418-425	Household Items, Brooms	671-700	Rods
426-430	Household Items, Candles	701-715	Scripture, Books
431-444	Household Items, Cauldrons	716-720	Scripture, Codexes
445-453	Household Items, Censers	721-730	Scripture, Grimoires
454-461	Household Items, Chalices	731-735	Scripture, Librams
462	Household Items, Chess Sets	736-745	Scripture, Scrolls
463-469	Household Items, Chests	746-755	Scripture, Tablets
470-471	Household Items, Coins	756-760	Scripture, Tomes
472-474	Household Items, Dice	761-788	Staves
475-485	Household Items, Figurines	789	Torture Devices
486-490	Household Items, Flagons	790-800	Wands
491-495	Household Items, Goblets	801-900	Weapons, Melee
496-500	Household Items, Hourglasses	901-930	Weapons, Miscellaneous
501-505	Household Items, Incense	931-998	Weapons, Missile
506-510	Household Items, Jars	999	Weapons, Sentient
511-517	Household Items, Maps	1000	Weapons, Siege Engines

Next, proceed to the corresponding table and randomly determine the specific item.

Alchemical Liquids, Notes on

Alchemical liquids are unrelated to the Alchemy skill in *Chapter 8: Skills*. Alchemical liquids, even of the same magical effect or name, tend to be different each time. Therefore, if a particular spellcaster makes two Elixirs of Life, they are likely to be different in color and odor. Hence, experimenting with alchemical liquids in attempts to determine their nature can prove dangerous and is often futile or misleading.

Warning: Do not mix alchemical liquids, as the mere contact of the two liquids necessitates a roll on *Appendix 3: Random Magical Effects*.

Alchemical, Elixirs

Elixirs may be substances capable of transmuting metals into gold and prolonging life or a cure-all. The imbiber of the elixir experiences magical effects.

01-25 Elixir of Gold: Whosoever imbibes this elixir may notice the magical conversion of 1d12 ounces of metal in immediate fleshly contact with the imbiber into gold. According to ancient trollish records, there once was a king who favored this elixir named Midas.

26-50 Elixir of Healing Sleep: Whosoever imbibes this elixir is forced to fall asleep for 1d8 hours. Upon awakening, the imbiber has recovered all Life Points. This was the best sleep the imbiber ever experienced.

51-75 Elixir of Life: Whosoever imbibes this elixir is fully revived, recovering all Life Points. Regardless of the total potential number of Life Points of the imbiber, and regardless of how wounded the imbiber may be, the imbiber recovers all LP. Additional Elixirs of Life do not increase LP beyond normal potential.

76-100 Elixir of Years: Whosoever imbibes this elixir does not age for 1d20 years.

Alchemical, Oils

Oils are magical liquids that must be thickly applied to a creature or object to enact the magical effects. Thoroughly coating the object with the alchemical oil is usually necessary.

Oftentimes, the entire body must be covered for the magical oil to function correctly. Anakim require 15 vials or fluid ounces of oil, bugbears require 8 vials, humans require 5, kobolds only 4 vials, ogres 25, and trolls 15 vials. It is not fully possible to apply the oil to oneself; someone else must do it. Applying the oil thoroughly takes roughly an hour, two for an ogre.

01-25 Oil of Armor: Upon applying this oil to one's unarmored body, each vial bestows protection. The entire body must be covered for it to function correctly. Once the entire body is covered, CA increases by 2d20 for 1d4 hours.

26-50 Oil of Lubrication: This oil provides friction-free lubrication between any two surfaces for a duration of 1d4 hours.

51-75 Oil of Ontendan: Whosoever has their body entirely covered by this oil will be able to ignite the oil without being burned, and will be immune to all fire while the oil is wet. The oil will dry within 1d4 hours, and the flames, if ignited, will extinguish as it dries. This oil burns a different color and intensity depending on its age. The older the oil, the more brightly it burns and the longer are the flames. Roll 1d1000 to determine its age in years. The oil will range from looking like natural fire (age 1 year) to fluorescent green (age 1,000).

76-100 Oil of Poison Oak: Upon applying this oil to one's body, each vial seems to have no effect. However, 3 hours after application, the oil creates itchy welts everywhere the oil contacts skin. For 4 days, Initiative suffers a -20 penalty, Bodily Attractiveness and Facial Charisma suffer -30, and the character is compelled to itch constantly.

Alchemical, Ointments

Ointments are magical liquids that must be sprinkled onto a creature or object to enact the magical effects.

01-50 Ointment of Magnetic Attraction: Anything upon which this ointment is sprinkled becomes a powerful magnet, attracting all metal within a 1d100' radius. A Strength of (100 + 1d100) is required to remove metal objects from the object with the ointment. Magnetism lasts for 1 hour. Beware of sharp flying objects. Flying objects do damage according to the damage modifier with the Strength of the magnetism.

51-100 Ointment of Sores: If this ointment is applied to living creatures, sores immediately appear where the ointment is sprinkled. If this ointment is applied generously, they will be covered with sores. Each dash of the ointment produces 1d4 sores, and each full vial may contain 20 dashes. Each sore may either be a lesion or a puss bubble. Each sore causes 1 Life Point of damage, Facial Charisma and/or Bodily Attractiveness to suffer - 2.

Alchemical, Philters

Philters are liquid magical charms having the power to excite sexual passion. The imbiber of the philter experiences magical effects.

01-05 Philter of Anakim Lust: Whosoever imbibes this philter will be a sexual object for all anakim within a 100' radius. All anakim within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

06-10 Philter of Angelic Lust:

Whosoever imbibes this philter will be a sexual object for all angels within a 100' radius. All angels within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

11-15 Philter of Demonic Lust:

Whosoever imbibes this philter will be a sexual object for all demons within a 100' radius. All demons within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

16-20 Philter of Disinterest:

Whosoever imbibes this philter loses all sexual desire for 1d6 weeks.

21-25 Philter of Dragon Lust:

Whosoever imbibes this philter will be a sexual object for all dragons within a 100' radius. All dragons within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

26-30 Philter of Dwarven Lust:

Whosoever imbibes this philter will be a sexual object for all dwarves within a 100' radius. All dwarves within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

31-35 Philter of Elven Lust:

Whosoever imbibes this philter will be a sexual object for all elves within a 100' radius. All elves within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

36-40 Philter of Gnomish Lust:

Whosoever imbibes this philter will be a sexual object for all gnomes within a 100' radius. All gnomes within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

41-45 Philter of Goblin Lust:

Whoever imbibes this philter will be a sexual object for all goblins within a 100' radius. All goblins within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

46-50 Philter of Kobold Lust:

Whosoever imbibes this philter will be a sexual object for all kobolds within a 100' radius. All kobolds within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

51-55 Philter of Hobgoblin

Lust: Whosoever imbibes this philter will be a sexual object for all hobgoblins within a 100' radius. All hobgoblins within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

56-60 Philter of Human Lust:

Whoever imbibes this philter will be a sexual object for all humans within a 100' radius. All humans within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

61-65 Philter of Incubi Fly:

Whosoever imbibes this philter will be a sexual object for all females within a 100' radius. All females within 100' seek to be impregnated by the imbiber, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

66-70 Philter of Mammal Lust:

Whosoever imbibes this philter will be a sexual object for all mammals within a 100' radius. All mammals within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

71-75 Philter of Ogre Lust:

Whosoever imbibes this philter will be a sexual object for all ogres within a 100' radius. All ogres within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

76-80 Philter of Self Lust:

Whoever imbibes this philter will be only sexually interested in themselves. The imbiber will masturbate feriously, even after pain ensues. The duration of these effects for the imbiber is 1d6 hours.

81-85 Philter of Succubi Fly:

Whosoever imbibes this philter will be a sexual object for all males within a 100' radius. All males within 100' seek to impregnate the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

86-90 Philter of Troll Lust:

Whoever imbibes this philter will be a sexual object for all trolls within a 100' radius. All trolls within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

91-100 Philter of Universal Lust:

Whosoever imbibes this philter will be a sexual object for all creatures within a 100' radius. All creatures within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is 1d6 hours.

Alchemical Potions

Potions are magical liquids. The effects of potions are diverse. The imbiber of the potion experiences magical effects.

01-12 Potion of Evanescence:

Whosoever imbibes this potion becomes totally invisible, unable to be seen by others. The effect of this potion lasts 1d20 minutes. While invisible, attacks may be made and invisibility is not jeopardized, but the defender may estimate the location of the invisible character for the round with an Intuition check of TH 90. If so, the defender may attack the invisible assailant without penalty, though only for one attack. Otherwise, the defender may attempt to attack the invisible assailant, though with a penalty of 90 to attack rolls.

13-24 Potion of Impregnation:

If any female imbibes this potion, then she instantaneously becomes pregnant, though she will not show until three months later, though morning sickness may offer a clue; female imbibers must pass a Intuition check at TH 80 to guess that they are pregnant. If a male imbibes this potion, the next female with which he copulates will become pregnant upon ejaculation with a 100% chance.

25-36 Potion of the Magister:

Upon imbibing this potion, a mage or sorcerer temporarily gains 2d4 levels in their occupation, thereby gaining the appropriate amount of Magic Points. New spells are not gained. However, spells currently known have a more powerful effect. The effects of this potion upon the imbiber last for 1d100 rounds.

37-48 Potion of Mental Health:

Upon imbibing this potion, one mental illness will be permanently cured.

49-60 Potion of Mental Illness:

Upon imbibing this potion, one random mental illness is permanently acquired. See *Chap. 5: Mind*.

61-72 Potion of Permanent Sterilization: Upon imbibing this potion, all sperm in the male will forever be dead and useless, and all eggs in the female will forever be dead and useless.

73-84 Potion of Quintuplet Impregnation: Identical to the Potion of Impregnation, this potion insures that five children will result.

85-100 Potion of Tormenting Madness: Whosoever imbibes this potion believes that a ring of fire surrounds the imbiber's head, though no one else sees it. Further, male imbibers envision incubi dancing around their head in the ring of imagined fire, demanding sexual favors. Female imbibers envision succubi dancing around their head in the ring of imagined fire, demanding sexual favors. Further unrelenting craziness happens, which depends from character to character. Popular reports have been that the demons rip open their intestines and swing them about gleefully. The effects do not cease just because the character is able to sleep from exhaustion. The effects of this potion last for 1d6 weeks. A base Drive check of TH 10 must be passed to not become openly suicidal. The TH increases by 15.

Alchemical, Salves

Salves are applied to wounds for healing and remedies, and may be comforting or soothing. The imbiber of the salve experiences magical effects.

01-15 Salve of Curing: Whosoever imbibes this salve is instantly cured of any disease.

16-30 Salve of Inflicting: Whosoever imbibes this salve is immediately inflicted with a random disease. See *Chap. 3: Body*.

31-45 Salve of Life: Whosoever imbibes this salve recovers 1d10 Life Points.

46-60 Salve of Pestilence: Whosoever imbibes this salve becomes a pestilential host, though the imbiber is immune to the effects of the pestilence; for the duration of this salve's effects, the imbiber is immune to tuberculosis. The duration of this salve's effects is 2d20 days. All who come within 50 feet of the imbiber must pass a Health Check at TH 40 to avoid acquiring tuberculosis (see *Chap. 5: Mind*).

61-75 Salve of Poison: Whosoever imbibes this salve acquires a random poison. See *Chap. 17: Natural Substances*.

76-100 Salve of Wounding: Whosoever imbibes this salve loses 1d10 Life Points.

Apparel, Boots

Boots are protection for the foot and the lower leg. Most boots are constructed of leather. Both boots of the same magical item must be worn for an effect to be noticed, unless stated otherwise.

01-15 Boots of Beorgan: These boots comfortably fit the wearer and seem to be normal in all respects. However, these boots grant the wearer 1d10 CA against melee attacks seen by the wearer due to improved footwork during combat.

16-30 Boots of Endurance:

These boots comfortably fit the wearer and seem to be normal in all respects. However, once the wearer begins to sprint, the wearer will notice that they will not become exhausted and may sprint as long as desired.

31-45 Boots of Kicking:

These boots comfortably fit the wearer and seem to be normal in all respects. However, when a character makes a successful kick (see Brawling in *Chap. 8: Skills*), the kick does double the normal damage before modifiers are applied.

46-70 Boots of Velocity:

These boots comfortably fit the wearer and seem to be normal in all respects. However, these boots allow the wearer to sprint at twice their natural sprint speed.

71-85 Cursed Boots of Perpetual Sprinting:

These boots comfortably fit the wearer and seem to be normal and desirable in all respects. However, once the wearer begins to sprint, the boots will continue to force the legs of the wearer to sprint perpetually. The wearer must make appropriate checks (see the Sprint skill in *Chap. 8: Skills*) until they are exhausted and physically unable to continue sprinting. Eventually, the boots will be dragging the body of the wearer, who will be too weak to change the direction of the sprint. The boots will sprint in the same direction until they run into a solid object. A new direction will be determined randomly. Damage may occur to the wearer, as determined by the MM.

86-100 Cursed Boots of Sprint

Resistance: These boots comfortably fit the wearer and seem to be normal and desirable boots in all respects. However, whenever the wearer attempts to sprint, the boots seem to weigh 800 lbs. apiece, offering resistance to movement.

Apparel, Bracers

Bracers are coverings for the lower forearm, and may be made from a variety of materials, though leather and metal are most common. Both bracers of the same magical item must be worn for an effect to be noticed, unless stated otherwise.

01-14 Bracers of Bile: Whosoever wears these bracers on their forearms will notice that several drops of bile are somehow emitted from the bracers onto an opponent when they are struck by a fist or elbow during Brawling.

15-28 Bracers of Blindfighting: Whosoever wears these bracers on their forearms will receive a bonus of 2d20 to their Blindfighting skill check. These bracers help guide the arms of the wearer during combat when the wearer cannot see their enemy.

29-42 Bracers of Brawling: Whosoever wears these bracers on their forearms will receive a bonus of 1d10 to the damage of a successful Brawling attack if a fist or elbow was used.

43-56 Bracers of Bugbear Strength: If a male wears these bracers, his Strength will become 140. If a female wears these bracers, her Strength will become 110. Note that a character's Strength may either increase or decrease by wearing these bracers.

57-70 Bracers of Combat: Whosoever wears these bracers on their forearms will receive a bonus of 1d20 to their attack skill checks. These bracers help guide the arms of the wearer during combat.

71-84 Bracers of Strength: Whosoever wears these bracers on their forearms notices an increase, depending on the pair of bracers, of (1d100)% in their Strength sub-ability.

85-100 Cursed Bracers of Weakness: Whosoever wears these bracers on their forearms notices a decrease, depending on the pair of bracers, of (1d100)% in their Strength sub-ability.

Apparel, Braziers

There are two types of braziers. One is apparel, the other is a household item. This type of brazier is material that covers and supports the breasts of a female. Unless otherwise specified, a magical brazier conforms to the size of the breasts of the wearer.

01-20 Braziers of Flattering: Though the material of this brazier may vary, including a variety of metals or cloth, whenever a female wears this brazier, the appearance of her breasts is magically enhanced. The exact effect is best described by the MM.

21-40 Brazier of Immobility: Whenever a female wears this brazier, provided that her breasts are cup size 'B' or larger, she will notice that she does not suffer discomfort due to running or jumping. While wearing this brazier, her breasts are immobile, so they are not bouncing all over the place during physical activity.

41-60 Brazier of Staring: Whenever a female wears this brazier, all other characters who see the wearer will stare at the brazier. They will be unable to look away unless they pass a Drive sub-ability check at TH 40. They will not be sexually compelled, regardless of what the wearer thinks, but they will simply have a staring problem.

61-80 Cursed Brazier of Droopiness: Whenever a female wears this brazier, her breasts appear to others as though weights were pulling down her nipples. However, the wearer will believe that her breasts look great while wearing this brazier. Any character who sees her breasts in this brazier, and with no other garment over them, will react as though her Bodily Attractiveness is lowered by 2d20.

81-100 Cursed Brazier of Flattening: Though the material of this brazier may vary, including a variety of metals or cloth, whenever a female wears this brazier, her breasts are reduced by 1d4 cup sizes.

Apparel, Cloaks

A cloak is a garment that hangs on a character's back from the shoulders and usually extends to the thighs or knees. A cloak may be made from a variety of materials, though cloth or wool are most common.

01-20 Cloak of Anonymity:

Whosoever wears this cloak will be anonymous to those who see and talk with the wearer. Other characters will overlook the wearer, and if introduced, forget all about the character in 1d100 minutes.

21-40 Cloak of Life: Whosoever wears this cloak experiences a temporary gain of (1d100)% Life Points. This effect varies with each such cloak.

41-60 Cloak of Self-Craving:

Whosoever wears this cloak will sexually crave themselves and attempt to orally tantalize their own genitals, no matter how far away. Upon fastening this cloak, the manhood of a male will become erect and throb. Upon fastening this cloak, the clitoris of a female will become swollen. Regardless of whether the wearer is in public or not, the wearer will attempt to bend forward and connect their tongue to their excited genitals. The wearer must pass a Health sub-ability check at TH 75 to not break their neck, because the difficulty of this task will cause frustration, which in turn will cause violent attempts to accomplish the task. If the neck of the wearer breaks, they die. If the Health check is passed, then the character does not break their neck and, due to depression, lose all sexual interest for 1d6 months. This effect occurs each time the cloak is fastened onto a character.

61-80 Cloak of Stature: Whosoever wears this cloak experiences a temporary gain of (1d100)% Kinetic Charisma. This effect varies with each such cloak.

81-100 Cloak of Warmth: Whosoever wears this cloak will not feel the effects of cold, whether magical or non-magical.

Apparel, Dresses

Dresses include fashionable clothing for a female. A dress usually covers most of her body and is made of cloth. Otherwise, styles can vary greatly.

01-15 Cursed Dress of Debauchery: Whenever a female wears this dress, her debauchery points increase to 100 (see *Chap. 6: Sociality*). The wearer is compelled to sell her body to absolutely any character. The wearer will solicit every character she sees and will accept 1 s.p., for which she will do any sexual favor and for which she will allow anything to be done to her as long as her sexual partner is sexually satisfied.

16-30 Cursed Dress of Misperception: Whenever a female wears this dress, she will suffer from the misperception that the dress enhances her beauty by an increase of 2d100 Bodily Attractiveness sub-ability points. The wearer will act as though she is far more beautiful than she is.

31-45 Cursed Dress of Ugliness: Whenever a woman wears this dress, her Bodily Attractiveness sub-ability decreases by 1d20 points. The penalty depends on the garment, but is fixed regarding the wearer.

46-60 Dress of Bodily Attractiveness: Whenever a female wears this dress, her Bodily Attractiveness sub-ability increases by 1d20 points. The bonus depends on the garment, but is fixed regarding the wearer.

61-75 Dress of Concealment: Whenever a female wears this dress, she may conceal objects between her breasts. Regardless of the size of her breasts or the fit of the dress, the wearer may hide an object no longer than 5 feet or no thicker than 12 inches in circumference.

76-100 Dress of Seduction:

Whenever a female wears this dress, a bonus of 1d20 is granted to any Seduction skill checks. The bonus depends on the garment, but is fixed regarding the wearer.

Apparel, Girdles

A girdle is a belt, usually made of leather and worn around the waist. Sometimes belts are several inches across.

01-09 Chastity Belt of Cursed Impregnation: This cursed chastity belt will immediately and magically impregnate any woman who wears it. Worse, in a world where male children are desired, the child will be female.

10-18 Chastity Belt of Impregnation: This cursed chastity belt will immediately and magically impregnate any woman who wears it.

19-27 Chastity Belt of Sterilization: This cursed chastity belt will immediately and permanently sterilize any woman who wears it.

28-36 Cursed Girdle of Constriction: When worn, this belt magically tightens itself around the waist of the wearer. This constriction saps (1d100)% of the Physical Fitness and Strength of the wearer. This belt can only be removed by a character with a Strength of 250 or greater. Otherwise, it may be cut off, and risk of damage to the wearer must be considered.

37-45 Cursed Girdle of Famine: When worn, this belt causes the wearer to lose all desire to eat or drink. The effect of this belt is similar to the spell entitled Bestow Loss of Appetite (see *Chap. 12: Spells*). The wearer is able to remove it whenever they desire. Though the wearer feels no desire to eat while wearing the belt, extreme hunger will overwhelm them upon removing it.

46-54 Cursed Girdle of Gelation:

Whosoever wears this belt will lose 1d10 LP per round as their blood freezes. Once all LP are lost, the character's heart freezes and death replaces life. As the belt is fastened, the wearer must pass Intuition at TH 50 to remove the belt. Otherwise, the wearer becomes a slave to the belt and is compelled to dramatically play god. The character may choose which god to impersonate. Any character wearing this belt is immune to fire.

55-63 Girdle of Bodily Attractiveness: Whosoever wears this belt will seem as though their waist is much thinner than it is. While wearing this belt, other characters react as though the wearer has a Bodily Attractiveness that is (1d100)% higher than it is. By degree, each Girdle of Bodily Attractiveness is different.

64-72 Girdle of the Gem: The center of the front of this belt bears a gem. Consult *Chapter 14: Treasure* to determine the type and size of the gem. As long as this gem remains intact and undamaged, it retains 1d4 magical effects, which the wearer may use by rubbing on the gem with a finger. If the belt is not worn, then rubbing the gem produces no effect. If it has multiple effects, the effect is selected randomly each time enacted. To determine the magical effect(s), consult *Appendix 3: Random Magical Effects*.

73-81 Girdle of Girth: Whosoever wears this belt will seem as though their whole body is much thicker than it is. While wearing this belt, other characters react as though the wearer has a Strength that is (1d100)% higher than it is. By degree, each Girdle of Girth is different.

82-90 Girdle of Strength: When worn, this belt grants the wearer an increase of (1d100)% in their Strength sub-ability. By degree, each Girdle of Strength is different.

91-100 Girdle of Weakness: When worn, this belt saps (1d100)% of the Strength sub-ability of the wearer. By degree, each Girdle of Weakness is different.

Apparel, Gloves

Gloves are fashioned of leather or cloth. A glove is fitted to a hand and may protect it from harm or cold. Both gloves must be worn for magical effects to occur, unless otherwise stated.

01-20 Cursed Gloves of Self-Strangulation: Whosoever wears these gloves must pass a Common Sense sub-ability check at TH 50 or attempt to strangle themselves into unconsciousness for 1d20 rounds. Upon awakening, another Common Sense check must be made to refrain from self-strangulation. Once worn, the wearer will resist all attempts to remove the gloves.

21-40 Gloves of Hand-Eye Coordination: Whosoever wears these gloves notices that they conform closely to the wearer's hands and magically bestow an increase of 1d100 Hand-Eye Coordination. By degree, each pair of Gloves of Hand-Eye Coordination differ.

41-60 Gloves of Odium: Whosoever wears these gloves will experience an increase of 1d100 points in their choleric temperament. This may cause a change in temperament. Typically, this increase results in hostility toward others.

61-80 Gloves of Spanking: Whosoever wears these gloves will be compelled to spank the buttocks of a member of the opposite sex who has a Bodily Attractiveness of at least 120. To resist the urge to spank, the wearer must pass a Drive sub-ability check at TH 80. Otherwise, the wearer will not be satisfied until they have spanked 1d10 times with (1d100)% of their possible force.

81-100 Gloves of Strangulation: Whosoever wears these gloves must pass a Common Sense sub-ability check at TH 50 or attempt to strangle the first creature seen with a neck. Once worn, the wearer will resist all attempts to remove the gloves.

Apparel, Robes

A robe is a long, loose, outer garment cut in flowing lines and used for ordinary wear by both men and women. The robe must be worn for magical effects to occur, unless otherwise stated.

01-09 Poison Robe of the Hidden Flame: This robe is dark-golden in color, and while the wearer will not detect anything until fully worn, this robe will both poison the victim (Health TH of 60 or die) and burn their marrow with an invisible fire (1d8 LP damage per round worn).

10-18 Robe of Chaos: Whosoever wears this robe experiences an increase of 1d1000 Magic Points in, and only in, chaos magic. This robe has no effect on a character who is incapable of casting magic. By degree, each Robe of Chaos differs.

19-27 Robe of Mysterious Erections: Whosoever wears this robe will experience an erection that lasts as long as the robe is worn. If the wearer is male, then the manhood of the wearer will become erect and protrude forth with might; the erection of the male will be obvious to any character who sees the wearer regardless of the size of the manhood. If the wearer is female, then the nipples of the wearer will become erect and be clearly visible through the robe; the erect nipples will be obvious to any character who sees the wearer regardless of the size of the nipple. What is mysterious about these erections, aside from the fact that they occur while the robe is worn, is that the wearer is completely unaware of being erect.

28-36 Robe of Reading: Whosoever wears this robe will be able to read any language. The wearer will not be able to speak or write in the observed language. However, whatever is written will be read and understood by the wearer.

37-45 Robe of Realization: Whosoever wears this robe will be able to realize the actions of a character one round before they occur.

46-54 Robe of Redundancy:

Whosoever wears this robe will continuously speak about the most scholarly topic that interests them. Worse, the wearer will repeat every sentence 1d10 times, but seem to be unaware of the redundancy. The wearer will speak to any character who will listen. When no character will listen, the wearer will talk aloud to themselves.

55-63 Robe of Reflection: Whosoever wears this robe will experience an increase of 1d100 Reflection sub-ability points. By degree, each Robe of Reflection is different.

64-72 Robe of Religion: Whosoever wears this robe will experience an increase of 1d100 Piety Points. By degree, each Robe of Religion is different.

73-81 Robe of Repentance: Whosoever wears this robe will declare that they have sinned against the gods. The wearer will approach any character who will listen and plead for their forgiveness and knowledge of how to properly repent to the gods. When the wearer is asked how they sinned, the wearer will admit to hubris. Since the wearer believes they are better than all the gods, the wearer has offended each of them.

82-90 Robe of Rooting: Whosoever wears this robe may cause tree roots to burst forth from the ground, wrap entirely around the wearer, and hold them fast. The wearer may enact and dismiss this effect once per day at will. Although fully covered, the wearer is still able to breathe through the roots. While covered, the wearer is unable to be touched, unless 3,000 IP of damage is done to the same location on the roots.

91-100 Robe of Rudeness: Whosoever wears this robe will be rude to any character who addresses them. Roll 1d6 to determine the wearer's response. The wearer will either (1-2) sneer, (3-4) walk away, or (5-6) verbally accost whoever addresses them.

Armor, Barding

Barding is armor for a horse. The type of barding will be specified for each entry. The barding must be worn for magical effects to occur, unless stated otherwise.

To randomly determine a magical barding armor, the armor may have both a prefix and a suffix, such as a Bouncing Barding of Balance. In this example, 'bouncing' is the prefix, and 'balance' is the suffix. First, roll percentile dice and consult the table below to determine the type(s).

Roll	Result
01-45	Prefix
46-90	Suffix
91-100	Prefix and Suffix

To determine the prefix and/or suffix, proceed to the appropriate table(s) below.

Prefixes

01-11 Deflecting: Whosoever uses this armor will be protected from all Crucial Damage from hacking attacks unless the natural die is 92 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 1. Only 80% of hacking damage is taken.

12-19 Evading: Whosoever uses this armor will be protected from all Crucial Damage from hacking attacks unless the natural die is 94 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 2. Only 60% of hacking damage is taken.

20-25 Reflecting: Whosoever uses this armor will be protected from all Crucial Damage from hacking attacks unless the natural die is 96 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 3. Only 40% of hacking damage is taken.

26-30 Ricocheting: Whoever uses this armor will be protected from all Crucial Damage from hacking attacks unless the natural die is 98 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 4. Only 20% of hacking damage is taken.

31-32 Shutting: The armor penalty regarding the sub-ability of Agility is lessened by 5. The user is immune to hacking damage.

33 Withstanding: The armor penalty regarding the sub-ability of Agility is negated. The user is immune to hacking damage, and all hacking damage is returned to the attacker; the weapon is physically returned against the attacker, so there is a possibility of Crucial Damage.

34-46 Bouncing: Whoever uses this armor will be protected from all Crucial Damage from pounding attacks unless the natural die is 92 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 1. Only 80% of pounding damage is taken.

47-54 Rebounding: Whoever uses this armor will be protected from all Crucial Damage from pounding attacks unless the natural die is 94 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 2. Only 60% of pounding damage is taken.

55-60 Recoiling: Whoever uses this armor will be protected from all Crucial Damage from pounding attacks unless the natural die is 96 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 3. Only 40% of pounding damage is taken.

61-64 Rejecting: Whoever uses this armor will be protected from all Crucial Damage from pounding attacks unless the natural die is 98 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 4. Only 20% of pounding damage is taken.

65-66 Repelling: The armor penalty regarding the sub-ability of Agility is lessened by 5. The user is immune to all pounding damage.

67 Shunning: The armor penalty regarding the sub-ability of Agility is negated. The user is immune to pounding damage, and all pounding damage is returned to the attacker; the weapon is physically returned against the attacker, so there is a possibility of Crucial Damage.

68-79 Closing: Whoever uses this armor will be protected from all Crucial Damage from stabbing attacks unless the natural die is 92 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 1. Only 80% of damage is taken.

80-87 Ejecting: Whoever uses this armor will be protected from all Crucial Damage from stabbing attacks unless the natural die is 94 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 2. Only 60% of damage is taken.

88-93 Evicting: Whoever uses this armor will be protected from all Crucial Damage from stabbing attacks unless the natural die is 96 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 3. Only 40% of damage is taken.

94-97 Expelling: Whoever uses this armor will be protected from all Crucial Damage from stabbing attacks unless the natural die is 98 or greater. The armor penalty regarding the sub-ability of Agility is lessened by 4. Only 20% of damage is taken.

98-99 Repulsing: The armor penalty regarding the sub-ability of Agility is lessened by 5. The user is immune to stabbing damage.

100 Sealing: The armor penalty regarding the sub-ability of Agility is negated. The user is immune to stabbing damage, and all stabbing damage is returned to the attacker; the weapon is physically returned against the attacker, so there is a possibility of Crucial Damage.

Suffixes

01. Absorption, of: Whosoever dons this armor will be healed, instead of damaged, when a particular type of attack is successful against them. To determine the type of absorption, roll 1d100: (01-10) corroding, (11-20) brawling, (21-30) burning, (31-40) electrocuting, (41-50) freezing, (51-60) hacking, (61-70) pounding, (71-80) sonic, (81-90) stabbing, or (91-100) wind. For example, if the wearer absorbs hacking attacks, then whenever the wearer is attacked with a berdeesh, it heals them instead of damaging them.

02. Agelessness, of: Whosoever dons this armor will age at only 1/10th the normal rate. However, the effects are negated once the armor is removed. For example, if worn for 200 years, a character will only age 20 years; once the armor is removed, the wearer instantly ages the additional 180 years.

03. Agility, of: Whosoever dons this armor experiences an increase of 1d100% of their natural sub-ability of Agility while wearing it.

04. Antacid, of: Whosoever dons this armor is immune to 1d100% of damage from acid while wearing it.

05. Anti-base, of: Whosoever dons this armor is immune to 1d100% of all damage from bases while wearing it.

06. Balance, of: Whosoever dons this armor receives a bonus of 1d100 to their Balance skill checks while wearing it.

07. Blindfighting, of: Whosoever dons this armor receives a bonus of 1d100 to their Blindfighting skill checks while wearing it.

08. Bounty Hunters, of: This armor only provides magical protection for a character who is a bounty hunter by occupation. In addition to granted magical properties, this armor grants a CA of 99 when in combat against whoever the bounty hunter is hired to retrieve.

09. Charisma, of: Whosoever dons this armor will gain 1d20 points to each sub-ability in the Charisma category while wearing it.

10. Constriction, of: Whosoever dons this armor will notice nothing unusual until they enter life-threatening combat. After the first round, the armor will become skin-tight and constrict both the movement and blood flow of the wearer. The MM must determine the effects depending on the location. If the armor is a full suit of armor, then the character will lose 20 sub-ability points of Strength per round until death occurs at zero. A Strength of 1d1000 is required to remove the armor.

11. Cruelty, of: Whosoever dons this armor will be compelled each 1d100 rounds to attack a random sentient character or creature within 1d100 feet. The attack is not meant to kill or initiate combat, but cause pain and suffering. After initially attacking them, the wearer will leave them alone so that they may suffer. The wearer will enjoy the pain of others.

12. Clerics, of: This armor only provides magical protection for a character who is a priest by occupation. In addition to granted magical properties, this armor also grants a CA of 99 in combat or warfare against any characters who are opposite of their god regarding disposition or temperament.

13. Demotion, of: Whosoever dons this armor will instantly lose enough Advancement Points (AP) to revert to their previous occupational level of their current or most recent occupation. This effect only functions once per character. When the armor is removed, the character recovers the lost level and AP.

14. Devourment, of: Whosoever dons this armor will be unable to remove it unless a Strength of 1d1000 is applied. Multiple characters may combine their Strength to remove the armor. This armor devours the wearer. The first round it is worn, the inside of the armor becomes wet with saliva. The second round, the armor will seem to be licking them. Thereafter, in 1d10 rounds, the armor will fully consume all flesh and bone that it touches. After everything is consumed that it was supposed to protect, the armor digests it in 1d10 rounds. After digestion, the armor defecates a runny yellow liquid that smells like rotten ass. In 1d10 rounds, this liquid coagulates on the ground and becomes a miniature, cannibalism version of the wearer who suffered devourment. The disposition of the miniature character will be Unethical Immoral and it will stop at nothing until it feeds upon the original character. The miniature will be 1/10th the size of the original character, and it will gargle deeply before eating each organ.

15. Dexterity, of: Whosoever dons this armor will gain 1d20 points to each sub-ability in the Dexterity ability while wearing it.

16. Discreation, of: Whosoever dons this armor will become discreated, unless they pass a Health sub-ability check at TH 50. If a character is discreated, then they never existed. The past is altered. No other character who knew them in the past will remember knowing them. The armor falls to the ground and remains. If a character passes their Health check, they are forever immune to the discreation property of this particular armor.

17. Disrelishing, of: Whosoever dons this armor will find all food and drink consumed to be unpalatable. However, the wearer will refuse and fight others to the death who suggest the armor should be removed. Until the armor is removed, the wearer will lose 2 pounds per day.

18. Ethicality, of: Whosoever dons this armor will behave ethically and their disposition will change accordingly until the armor is removed.

19. Fatality, of: Whosoever touches this armor dies instantly, and falls face down, dead on the ground, while groaning "find me before another is found." However, once the corpse is half-eaten by insects, it comes alive in the darkness and is no longer left murdered and nameless. If so desired, the armor may now be worn by this nocturnal creature, only able to function as a live being during dark. It will also have the same ability scores as the former character and it will instantly become lifeless as a corpse the very moment sunlight touches it; only to rise again the next nightfall. Furthermore, it is compelled to attack and kill all non-nocturnal beings, especially beautiful beings of the opposite sex whose Facial and Bodily Attractiveness sub-ability scores each exceed 115. Note that if the former character had spellcasting ability, the nocturnal creature will have them also.

20. Floatation, of: Whosoever dons this armor will have the ability to magically float at 1d100 feet above the ground. This effect lasts for 1d100 rounds and once the effect has indeed ended, the wearer will float harmlessly to the ground. This property is useable 1d100 times per day and the command word is "Floodcock."

21. Gladiators, of: This armor only provides magical protection for a character who is a gladiator by occupation. In addition to granted magical properties, this armor also grants a CA of 99 when used while in a gladiatorial arena.

22. Gookums, of: Whosoever dons this armor experiences an increase of 1d20 points of Intelligence in each sub-ability and is reduced to 80% of natural Height. The eyelids of the wearer will swell as though hit with a maul, and Vision is reduced to 25%. Most importantly, the Manhood or Cup Size is reduced to 50%. Strangely, the ass of the wearer will shrink, drop, and droop.

23. Greasians, of: Whosoever wears this armor acquires hair that is greasy and dark, they lose half of their Drive sub-ability, are reduced to 90% of natural Height, are 80% likely to beat their spouse if they have one, and will be magically unemployed for 1d100 days. However, if the wearer plays drums, the wearer gets a bonus of 1d100 to their skill check.

24. Grounding, of: Whosoever dons this armor is immune to 1d100% of damage from electrocution while wearing it.

25. Habiliment, of: Whosoever dons this armor is protected twice as much for warfare as for combat. The CA of the wearer doubles in warfare compared to combat.

26. Hybridization, of: Whosoever dons this armor will become one with an attacker who successfully kills the wearer. Certain characteristics become dominant, while others become recessive. The higher characteristic becomes dominant. Therefore, the new character will have better abilities, skills, bodily features, etc. This property only functions 1d100 times.

27. Hyperphysicality, of: Whosoever dons this armor has an increased sub-ability in Physique, Charisma, or Dexterity. Roll 1d12 to determine the particular sub-ability to be increased, and then increase the sub-ability by 1d100 for 1d100 rounds. This property only functions once per day.

28. Imitation, of: Whosoever dons this armor will notice that all spells cast in which they are the target will be imitated and returned to the caster, as though the caster is the target. This property does not function regarding area-of-effect spells, but only spells that have a target creature.

29. Immobility: Whosoever dons this armor is unable to move their feet from their current position until the armor is removed. Other characters may be able to move the character donning this armor if a Strength of (1d1000 + 200) is applied. Multiple characters may combine their Strength.

30. Immorality, of: Whosoever dons this armor will behave immorally and their disposition will change accordingly until the armor is removed.

31. Impiety, of: Whosoever dons this armor experiences a decrease of 1d100 Piety Points while wearing it.

32. Inflammability, of: Whosoever dons this armor has damage reduced by 1d100% from fire, whether natural or magical, while wearing it.

33. Invisibility, of: Whosoever dons this armor may be seen as usual, but the armor itself is invisible while wearing it. If this armor is touched, such as during combat, then the armor will glow a color for 1d4 seconds. To determine the color, roll 1d100: (01-08) black, (09-16) gray, (17-24) white, (25-32) green, (33-40) blue, (41-48) yellow, (49-56) red, (57-64) purple, (65-72) brown, (73-80) silver, (81-88) gold, (89-96) flesh, (97) it does not glow, (98) it somehow makes a farting sound (99) it somehow yells "fuck you", (100) it somehow yells "hit me harder, pussy!"

34. Intelligence, of: Whosoever dons this armor will gain 1d20 points in each sub-ability in the Intelligence ability while wearing it.

35. Jewy Jewbacca, of: Whosoever dons this armor will acquire a nose twice the size and a manhood half the size. Further, the wearer will become extremely greedy and fight to the death for one silver piece. Finally, the wearer acquires 2 inches of hair all over their body, resulting in halving their Facial Charisma and Bodily Attractiveness. While hairy, the wearer must bathe every 1d6 hours or smell foul. The armor may be removed at any time and the wearer will return to normal.

36. Jugulating, of: Whosoever dons this armor will be compelled every 1d100 hours to jugulate themselves, meaning cut their own throat. This suicidal attempt will be made until successful or the armor is removed.

37. Kings, of: Whosoever dons this armor is 95% likely to have all others within sight believe they are their rightful king. If this roll is failed, then all characters in sight will attempt to thrash the wearer with malicious intent until their nose bleeds profusely.

38. Liquidity, of: Whosoever dons this armor becomes liquid whenever struck by a weapon. The character will remain liquid for 1d100 rounds. Thereafter, the liquified character will instantly regain their solidity. If the liquid is separated, the character will be dismembered when they regain solidity. Roll 1d100 to determine the type of liquid: (01-07) ale, (08-14) beer, (15-21) bile, (22-28) blood, (29-35) ichor, (36-42) ink, (43-49) mead, (50-56) milk, (57-63) oil, (64-70) saliva, (71-77) semen, (78-85) urine, (86-92) water, or (93-100) wine.

39. Life, of: Whosoever dons this armor experiences an increase of 1d100% of Life Points while wearing it.

40. Luck, of: Whosoever dons this armor gains a bonus of 1d10 to be applied to each die roll while wearing it.

41. Magic, of: Whosoever dons this armor experiences an increase of 1d100% of Magic Points while wearing it.

42. Malmignatte, of: Whosoever dons this armor is immune to natural poisons. The armor is black and it has 13 red spots.

43. Man-Gods, of: Whosoever dons this armor is unable to be harmed by all gods. However, mortals may harm the wearer as usual.

44. Mercenaries, of: This armor only provides magical protection for a character who is a mercenary by occupation. In addition to other magical properties, this armor provides a bonus to CA equal to the daily salary of this mercenary when considered in silver pieces.

45. Micturition, of: Whosoever dons this armor is compelled to micturate (to urinate) 1d100 fluid ounces each 1d100 rounds. This magical micturition cannot be replenished, even by excessively drinking water. The weight lost from magical micturition is permanent and will eventually cause the wearer to die when 20% of their body weight has been lost. The armor may be removed at any time.

46. Militiamen, of: This armor only provides magical protection for a character who is a militiaman by occupation. In addition to other magical properties, this armor increases the CA of the wearer to 99 when in combat with a character or creature who is, or is reasonably likely to be, a criminal. Therefore, no such increase occurs underground or in what may be even loosely construed as civilization.

47. Mental Illness, of: Whosoever dons this armor must pass a Common Sense sub-ability check at TH 80 or randomly acquire a mental illness (see *Chap. 5: Mind*). When the armor is removed, the illness remains.

48. Morality, of: Whosoever dons this armor will behave morally and their disposition will change accordingly until the armor is removed.

49. Muffling, of: Whosoever dons this armor is immune to 1d100% of all sonic damage.

50. Nigrous Nincompoopery, of: Whosoever dons this armor experiences a loss of 1d100 points from each sub-ability of Intelligence, Wisdom, and Charisma. The ass of the wearer will grow by 50% and be abnormally high. If the wearer is male, then those around him are 80% likely to believe that his manhood has increased, though it has not. The skin of the wearer becomes cursed and dark as night. Disposition turns to UI. Temperament becomes phlegmatic. The eyes of the wearer are visible 3 miles away at night. The wearer will have a body odor for 1d10 feet. On the bright side, the Physical Fitness of the wearer increases by 10%. The armor may be removed at will.

51. Nimmers, of: Whosoever dons this armor gains a bonus of 1d100 with each of the following skills while wearing the armor: Disguise, Hide, Pick Pocket, Search, Silence, Sound, and Sprint. One roll is applied to the numerous skills.

52. Obfuscation, of: Whosoever dons this armor will experience a loss of 95% of their Common Sense sub-ability. The judgment of the wearer will be obscured and diminished. Each time the wearer attempts an action, it will only be reasonable if they roll 95 or better on percentile dice; otherwise, the wearer may seem to be a stupid, raving jackass. The armor cannot be removed, except by a character with a Common Sense sub-ability score of over 150.

53. Ossuaries, of: Whosoever dons this armor is able to call upon bones from ossuaries within 1d1000 miles. The bones of 1d100 dead will appear within 1d100 feet of the wearer. The bones will be assembled into one gigantic, ossified golem, and it will obey the wearer for 1d100 rounds before the bones return to their natural resting places. The ossified golem is 1 foot tall for each of the dead it contains. It has 1d10 IP for each of the dead it contains. The ossified golem attacks once per round and inflicts 1d10 LP of damage per dead it contains. The CA of the ossified golem is 1 for each of the dead it contains. The ossified golem has an Intelligence of 25 and particularly despises kobolds and all creatures without spines. The ossified golem cannot be harmed unless it is attacked with a magical pounding weapon that has a magical attack bonus that meets or exceeds the number of dead within the ossified golem. Therefore, it is immune to all other magic as well. For each dead, there is a 1% chance that it is uncontrollable by the wearer and will attack anything determined by the MM. An ossified golem can sprint 3 feet per round for each dead it contains. It never gets a boner.

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54. Parasitoids, of: Whosoever dons this armor may turn into a parasitoid organism once struck successfully by an attacker in combat if they say the command word, "parasitica". The wearer and the armor will shrink to the size of 1/100th of an inch and be immediately leeches onto the weapon that struck them. The parasitoid organism may move at 3 inches per round. If the creature holds their weapon long enough, the goal of the parasite is to crawl down the weapon, onto the skin of the attacker, and burrow deeply into the attacker. The parasitoid organism will move only 1 inch per round through flesh. If the parasitoid organism reaches the heart, it will eat it and kill the attacker in 1d100 rounds. However, if the parasitoid organism does not consume the cardiac tissue of a heart within (3 + 1d6) rounds, the parasitoid organism will die instantly, and hence the character dies as a parasitoid organism. After the heart is consumed, the parasitoid organism is fully rejuvenated and will revert immediately back to the form of the wearer. Therefore, the wearer will burst out of the rib cage of the attacker who is now the victim. When the wearer regains form, they will possess any special abilities of their victim, such as regeneration, etc. For example, if an anakim is victimized, then all of its special abilities will be assimilated. This property functions only once per day.

55. Physical Fitness, of: Whosoever dons this armor experiences an increase of 1d100% of their Physical Fitness sub-ability while wearing it. When the armor is removed, the bonus is negated.

56. Physique, of: Whosoever dons this armor will gain 1d20 points to all sub-abilities in the Physique ability while wearing it. Each sub-ability is rolled separately and varies from character to character, although determined only once for each character.

57. Piety, of: Whosoever dons this armor experiences an increase of 1d100 Piety Points while it is worn.

58. Poison, of: Whosoever dons this armor must pass a Health sub-ability check at TH 80 or die slowly in 1d100 rounds due to magical poison. Each round of slow death, the character will lose a proportional amount of Life Points, Physical Fitness, Strength, Hand-Eye Coordination, Agility, Reaction Speed, and Enunciation. Once poisoned magically, the character will die accordingly whether the armor is removed or not. Moreover, the magically poisoned wearer will slowly feel more cold and lose feeling first in their hands and feet; the feeling of paralysis will continue until it reaches the heart and lungs, at which moment the character will die.

59. Popeye, of: Whosoever dons this armor will have one eye bulging, which is now capable of one gaze attack per day. Until this gaze attack happens, though, most who look at the wearer think the wearer is a freak. The Facial Charisma of the wearer decreases by 1d10 sub-ability points. To determine the type of gaze attack, roll 1d100: (01-20) death, (21-40) death by disintegration, (41-60) Mass Greater Bidding (see *Chap. 12: Spells*), (61-80) fear and fleeing, (81-100) paralysis of a random limb.

60. Predetermination, of: Whosoever dons this armor will have all their future die rolls predetermined for them with a particular die. Roll 1d100 to determine type of die that is predetermined: (01-12) d4, (13-24) d6, (25-36) d8, (37-48) d10, (49-60) d12, (61-72) d20, (73-90) 1d100, (91-100) 1d1000. Now, roll this type of die to determine the number that will be predetermined on all future die rolls.

61. Promotion, of: Whosoever dons this armor will instantly acquire enough Advancement Points (AP) to advance to the next occupational level of their current occupation. This effect only functions once per character. When the armor is removed, the character loses the bonus level and AP.

62. Protection from Anakim, of: Whosoever dons this armor is immune to (1d100)% of damage from anakim while wearing it.

63. Protection from Bugbears, of: Whosoever dons this armor is immune to (1d100)% of damage from bugbears while wearing it.

64. Protection from Dwarves, of: Whosoever dons this armor is immune to (1d100)% of damage from dwarves while wearing it.

65. Protection from Elves, of: Whosoever dons this armor is immune to (1d100)% of damage from elves while wearing it.

66. Protection from Females, of: Whosoever dons this armor is immune to (1d100)% of damage from females while wearing it.

67. Protection from Humanoids, of: Whosoever dons this armor is immune to (1d100)% of damage from humanoids while wearing it.

68. Protection from Humans, of: Whosoever dons this armor is immune to (1d100)% of damage from humans while wearing it.

69. Protection from Kobolds, of: Whosoever dons this armor is immune to (1d100)% of damage from kobolds while wearing it.

70. Protection from Males, of: Whosoever dons this armor is immune to (1d100)% of damage from males while wearing it.

71. Protection from Mammals, of: Whosoever dons this armor is immune to (1d100)% of damage from mammals while wearing it.

72. Protection from Ogres, of: Whosoever dons this armor is immune to (1d100)% of damage from ogres while wearing it.

73. Protection from Trolls, of: Whosoever dons this armor is immune to (1d100)% of damage from trolls while wearing it.

74. Quelling the Queer Questioner, of: Whosoever dons this armor will mind their own business until any character asks them a question. The wearer will believe the character is queer, and immediately attempt to quell (kill) them.

75. Rangers, of: This armor only provides magical protection for a character who is a ranger by occupation. In addition to other magical properties, this armor increases the CA of the wearer to 99 when in combat while in the wilderness. Therefore, no such increase occurs underground or in what may be even loosely construed as civilization.

76. Randomness, of: Whosoever dons this armor will be the target of a Random Magical Effect (see *Appendix 3: Random Magical Effects*). If the wearer continues to wear this armor, then another Random Magical Effect will occur the next morning, then twelve hours later, then six hours later, then three hours later, then one hour later, then thirty minutes later, then one minute later, then once per round as long as it is worn.

77. Reaction Speed, of: Whosoever dons this armor experiences an increase of (1d100)% of their Reaction Speed sub-ability while wearing it. When the armor is removed, the bonus is negated.

78. Seeding, of: Whosoever dons this armor will produce seeds while wearing this armor or even in physical contact with it. Whenever the wearer or toucher defecates, 1d10 seeds are included in the defecation. Roll 1d100 to determine what grows: (01-10) baby boy, (11-20) baby dragon, (21-30) baby girl, (31-40) grotesque puppy, (41-50) identical twin of wearer, (51-60) identical twin of wearer's father, (61-70) identical twin of wearer's mother, (71-80) mangy kitten, (81-90) tree, (91-100) weed. If the seed is sentient, then it will grow to the size of a chicken egg and hatch. If sentient, whatever grows from the seed is (01-33) loyal or (34-100) indifferent to the wearer. The seed will mature within 1d100 days.

79. Selection, of: Whosoever dons this armor may select one attack to avoid this round. The attack must be proclaimed by the player at the beginning of the round and prior to initiative.

80. Silence, of: Whosoever dons this armor receives a bonus of 1d100 to Silence skill checks while wearing it. When the armor is removed, the bonus is negated.

81. Similitude, of: Whosoever dons this armor will cause any character who attacks them to see themselves, instead of the wearer, at the moment of attack. This is a hallucination, and the attacker may disbelieve it if they pass a Common Sense sub-ability check at TH 80. Otherwise, an attacker who has no self-hatred will avoid the wearer at all costs. However, if the attacker has self-hatred, then the attacker will gain a bonus of 1d10 to all attack rolls against the wearer.

82. Soldiers, of: This armor only provides magical protection for a character who is a soldier by occupation. In combat, this armor grants its normal magical benefits. In warfare, this armor increases the CA of the wearer to 99. This increase only applies while fighting an enemy, not another character in the same military.

83. Sorcery, of: Whosoever dons this armor is capable of casting a sorcerous spell. The wearer is somehow instantly aware that they are capable of casting a spell. Roll 1d100 to determine the discipline (01-09) annihilation, (10-18) convocation, (19-27) deterioration, (28-36) domination, (37-45) eradication, (46-54) hallucination, (55-63) prognostication, (64-72) reformation, (73-81) restoration, (82-91) supportation, (92-100) universal. Next, roll 1d10 to determine the level of the spell. Finally, consult *Appendix 2: Spell Lists* and roll to randomly determine the particular spell. The wearer is able to cast this spell once per day at will, without needing a chant, ingredients, or a ritual. The spell always functions at the $(10 + 1d20)^{\text{th}}$ level of ability.

84. Spiracles, of: Whosoever dons this armor will acquire 1d100 spiracles (breathing holes). Each spiracle is randomly allocated to a part of the body, not the head, and each one will decrease Bodily Attractiveness by 1 sub-ability point. However, each spiracle increases the flow of oxygen, so it also decreases the odds of becoming exhausted from sprinting by 1 TH. Finally, a character asleep with spiracles will make wheezing sounds, as each spiracle breathes or snores a little. The spiracles are permanent and this armor will only give them to each wearer once.

85. Sprinting, of: Whosoever dons this armor will magically gain 1d100 feet in their sprinting capability.

86. Strength, of: Whosoever dons this armor experiences an increase of $(1d100)\%$ of their Strength sub-ability while wearing it. When the armor is removed, the bonus is negated.

87. Succor, of: Whosoever dons this armor will be compelled every 1d100 rounds to aid another character or creature regardless of disposition. The wearer genuinely enjoys helping others, and is apt to do things such as help worthless, old bags across the street, etc.

88. Teething, of: Whosoever dons this armor will begin teething because 1d20 new teeth will emerge in their mouth in 1d10 hours. The new teeth may grow anywhere and at any angle determined by the MM. Better yet, the armor grows metallic teeth (canines, not molars), which cause 1d4 LP of damage to any who brawl or wrestle with the wearer.

89. Toroidal Fire, of: Whosoever dons this armor will be capable of launching fire in the shape of a toroid (doughnut) at a target. The command word "toroid" must be spoken. The first round, a ring of fire will form around the head of the wearer, but it will not harm the wearer. At the beginning of the second round, the toroid ring of fire will launch forth above the head of the wearer. For the wearer to Aim the toroid fire at a target, the wearer usually bows and hopes for the best. The toroid ring of fire causes 1d100 IP or LP of damage. This property functions once per day.

90. Torrefaction, of: Whosoever dons this armor will become torrefied (subject to scorching). For each round wearing this armor, the wearer suffers 1d4 Life Points of burning damage. The armor may be removed at will.

91. Totipotency, of: Whosoever dons this armor will regenerate to whole when reduced to a part. Therefore, if an attack dismembers a part of the body of the wearer, the dismembered part will grow to become an exact copy of the wearer. The regenerated part will be naked and grow to full-size in 1d100 hours. The regenerated being will have all knowledge of the original being. The regenerated being, who is in perfect natural condition, will be loyal to the original being who is now missing a part. Worse, the dismembered part of the original being does not regenerate on the original being. The armor may be removed at will.

92. Unethicality, of: Whosoever dons this armor will behave unethically and their disposition will change accordingly until the armor is removed.

93. Venom, of: Whosoever touches this armor must pass a Health sub-ability check at TH 95 or become infected with magical venom. If infected, the character will die in 1d100 rounds. Death will not be painful, but the character will scream that they feel great until their throat becomes hoarse. If the check is passed, then the armor may be worn, but it may still infect others. This armor seems to have a dark green hue to it.

94. Victims, of: Whosoever dons this armor becomes the target of all creatures in combat whenever the wearer enters combat. Usually, the wearer becomes a victim in less than a minute.

95. Warmth, of: Whosoever dons this armor is immune to 1d100% of damage from freezing while wearing it. When the armor is removed, the bonus is negated.

96. Wisdom, of: Whosoever dons this armor will gain 1d20 points to each sub-ability in the Wisdom ability while wearing it. When the armor is removed, the bonus is negated.

97. Xylophaga, of: Whosoever dons this armor will be compelled to eat wood, which they can now digest somehow. More importantly, the wearer is unable to eat normal foods. If normal foods are eaten, they are regurgitated. It takes a while to get used to the splinters, but it's not so bad. This property is permanent for the wearer, but this armor only affects one character per year.

98. Yearning, of: Whosoever dons this armor is overcome with a madly passion and craving for something. Roll percentile dice to determine the object of yearning: (01-10) fragmentizing spines, (11-20) puncture-wound massacres, (21-30) eating thighs of infants, (31-40) decapitating all friends and family including new friends, (41-50) self-mutilation while in a public bath, (51-60) carving their initials in their ass, (61-70) the ass of their best friend's oldest neighbor while soaked in olive oil, (71-80) serving a plateful of steaming defecation to an official who is publicly known to be impotent, (81-90) singing obscene lyrics while a bard is playing, (91-100) crawling and squealing "I need it badly" in combat.

99. Youth, of: Whosoever dons this armor is instantly 1d20 years in age again. When the armor is removed, this property is still in effect.

100. Zealotry, of: Whosoever dons this armor will become fanatically loyal to some being. Roll 1d100 to determine who: (01-05) their mother, (06-10) their father, (11-15) their best friend, (16-20) the next ogre seen, (21-25) the next troll seen, (26-30) the next harlot seen, (31-35) their first piece of ass, (36-40) their last piece of ass, (41-45) the best friend of their best friend, (46-50) a grandparent, (51-55) the next sentient being seen, (56-60) the next gay elf seen, (61-65) their employer, (61-65) their employee, (66-70) the next slutty slave seen, (71-75) the next elderly character seen, (76-80) the next serving wench seen, (81-85) the next spellcaster seen, (86-90) the next character smelled, (91-95) the next thief seen who is caught for something, and (96-100) the next character who hits on the wearer but has a Charisma of 80 or less.

Armor, Helmets

A helmet is armor designed to protect the head. The helmet must be worn for magical effects to occur, unless stated otherwise. To randomly determine a magical helmet, at least three rolls must be made. First, roll percentile dice to determine the specific type of helmet:

Roll	Helmet
01-30	Conical with nasal guard
31-60	Ribbed
61-90	Spangenhelm
91-94	Corinthian
95-98	Gladiatorial
99	Great
100	Extraordinary -- bypass next table

Next, roll percentile dice to determine the bonus or penalty applied to the helmet:

Roll	Result
01	The helmet has a penalty of (80 + 1d20) to CA.
02	The helmet has a penalty of (60 + 1d20) to CA.
03-04	The helmet has a penalty of (40 + 1d20) to CA.
05-09	The helmet has a penalty of (20 + 1d20) to CA.
10-20	The helmet has a penalty of 1d20 to CA.
21-65	The helmet has a bonus of 1d20 to CA.
66-85	The helmet has a bonus of (20 + 1d20) to CA.
86-95	The helmet has a bonus of (40 + 1d20) to CA.
96-99	The helmet has a bonus of (60 + 1d20) to CA.
100	The helmet has a bonus of (80 + 1d20) to CA.

A magical helmet may have both a prefix and a suffix, such as a Shunning Spangenhelm of Seeding. In this example, 'shunning' is the prefix, and 'seeding' is the suffix. First, roll percentile dice and consult the table below to determine the type(s).

<u>Roll</u>	<u>Result</u>
01-45	Prefix
46-90	Suffix
91-100	Prefix and Suffix

To determine the prefix and/or suffix, consult the appropriate table(s) listed under Armor, Barding.

Armor, Light

Light armor must be worn for magical effects to occur, unless stated otherwise. To randomly determine magical light armor, at least three rolls must be made. First, roll percentile dice to determine the specific type of light armor:

<u>Roll</u>	<u>Light Armor</u>
01-05	Arming Cap
06-10	Bracers, Leather
11-20	Bracers, Steel
21-40	Gambeson
41-60	Leather, Studded
61-99	Leather
100	Extraordinary -- bypass next table

Next, roll percentile dice to determine the bonus or penalty applied to the light armor:

<u>Roll</u>	<u>Result</u>
01	The armor has a penalty of (80 + 1d20) to CA.
02	The armor has a penalty of (60 + 1d20) to CA.
03-04	The armor has a penalty of (40 + 1d20) to CA.
05-09	The armor has a penalty of (20 + 1d20) to CA.
10-20	The armor has a penalty of 1d20 to CA.
21-65	The armor has a bonus of 1d20 to CA.
66-85	The armor has a bonus of (20 + 1d20) to CA.
86-95	The armor has a bonus of (40 + 1d20) to CA.
96-99	The armor has a bonus of (60 + 1d20) to CA.
100	The armor has a bonus of (80 + 1d20) to CA.

Magical light armor may have both a prefix and a suffix, such as a Bouncing Bracers of Blindfighting. In this example, 'bouncing' is the prefix, and 'blindfighting' is the suffix. First, roll percentile dice and consult the table below to determine the type(s).

<u>Roll</u>	<u>Result</u>
01-45	Prefix
46-90	Suffix
91-100	Prefix and Suffix

To determine the prefix and/or suffix, consult the appropriate table(s) listed under Armor, Barding.

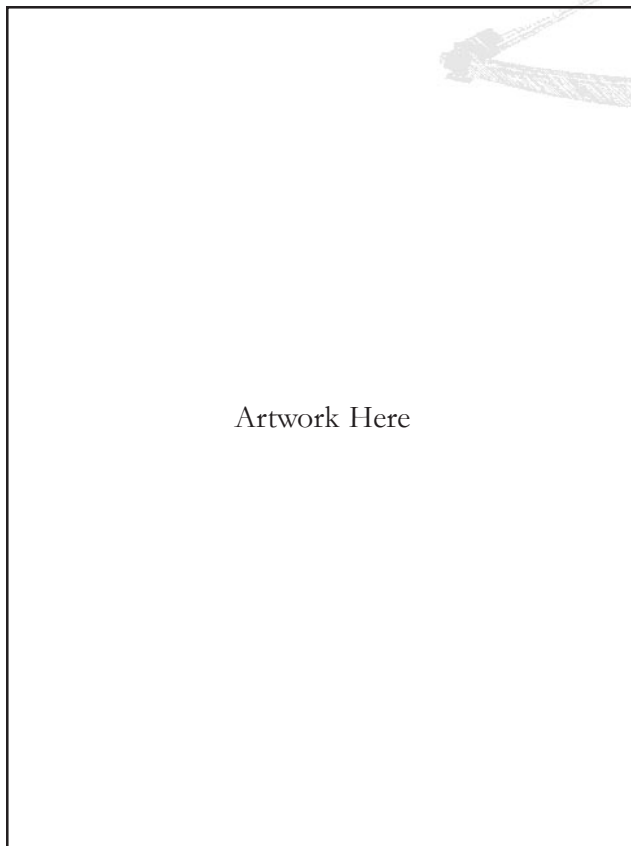
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Armor, Medium

Medium armor must be worn for magical effects to occur, unless stated otherwise. To randomly determine magical medium armor, at least three rolls must be made. First, roll percentile dice to determine the specific type of medium armor:

<u>Roll</u>	<u>Medium Armor</u>
01-02	Chainmaille coif (4-in-1)
03-10	Chainmaille hauberk (4-in-1)
11-15	Chainmaille chausses (4-in-1)
16	Chainmaille coif (6-in-1)
17-22	Chainmaille hauberk (6-in-1)
23-25	Chainmaille chausses (6-in-1)
26-50	Chainmaille suit (4-in-1)
51-60	Chainmaille suit (6-in-1)
61-70	Chainmaille with breastplate
71-80	Banded Maille
81-90	Brigandine
91-99	Scalemail
100	Extraordinary -- bypass next table

Next, roll percentile dice to determine the bonus or penalty applied to the medium armor:



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<u>Roll</u>	<u>Result</u>
01	The armor has a penalty of (80 + 1d20) to CA.
02	The armor has a penalty of (60 + 1d20) to CA.
03-04	The armor has a penalty of (40 + 1d20) to CA.
05-09	The armor has a penalty of (20 + 1d20) to CA.
10-20	The armor has a penalty of 1d20 to CA.
21-65	The armor has a bonus of 1d20 to CA.
66-85	The armor has a bonus of (20 + 1d20) to CA.
86-95	The armor has a bonus of (40 + 1d20) to CA.
96-99	The armor has a bonus of (60 + 1d20) to CA.
100	The armor has a bonus of (80 + 1d20) to CA.

Magical medium armor may have both a prefix and a suffix, such as a Closing Chainmaille suit (4-in-1) of Cruelty. In this example, 'closing' is the prefix, and 'cruelty' is the suffix. First, roll percentile dice and consult the table below to determine the type(s).

<u>Roll</u>	<u>Result</u>
01-45	Prefix
46-90	Suffix
91-100	Prefix and Suffix

To determine the prefix and/or suffix, consult the appropriate table(s) listed under Armor, Barding.

Armor, Heavy

Heavy armor must be worn for magical effects to occur, unless stated otherwise. To randomly determine magical heavy armor, at least three rolls must be made. First, roll percentile dice to determine the specific type of heavy armor:

Roll	Heavy Armor
01-10	Muscle Mail
11-12	Plate, neck (Gorget)
13-14	Plate, shoulder (Pauldrons)
15-16	Plate, arm (Articulated Arms)
17-30	Plate (Breast and Backplate)
31-32	Plate, leg (Articulated Legs)
33-34	Plate, lower leg (Greaves)
35-36	Plate, feet (Sabatons)
37-98	Platemail Suit
99	Platemail Suit, Ceremonial
100	Extraordinary -- bypass next table

Next, roll percentile dice to determine the bonus or penalty applied to the heavy armor:

Roll	Result
01	The armor has a penalty of (80 + 1d20) to CA.
02	The armor has a penalty of (60 + 1d20) to CA.
03-04	The armor has a penalty of (40 + 1d20) to CA.
05-09	The armor has a penalty of (20 + 1d20) to CA.
10-20	The armor has a penalty of 1d20 to CA.
21-65	The armor has a bonus of 1d20 to CA.
66-85	The armor has a bonus of (20 + 1d20) to CA.
86-95	The armor has a bonus of (40 + 1d20) to CA.
96-99	The armor has a bonus of (60 + 1d20) to CA.
100	The armor has a bonus of (80 + 1d20) to CA.

Magical heavy armor may have both a prefix and a suffix, such as a Ricocheting Plate of Parasitoids. In this example, 'ricocheting' is the prefix, and 'parasitoids' is the suffix. First, roll percentile dice and consult the table below to determine the type(s).

Roll	Result
01-45	Prefix
46-90	Suffix
91-100	Prefix and Suffix

To determine the prefix and/or suffix, consult the appropriate table(s) listed under Armor, Barding.

Armor, Shields

Shields are armor that must be held by a hand for magical effects to occur, unless stated otherwise. To randomly determine a magical shield, at least three rolls must be made. First, roll percentile dice to determine the specific type of shield:

Roll	Shield
01-10	Buckler, Wood
11-15	Buckler, Steel
16-20	Shield, Body
21-30	Shield, Kite, Wood
31-35	Shield, Heater, Wood
36-40	Shield, Heater, Steel
41-60	Shield, Round, Wood
61-65	Shield, Round, Bronze
66-99	Shield, Round, Steel
100	Extraordinary -- bypass next table

Next, roll percentile dice to determine the bonus or penalty applied to the heavy armor:

<u>Roll</u>	<u>Result</u>
01	The armor has a penalty of (80 + 1d20) to CA.
02	The armor has a penalty of (60 + 1d20) to CA.
03-04	The armor has a penalty of (40 + 1d20) to CA.
05-09	The armor has a penalty of (20 + 1d20) to CA.
10-20	The armor has a penalty of 1d20 to CA.
21-65	The armor has a bonus of 1d20 to CA.
66-85	The armor has a bonus of (20 + 1d20) to CA.
86-95	The armor has a bonus of (40 + 1d20) to CA.
96-99	The armor has a bonus of (60 + 1d20) to CA.
100	The armor has a bonus of (80 + 1d20) to CA.

A magical shield may have both a prefix and a suffix, such as a Shutting Shield of Soldiers. In this example, 'shutting' is the prefix, and 'soldiers' is the suffix. First, roll percentile dice and consult the table below to determine the type(s).

<u>Roll</u>	<u>Result</u>
01-45	Prefix
46-90	Suffix
91-100	Prefix and Suffix

To determine the prefix and/or suffix, consult the appropriate table(s) listed under Armor, Barding.

Canes

A cane is a short staff used as an aid in walking, often called a walking stick. Canes are often used for flogging.

01-33 Cane of Charity: Whenever touched, this cane inspires the toucher to ask others for charity. A Drive sub-ability check at TH 70 must be passed to be unaffected. Otherwise, the holder of the cane will lie prolifically in order to acquire contributions from others.

34-67 Cane of Combat: Whenever touched, this cane inspires the toucher to desire to use the cane combatively, to flog the nearest creature. A Drive sub-ability check must be passed at TH 60 to be unaffected.

68-100 Cane of Unchastity: Whenever touched, this cane inspires the toucher to desire to repeatedly insert the cane in one of their own orifices, selected randomly, for sexual pleasure. A Drive sub-ability check must be passed at TH 80 to be unaffected.

Household Items, Bags

A bag is a container made of flexible material, closed on all sides except for one opening.

01-25 Bag of the Blackhearted: Whosoever opens this bag permanently loses all morality.

26-50 Bag of Blood: Whosoever opens this bag will find that it is filled with blood. If drunk fully, the blood will heal all wounds and reappear in the bag.

51-75 Bag of Tricks: Whosoever opens this bag must consult *Appendix 3: Random Magical Effects*.

76-100 Bag of Wind: Whosoever opens this bag releases a gust of wind from the bag. The wind will be hot air and have no substance.

Household Items, Beads

Beads are small and often round pieces of stone, glass, shell, wood, metal, or other material that is pierced for threading on a string or wire.

01-50 Anal Beads: Whosoever possesses these beads may wear them around their neck as a necklace, but whenever the wearer becomes sexually excited, these beads compel the wearer to push them into the anus of their partner. Slowly, the beads will be pulled from their partner's ass. A Drive sub-ability check of TH 70 must be passed to be unaffected by this desire.

51-100 Prayer Beads: Whosoever handles these beads will be more devoted to their deity, unless a Drive sub-ability check is passed at TH 70. If the handler is an atheist, then they are immune to this magical item.

Household Items, Braziers

A brazier is a pan for holding burning coals. It is a cooking utensil in which food is exposed to heat. Braziers are usually made of brass.

01-33 Brazier of Bloodlessness: This brazier will consume all blood inside it. In fact, this brazier feeds on, and is empowered by, blood. If food is placed in it, the food will be cooked instantly only if it contains blood. Once cooked, no blood will remain. If a living creature directly touches the inside of the brazier, then they will instantly feel a horrible and strange sensation, and must pass both a Reaction Speed and Common Sense at TH 50 or be instantly drained of blood, dead, and cooked.

34-66 Brazier of Burning: This brazier will immediately be filled with coals and ignite upon speaking a chant that is determined at the creation of this magical item.

67-100 Brazier of Gender Discrimination: Only a female may ignite this brazier. The coals will not light for a male.

Household Items, Brooms

A broom is a bundle of firm, stiff plant shoots or twigs bound tightly together usually on a long handle and used for sweeping and brushing.

01-20 Animated Broomstick: This broomstick will sweep any dirt on a floor into the northernmost corner. This broomstick functions autonomously. The broomstick only functions in one room that is designated upon creation of the magical broomstick.

21-40 Broomstick of Barbie: Although this appears to be a non-magical broomstick when examined, it assists orgasm when inserted repeatedly into a vagina. The woman will orgasm intensely within 1d6 minutes.

41-60 Broomstick of the Busy: Whosoever begins to use this broomstick will be unable to stop sweeping floors unless they pass a Drive sub-ability check at TH 50. A check may be made hourly. Once a floor has been swept clean, a nearby dirty floor will be sought and swept. If no nearby dirty floor exists, then the same floor will be swept repeatedly.

61-80 Broomstick of Chambermaids: This broomstick only functions magically in the hands of a character who is a chambermaid by occupation. Whenever a chambermaid begins to use this broomstick, it will clean the entire floor to perfection for her merely by her touching it to the dirty floor. Next, she must touch the location with the broomstick where she wants the dirt to be deposited. Otherwise, her mind will become dirty, and she will attempt to seduce the owner of the floor.

81-100 Broomstick of Flight: When held between the legs of a character, this broom will support 1d1000 pounds in weight. The broom must be held firmly, but it will move according to the thought of the holder. The broomstick can only fly twice as fast as the character can run when unencumbered.

Household Items, Candles

A candle is a long, slender, cylindrical mass of wax containing a wick of loosely twisted threads. When burned, a candle yields light.

01-16 Candle of Cache: Whosoever lights this candle will be able to see normally by its light. However, no other character in the vicinity will see the candle or its light.

17-32 Candle of Carnivorism: Whosoever has light cast upon them from this candle must pass a Drive sub-ability check at TH 70 or they need to consume and digest insects in order to receive nourishment for the rest of their life.

33-48 Candle of Casting: Whosoever has light cast upon them from this candle must pass a Drive sub-ability check at TH 70 or begin casting spells, if able. Once affected, a character will continue to cast spells as long as this candle burns.

49-64 Candle of Combat: Whosoever sees another due to the light of this candle will be compelled to combat them if a Drive sub-ability check is failed at TH 70. If failed, the character will attempt combat until the candle expires or is extinguished.

65-80 Candle of Copulation: Whosoever sees another due to the light of this candle will be compelled to copulate with them if a Drive sub-ability check is failed at TH 70. If failed, the character will attempt copulation until the candle expires or is extinguished.

81-100 Candle of Corruption: Whosoever has light cast upon them from this candle permanently loses 1d20 points of morality regarding their disposition.

Household Items, Cauldrons

A cauldron is a large kettle or boiler.

01-33 Cauldron of Catastrophy:

When a stew is brewed, a storm is produced. The storm will be powerful enough to level a castle. This cauldron only functions once per decade. The storm will level 1d20 square miles. It will randomly appear within 1d100 miles of the cauldron. The storm will endure for 2d6 days. Any creature within the storm will experience 1d1000 LP of damage per round.

34-66 Cauldron of Childbirth:

Whosoever drinks or eats from this cauldron will become pregnant (if female), or cause the next female with whom they copulate to become pregnant. The number of times the food or drink is swallowed affects the type of child born. If a homosexual male swallows, then they gag to death. Roll 1d100 to determine the number of swallows.

Roll	Result
01-10	Male child
11-20	Female child
21-30	Retard
31-40	Genius
41-50	Mass murderer
51-60	Future king/queen
61-70	Athlete
71-80	Fat slob
81-90	Stillborn
91-100	Son of random god

67-100 Cauldron of the Continuum: Three elves must be murdered, dismembered, and placed in the cauldron. Once the tasty are brought to a boil, they must be fully devoured by a single character within two days. Thereafter, the cannibalistic character must roll percentile dice. If the result is from 91-100, then the cannibalistic character becomes immortal for 1d100 days, with one exception. If the 'immortal' character is decapitated, then they die.

Household Items, Censers

A censer is a covered incense burner swung on chains in a religious ritual.

01-20 Censer of Creation: Whoever inhales the smoke from this censer will cause the creation of an ally to further their religion's cause. The created ally will be a clone of the inhales, except that they will have no interest in anything other than the religious cause. If this censer was not lit as part of a religious ceremony, then the created ally will attempt to kill the inhales(s), steal the censer, establish an immoral ceremony, and use the censer to create an army. Once a created ally completes their task, they vanish.

21-40 Censer of Creeping Death: Whoever lights this censer will creep across the land and attempt to kill the first-born man of the first family they find. Upon killing the first-born man, they must chant, "Die by my hand, I creep across the land killing first-born man." Thereafter, they will begin to like feminine music.

41-60 Censer of Counter-Castration: If this censer is lit, then the genitalia of any male within 1d100 feet will not be harmed by any weapons as long as the censer remains smoking.

61-80 Censer of Purification: Whoever inhales the smoke from this censer is absolved of one sin in the eyes of their deity. However, this effect only functions once per character per year. Once absolved of a sin, the inhales will feel more religious, and they have gained 1d10 PP.

81-100 Censer of Wisdom: Whoever inhales the smoke from this censer gains 1d10 points in Wisdom; all sub-abilities of Wisdom receive that same amount. Each censer has a different amount, but all characters inhaling from the same censer receive the same bonus. Inhales retain their bonus for 1d10 hours.

Household Items, Chalice

A chalice is a drinking cup with a handle beneath it. It is a sacrament in religious rituals.

01-16 Chalice of Cannibalism: Whoever drinks from this chalice must pass a Drive sub-ability check at TH 80 or permanently become a cannibal. This chalice only functions once per character. If the chalice is destroyed, its effects do not disappear. If a character, who is made a cannibal by this chalice, eats or drinks from anything other than someone of their own race then they will violently puke and not feel satisfied.

17-32 Chalice of Charging: Whoever drinks the blood of another from this chalice will feel charged and experience a temporary increase of 1d20 Life Points for 1d100 rounds. This temporary increase may exceed the maximum natural LP of the character for this duration. This chalice only functions once per character per year.

33-48 Chalice of Charm: Whoever drinks from this chalice will be charmed by whosoever filled the chalice. A charmed character will feel great affection toward them, and will attempt to help, though will not act stupidly. It is impossible to be charmed by yourself with this device.

49-64 Chalice of Cheer: Whoever drinks from this chalice will experience a permanent increase of 1d100 points of Sanguine temperament. This chalice only functions once per character.

65-80 Chalice of Choking: Whoever drinks from this chalice must pass a Health sub-ability check at TH 80 or choke to death.

81-100 Chalice of Chuntering: Whoever drinks from this chalice must pass a Common Sense sub-ability check at TH 50 or talk in a low and inarticulate voice for 1d10 hours. During this time, the character will be muttering complaints, otherwise known as chuntering.

Household Items, Chess Sets

Chess is a game of ancient origin for two played on a chessboard on which each player moves his chessmen according to fixed types of movements for each across the board in such a way as to checkmate the opponent's king.

01-50 Chess Set of Chastity: If a female plays a game of chess on this board and wins against an opponent who broke her hymen, then her hymen will be restored and she will seem to be re-flowered.

51-100 Chess Set of Kings: The pieces of this chess set resist all players who attempt to move them, unless the player is a king by birth.

Household Items, Chests

A chest is a container for storage. Usually, it is a box with a hinged lid, especially for the safekeeping of valuables or the storing of tools or belongings.

01-50 Bottomless Chest: This chest has an infinite space inside. Anything placed within will be lost forever to anyone who does not know the command phrase of "Spank the Silly Strumpet Sideways for Seventeen Seconds." The dimensions of this chest are always 3' x 4' x 5'. Nothing can be placed within it that exceeds these dimensions. The chest weighs one pound but appears to be made of solid wood. The chest may be locked and unlocked by speaking the command phrase of "If you don't cut open the stomach, the corpse will rise and float."

51-100 Chest of Chests: Whosoever opens this chest will experience a growth of their own chest by one cup size. This growth is permanent, but may only happen once per chest per character.

Household Items, Coins

A coin is a piece of metal certified by a mark or marks upon it as being of a specific intrinsic or exchange value. Coins are often circulated by a governmental authority to serve as lawful money.

01-50 Coin of Calamity: Whosoever flips this coin will experience one of two things. If 'heads' results, the character who flipped it instantly loses their head and dies. If 'tails' results, the character loses their tail. If they have no tail, then no loss is experienced.

51-100 Coin of Corruption: Whosoever spends this coin on anything that can be purchased with this single coin will become corrupted by the purchase and lose 1d100 Ethical Points and 1d100 Moral Points.

Household Items, Dice

Dice are usually small cubes of ivory, wood, or bone, that are marked distinctively on each face. Most often, dice have six sides and are used in gambling. Dice are shaken and rolled or thrown to come to rest at random on a flat surface. Dice do not have to be square and may have more or less sides.

01-33 Dice of Damnation: These are two dice that are always six-sided and white, being carved of the knuckles of an anakim. The dots on the sides of the dice are applied and may be any color, but are usually black. Whosoever rolls these dice must reroll their disposition (see *Chap. 4: Disposition*). These dice only function once per character.

34-67 Dice of Deceit: These are two dice that are always six-sided and black, being carved of the knuckles of the luckiest menstruating troll. The dots on the sides of the dice are colored white. Whosoever rolls these dice will achieve whatever number(s) they desire upon rolling.

68-100 Dice of Disappointment:

These dice may be of any color or shape. Whosoever rolls these dice will achieve results opposite to those desired upon rolling.

Household Items, Figurines

A figurine is a small carved or molded figure.

01-50 Figurine of Fatness: If this figurine is placed within the bedroom of a character, then their weight will permanently increase by 5% every time they sleep in that room.

51-100 Figurine of the Forsaken: If this figurine is placed within the dwelling of a character, then all others will forsake them, such as avoiding or disinheriting them.

Household Items, Flagons

A flagon is a vessel for liquid or liquor.

01-33 Flagon of Flogging: Whosoever drinks from this flagon must roll percentile dice. If they roll 51-100, then they must flog themselves into unconsciousness. If they roll 01-50, then they must flog the first character they see into unconsciousness who is not drinking.

34-67 Flagon of Forgetfulness: Whosoever drinks from this flagon will forget everything within the last 1d100 days.

68-100 Flagon of Fullness: Whenever this flagon is filled with a liquid or liquor, it will always remain full regardless of how much the imbiber drinks. However, if even a drop is spilled in any manner, a magical and angry kobold will appear and attempt to chop the imbiber in two pieces with his axe. The magical kobold will have 350 LP, but will be average in all other respects, and wields a footman's battle axe.

Household Items, Goblets

A goblet is a bowl-shaped cup or drinking vessel without handles and sometimes footed and covered.

01-33 Goblet of God: Whosoever drinks from this goblet will experience an increase of 1d100 Piety Points. This effect only functions once per character.

34-67 Goblet of Gore: Whosoever drinks from this goblet will hallucinate with 80% believability that everyone they see for the next 1d100 rounds is covered in blood and gore.

68-100 Goblet of Greed: Whosoever drinks from this goblet will be compelled to steal anything from anyone under any circumstance as long as it has an obvious value exceeding 10 silver pieces. This effect only functions once per character.

Household Items, Hourglasses

An hourglass is an instrument for measuring time. An hourglass consists of a glass vessel having two symmetrical compartments of which a quantity of sand occupies an hour in running through a small aperture from the upper to the lower compartment.

01-50 Hourglass of Haste: Whosoever turns over this hourglass will be able to perform any function, including Sprinting, at twice the speed until the sand ceases to fall within the hourglass. This hourglass only functions once per character per day.

51-100 Hourglass of Hugeness: Whosoever turns over this hourglass will become twice their height, three times their Strength, and four times their weight until the sand ceases to fall within the hourglass. This hourglass only functions once per character per day.

Household Items, Incense

Incense is material used to produce a fragrant odor when burned. Unless stated otherwise, each unit of incense will burn for one hour before being consumed.

01-20 Incense of Ice: Whosoever lights this incense will cause everything that the smoke touches, as determined by the MM, to become frozen, except for the character and their immediate possessions who lit the incense. If the smoke touches a living creature, then the creature must pass a Health sub-ability check at TH 60 or become frozen solid, and therefore dead. This incense only functions once. The fragrance of this incense smells like the fart of a polar bear.

21-40 Incense of Infanticide: Whosoever lights this incense will cause all infants, even unborn, within 1d100 yards to instantly die. The fragrance of this incense smells like green baby crap.

41-60 Incense of Intelligence: Whosoever inhales the smoke from this incense will experience an increase of 1d10 points in their Intelligence ability; therefore, these points apply to the corresponding sub-abilities as well. This benefit lasts for 1d10 minutes.

61-80 Incense of Intoxication: Whosoever lights this incense must pass an Intoxication check at TH 80 (see the Health sub-ability) or become inebriated as though they drank 3d6 tankards of beer. The fragrance of this incense smells like the belch of a drunk kobold who has not brushed their teeth in weeks.

81-100 Incense of Ire: Whosoever inhales the smoke from this incense will become filled with ire for 1d10 hours. Any event during this time that may be even loosely construed as irritating will incite this character to violence for 1d10 rounds. The fragrance of this incense smells like burnt flesh.

Household Items, Jars

A jar is a rigid container having a wide mouth and often no neck and made typically of earthenware or glass.

01-50 Jar of Jacking Off: Whenever a male opens this jar, they must pass a Drive sub-ability check at TH 80 or be compelled to force their fuckstick into the jar. Once inside, the jar will inexplicably grip it firmly and jerk it to completion, even against the will of the opener. Upon completion, the cummer must roll percentile dice. If the results are 01-10, then the jar becomes pregnant. If the jar is pregnant, it will not allow itself to be opened, but will care for the fetus within, which will be heard screaming by others within 1d100 feet day and night. After 9 months of fetal torture, the child will be born and the jar will break.

If the jar is broken during its pregnancy, then the dying and twitching fetus will explode after 1d6 rounds of twitching. The explosion will cause 1d4 Life Points of sonic damage to all within 1d4 miles. Baby parts are inexplicably everywhere.

When born, the baby will be Unethical Immoral, will serve the father loyally, will obsessively collect jars, and seem to be male but have no penis, but oversized testicles, which can never ejaculate. Therefore, this child will be forever frustrated. Any child of a jar will insist that others call them "Chucky."

51-100 Jovial Jar: Whosoever opens this jar will hear a faint laugh from within it. Upon examining the inside of the jar, nothing that could produce a laugh will be found. If opened and the laugh is heard three times within three minutes, then the opener will acquire three random mental illnesses (see *Chap. 5: Mind*).

Household Items, Maps

A map is a drawing or other representation that is usually made on a flat surface and that shows the whole or a part of an area.

01-50 Map of Misfortune: Whoever looks attempts to follow this map will notice that the map changes after they have progressed half-way to their destination. The path they had taken is also changed.

51-100 Map of the Miser: Each day that this map is read, it leads to new treasure. This map never leads to treasure worth more than 10 silver pieces.

Household Items, Mirrors

A mirror is a polished or smooth substance that forms images by the reflection of light. The most common use for a mirror is when a female attempts to maximize their Facial Charisma.

01-15 Mirror of Addition: Whoever looks at themselves in this mirror gains a random body part. To determine the body part, consult the General Body Location Table in the Crucial Damage section (see *Chap. 10: Combat*). Once the added body part is determined, reroll on the table to determine where it is attached. Otherwise, fine details will be determined by the MM. If a character acquires another head, the new head will have the same Intelligence, Wisdom, and memories of the original, but it has a randomly determined disposition and temperament. The MM must determine what is an appropriate addition of Life Points.

For example, if a player rolls a 6, then their character has acquired a torso. Rolling again, this player may roll a 10, determining that the torso is attached to the head of the character who looked in the mirror.

Any character may continue to look in the mirror and acquire random body parts until the mirror is broken. Once broken, any character previously affected by it may roll percentile dice. If the result is 50 or greater, then the character returns to their original and natural state. If not, they retain their new limbs permanently, unless they hack them off. Appropriate damage is applied.

16-30 Mirror of Madness: Whoever gazes at their own reflection in this mirror will acquire a Random Mental Illness (see *Chap. 5: Mind*).

31-45 Mirror of Many: Whoever handles this mirror must pass a Hand-Eye Coordination check at TH 85 each round. If failed, the mirror falls from their grasp and shatters on the ground, even if the ground is soft. The mirror shatters into 5d20 shards. Each shard will produce a creature who is 1/10th the height of the character who gazed into the mirror and dropped it. The little creatures will appear in the exact likeness of the character who dropped the mirror. Each creature will have 1/20th the LP of the character who dropped the mirror, though never less than 3 (for these, 1 LP is unconsciousness). The purpose of each creature is to kill the character who dropped the mirror. Otherwise, these little creatures have the original character's Dexterity, Intelligence, Wisdom, memories, etc. The Strength of these little creatures is 1/20th of the original character. The Physical Fitness, Bodily Attractiveness, and Health is the same as the original character. However, the Sprint speed is 1/10th of the original character.

The little creatures will exist until killed or they die of natural causes. In the meantime, they will stop at nothing to kill the original creature. The little creatures will have all the non-magical items in the immediate possession of the original character when the mirror was dropped.

If a little creature crawls down the throat of the original character, it can grow into a full-sized replica of the original character within 2d10 rounds. The replica will always have an Unethical Immoral disposition. Once an independent creature, it will attack the original creature with the intent to mutilate and kill.

46-60 Mirror of Masturbation:

Whosoever looks into this mirror must pass a Drive check at TH 50 or begin masturbating furiously, somehow excited at the sight of their own body, regardless of what it looks like. Masturbation will continue until completion or pain.

61-75 Mirror of Muscularity:

Whosoever looks into this mirror gains 1d100 Strength sub-ability points. This gain only occurs once per character.

76-90 Mirror of Subtraction:

Whosoever looks at themselves in this mirror loses a random body part. To determine the body part, consult the General Body Location Table in the Crucial Damage section (see *Chap. 10: Combat*). If a character loses their head, they die instantly. If a character loses their torso, somehow they live but their body's in pieces. The character without a torso feels no pain. If a limb is positioned firmly on the neck, the character may make that limb twitch.

91-100 Mirror of Time:

Whosoever looks in this mirror and recites a number will see themselves at the age spoken. For example, if a woman looks in the mirror and speaks the number six, she will see her countenance when she was six years old. If a number is spoken and no countenance appears, then the character will have died of natural causes by that age. However, a character may die of unnatural causes at any time. The MM must determine the lifespan of the character. This mirror does not function for elves. This mirror only functions 1d20 times per character.

Household Items, Seeds

A seed is something from which development or growth takes place. The most common form of seeds serve to reproduce plants.

01-25 Demonseed: If a character swallows a demonseed, they will instantly become magically pregnant. An anakim will be born in 1d100 days. Upon birth, the bearer dies.

26-50 Rapeseed of Raping: If a character swallows this seed, they will attempt to rape the next member of the opposite sex in sight regardless of age.

51-75 Seed of Doubt: Whosoever plants a seed of doubt will grow a dark plant unknown to nature. The plant will grow regardless of the quality of the soil. The plant will grow to be 1d10 feet tall. The plant will grow to maturity in 1d100 days and will live for 1d1000 days, even without water. When the plant is mature, it will lower the PP of humans within 1d1000 feet by 10 PP for each foot of the plant. Somehow, those humans who lose all PP will believe they are slaves. A plant of doubt will produce a number of seeds of doubt equal to the number of feet of its height squared.

75-100 Seed of Hate: If this seed is planted in front of a home of a druid, the seed will grow into a tree of (100 + 1d100) feet in height and 5d20 feet in circumference. This tree will grow to full height in 3d6 days. This tree will grow regardless of moisture, climate, or light. This tree cannot be cut or burned down. The leaves will be black and the veins are red. This magical tree will cause all creatures, insects included, within 2d100 miles to hate the druid.

The only way to kill a tree that resulted from this seed is for the druid to anally copulate with a specific type of living forest creature. The druid must ejaculate, thereby sowing a seed of love. The MM must roll percentile dice and consult the table below:

<u>Roll</u>	<u>Forest Creature</u>
1-10	Badger
11-20	Bear
21-30	Beaver
31-40	Boar
41-50	Fox
51-60	Owl
61-70	Rabbit
71-80	Squirrel
81-90	Wild dog
91-100	Wolf

Oftentimes, the druid begins an anal frenzy attempting to thwart the tree. There is a 10% chance thereafter that the druid develops a bestiality fetish.

Household Items, Spinning Wheels

A spinning wheel is a small, domestic machine for spinning yarn or thread in which a wheel drives a single spindle and is itself driven by hand or by foot.

01-33 Spinning Wheel of Caducity: Whosoever uses this spinning wheel will not notice that their body is aging one year per ten minutes used.

34-67 Spinning Wheel of Spinal Cord Snapping: Whosoever wears a shirt made from this spinning wheel is at risk of having their spinal cord snapped. The shirt somehow emits energy in a 1d100' radius that suggests to all living creatures that the spinal cord of the wearer needs to be snapped. If a Common Sense check is passed at TH 80, then they will not try to snap it.

68-100 Spinning Wheel of Spiteful Clothing: Whenever this spinning wheel is used to make clothing, the clothing is imbued with spite. Whosoever wears this clothing will perform 1d20 spiteful acts toward others per day of wearing the spite-imbued garment.

Household Items, Stones

A stone is a concretion of earthly or mineral matter of igneous, sedimentary, or metamorphic origin. By definition, a stone is of indeterminate size, ranging from a boulder to a pebble.

01-33 Stone of Chucking: Once per day, a character or creature may hurl this stone at a target with deadly accuracy; it will not miss. This stone is only 1d4 inches in circumference, but it will always inflict 2d20 IP or LP of pounding damage. Regardless of the amount of force put into hurling it, the stone will always travel at one hundred miles per hour. This stone has an effective range of fifty feet. Once it reaches fifty feet, the stone will go no farther and falls to the ground. The magical power of this stone only functions once per day. Upon contact, this stone always does Crucial Damage (see *Chap. 10: Combat*) to a living target.

34-67 Stone of Smiting: This stone is only 1 inch in circumference and may be hurled at an opponent. If it hits, then the opponent will not suffer damage, but will be automatically smote to the ground (see Smiting in *Chap. 10: Combat*). Each round this magically smitten opponent may attempt to pass a Strength sub-ability check at TH 50 to stand again. The magical power of this stone functions without restriction. The word 'SMITE' is carved into the stone in the magical tongue.

68-100 Stone of Spermicide: This black stone may be rubbed across the manhood of a male prior to copulation. If so rubbed, the female will not become pregnant no matter how much sperm the male releases. This stone is (4 + 1d6) inches in circumference. If this stone is forced deep inside the vagina, the female will not become pregnant, but it is very difficult to remove and may prevent the entire manhood from being able to enjoy this moist cavity.

Household Items, Tables

A table is usually made of wood. It is a flat slab supported by four or more legs, or two trestles. The slab is usually rectangular, though it may be square, circular, or another shape.

01-50 Table of the Gourmet Feast: Each time an empty plate or bowl is placed on this table, it becomes full of gourmet food. Though the food tastes excellent to anyone, little do they know it is made from humanoid body parts. There is a 1% chance per meal eaten by a character that the meal causes muscular dystrophy (see *Chap. 3: Body*).

51-100 Table of Force-feeding: Upon sitting down for a meal at this table, the table stands up on its legs and uses its other two legs for arms in an attempt to overbear this unfortunate sap. If successful, the table will then begin to force-feed its victim into gluttonous oblivion (death). Consult the Wrestling skill in *Chapter 8: Skills*. The table has a Strength of 140 and an Agility of 100. Its weight is exactly 200 lbs.

Household Items, Urns

An urn is a vessel of various forms for preserving the ashes of the dead.

01-50 Urn of Undeath: Whomever's ashes are placed within this urn shall rise from the urn into an undead version of their former self. The character risen from this urn will obey any and all commands from the urn's possessor. The risen character will have 80% of all original sub-abilities, LP, etc. Height and weight are also included.

51-100 Urn of Unity: Whosoever murders another with their bare hands and places the ashes in this urn, will permanently acquire the LP, and any special abilities of the deceased fuck within the urn. This urn will only unite 3d6 creatures.

Household Items, Wells

A well is pit or hole sunk into the earth to such a depth as to reach a supply of water.

01-16 Well of War: Whosoever drinks from this well will cause the next two nations named from their mouth to go to war, even if it takes them a year to say it. If the same nation is named twice, then a civil war will occur. This well functions once per year.

17-32 Well of Weakness: Whosoever drinks from this well suffers a permanent loss of 1d20 points of Strength. This well functions only once per character.

33-48 Well of Whoredom: Whosoever drinks from this well will instantly change their occupation to whore. If the drinker is male, then they will work nearly non-stop to be able to purchase female slaves and attempt to become a brotheler. If the drinker is already a whore or a brotheler, then the well increases their AP enough for them to barely increase an occupational level. This well functions once per character.

49-64 Well of Wickedness: Whosoever drinks from this well experiences a permanent loss of 1d100 Moral Points. This well only functions once per character.

65-80 Well of Wisdom: Whosoever drinks from this well experiences a permanent increase of 1d20 points of all Wisdom sub-abilities. This well functions once per character.

81-100 Well of the Wistless: Whosoever drinks from this well will cause a random magical effect to occur as if they were the caster and their nearest family member were the target (see *App. 3: Random Magical Effects*). This well functions once per character per day. Around the rim of the well, the following is engraved: "HEED THESE WORDS: LEAVE THIS WELL." This inscription is written in the dominant language of the land in which the well exists.

Jewelry, Amulets

An amulet is a charm often inscribed with a spell, magical incantation, or symbol, and believed to protect the wearer against evil or to aid in love or war.

01-50 Amulet of Amputation:

Whosoever wears this amulet will cause one amputation while engaged in combat per day. The command phrase “Lop it or chop it, it doesn’t matter to me!” must be spoken before the next attack for this effect to occur.

51-100 Amulet of Asphyxiation:

Whosoever wears this amulet will be strangled by the amulet into unconsciousness at a rate of 3 LP per round unless the amulet is ripped from the neck. To remove this amulet requires a Strength of at least 130. If someone wishes to aid this victim, then their hand(s) will also be trapped in the necklace unless their Strength is at least 130. Please note that this could actually *look* like the character coming to aid is strangling the victim himself.

Jewelry, Anklets

An anklet is a bracelet or a similar ornament worn around the ankle.

01-50 Anklet of Angst: Whosoever wears this anklet will be overcome by anxiety and unable to react promptly to anything because they will suffer a penalty of -50 to initiative. This effect is permanent until the anklet is removed.

51-100 Anklet of Animation:

Whosoever wears this anklet will gain 1d10 LP. These LP are added to the wearer’s natural maximum. If the anklet is removed, sickness will be felt. If the anklet is not worn again within 24 hours, then 2d10 LP are permanently lost.

Jewelry, Bracelets

A bracelet is an ornamental band, ring, or chain worn around the wrist.

01-25 Bracelet of Beautification:

This bracelet does not function for a male character. Whenever a female character wears this bracelet, she will experience an increase of 1d10 points to her sub-abilities of Bodily Attractiveness and Facial Charisma.

26-50 Bracelet of Beligent Boyfriends:

This bracelet does not function for a male character. Whenever a female character wears this bracelet, if she has a boyfriend, then he will behave beligerently and in an over-protective manner regarding the wearer. Although to some females this will seem like a curse, to many it is preferable and makes them believe that their boyfriend cares.

51-75 Bracelet of Bitchery: This bracelet does not function for a male character. Whenever a female character wears this bracelet, she will loudly complain and whine to all around about worthless things for 1d12 hours each day. If this bracelet is worn for more than one month, any male to whom she complains is 10% likely to attempt to strangle her and pound her head on the ground until death.

76-100 Bracelet of the Bounty Hunter:

This bracelet does not function for a character who is not a bounty hunter by occupation. Whenever a bounty hunter wears this bracelet, they receive visions every 1d4 hours of the character whom they track. When a vision occurs, the character whom is being tracked will be seen by the bounty hunter from an aerial view of 50 feet above the character whom is being tracked. Each vision will last for 1d4 rounds.

Jewelry, Brooches

A brooch is a fastening device often of precious metal and decked with gems and usually with a clasp. The most common use of a brooch is to fasten a cloak.

1-20 Brooch of Banditry: This brooch only functions for a character who is a bandit by occupation. If a bandit wears this bronze brooch, then it will become hot around precious metals (copper, silver, or gold) and precious stones (gems). The brooch is unable to distinguish quality, but is affected by quantity. For example, the brooch will become equally hot in the presence of gold or copper. The brooch must be within 5 feet for its temperature to change.

21-40 Brooch of Bemonstering: Whosoever wears this brooch will experience a decrease of 1d10 points in the sub-abilities of Bodily Attractiveness and Facial Charisma.

41-60 Brooch of Benignity: Whosoever wears this brooch will experience a loss of all Choleric and Melancholic points regarding temperament.

61-80 Brooch of Brightness: Whosoever wears this brooch will be able to command it once per day to emanate bright light in a cone of 50 feet in length before the character. The brightness will not adversely affect a creature, unless they are adversely affected by normal daylight. The command word for this brooch is “Jismoglobbin-der-fuckin-der-fuckin-der.”

81-100 Brooch of Darkness: Whosoever wears this brooch will be able to command it once per day to emanate darkness in a cone of 50 feet in length before the character. The command word for this brooch is “Jismoglobbin-ze-bobbin-ze-bobbin-ze.”

Jewelry, Charms

A charm is something worn about a character to ward off evil or ensure good fortune.

01-14 Charm against Intemperance: This charm consists of the dried stomach of a slave who died of starvation. This charm will prevent the wearer from having an appetite in excess of their needs.

15-28 Charm against Liars: This charm consists of a dried tongue that was long enough to touch the tip of its owner's nose. This charm will prevent a character within 2d4 feet from lying to the owner.

29-42 Charm of Ears: Whosoever wears this necklace gains a bonus of 1d100 to their Sound skill checks while wearing it. The necklace is merely a string with 1d4 dismembered ears hanging from it.

43-56 Lucky Bugbear's Bicuspid Charm: A bicuspid is a tooth between a character's canine teeth and molars. For some unknown reason, most bugbears do not have bicuspids. If one is found, it is deemed to have magical properties of luck. This charm will bestow good luck in the form of a +2 bonus to all die rolls on the behalf of the owner.

57-70 Lucky Lip Charm: This charm consists of severed lips that have been dried in the sun. When carried with a character, these lips double the likelihood that the character will get a kiss when one is asked for.

71-84 Lucky Rabbit's Foot Charm: This charm will bestow good luck in the form of a +1 bonus to all die rolls on the behalf of the owner.

85-100 Necklace of Charm Stones: This necklace consists of a leather strip with twenty stone beads, each one corresponding to a sub-ability. If the proper bead, and only the proper bead, is held while an ability check is made, then a +1 bonus is applied to the check.

Jewelry, Crowns

A crown is a royal or imperial headdress or cap of sovereignty worn by kings and usually made of precious metals and adorned with precious stones.

01-50 Crown of Control: Whosoever wears this crown may literally control any action, though not thought, of anyone within 1d100 feet. This effect only functions when the crown is worn.

51-100 Crown of Corruption: Whosoever wears this crown will only make decisions while pursuing power for themselves over others. The wearer of the crown understands that resources lead to power and seeks to acquire as many resources as possible. In this case, absolute corruption empowers absolutely.

Jewelry, Earrings

An earring is an ear ornament with or without a pendant attached to a pierced earlobe by a loop of wire.

01-25 Earrings of Ecstasy: Whosoever wears these earrings experiences an increase of 2d20 points in Sanguine temperament.

26-50 Earrings of Evil: Whosoever wears these earrings experiences a decrease of 1d20 Moral Points.

51-75 Earrings of Extirpation: Whosoever wears these earrings may cause the eyes of a character touched to fall out of their sockets as if plucked. This power functions once per day at will. The target will be blinded.

76-100 Earrings of Extravasion: Whosoever wears these earrings may force a random bodily fluid to erupt from the mouth of a character touched. This power functions only daily. Roll 1d4 to determine the fluid: (1) blood, (2) bile, (3) urine, (4) stomach acid. The character is not harmed, but may feel weak.

Jewelry, Locket

A locket is a small and often ornate case usually of precious metal having space for a momento, such as a lock of hair, and worn typically suspended from a chain.

01-33 Locket of Lard: Whosoever wears this locket will gain 10% of their weight. Roll percentile dice to determine where the weight accumulates. If 01-30, then the weight accumulates in their ass. If 31-60, then the weight accumulates in their thighs. If 61-90 then the weight accumulates in their waist. If 91-100, then the weight accumulates evenly throughout their body.

34-67 Locket of Love: Whosoever wears this locket will deeply fall in love with whomever's hair is in the locket.

68-100 Locket of Lust: Whosoever wears this locket will sexually desire whomever's hair is in the locket.

Jewelry, Medallions

A medallion is a large medal worn about the neck and typically suspended by a chain. A medallion usually symbolizes greatness. A medallion is often inscribed with the particular type of greatness symbolized by the medallion.

01-25 Medallion of Malice: Whosoever wears this medallion experiences an increase of 1d100 Choleric points regarding temperament, is generally irritated, and is only relieved during malicious acts.

26-50 Medallion of Mammillation: Whosoever wears this medallion experiences a doubling of their Nipple Length.

51-75 Medallion of Might: Whosoever wears this medallion experiences an increase of 2d20 Strength sub-ability points.

76-100 Medallion of Mourning: Whosoever wears this medallion will mourn for the greatness of a lost character. Mourning will occur for 1d100 rounds.

Jewelry, Necklaces

A necklace is a string of beads or other small objects such as precious stones that is worn about the neck as an ornament. However, a necklace may also be a chain or band of metal that is specially decorated.

01-16 Necklace of Nether-Napping: Whosoever wears this necklace will take a nap every hour on the hour for 2d10 minutes. During the nap, the mind of the character will wander to the realm of a random deity. More than just a dream, the character was actually there. No harm comes to the character, and all dreams are explained by the MM.

17-32 Necklace of Nausea: Whosoever wears this necklace must pass a Health check at TH 60 or become nauseated and vomit for 1d100 rounds. Even after the necklace is removed, the vomiting continues for its duration.

33-48 Necklace of Necrosis: Whosoever wears this necklace loses 1 Life Point per round. The necklace may be removed upon noticing the pain.

49-64 Necklace of a Nifle: Whosoever wears this necklace seems to be trivial or worthless to all others. Thus, a king who wears this necklace would seem like a peasant, even to his queen.

65-80 Necklace of Niggardliness: Whosoever wears this necklace will refuse to spend money at all, and refuses to grant favors. The Common Sense sub-ability of the wearer increases by 1d10, and the wearer feels as though they are more aware of others trying to get things from them.

81-100 Necklace of the Nimbus: Whosoever wears this necklace is surrounded by a luminous vapor, cloud, or atmosphere. This radiant light suggests that the wearer is glorious. Others will most likely treat the wearer cautiously. However, the necklace bestows no other power.

Jewelry, Pendants

A pendant is an ornament that is attached by its upper edge and allowed to hang free.

01 Pendant of Perfection: Whosoever wears this pendant will have 300 points in each sub-ability.

02-49 Pendant of Prehensility: Whosoever wears this pendant may grow a prehensile tail that is (1d100)% of their height and lasts for 1d100 minutes. The tail has a circumference equal to the height of the character in feet when it is converted to inches. Since the tail is prehensile, it is able to grab things with (1d100)% of the Hand-Eye Coordination of the character's hand. Finally, the tail is able to dead lift (1d20)% of the dead lift Strength of the character (see *Chap. 1: Abilities*).

50-100 Pendant of Promiscuity: Whosoever wears this pendant will flirt with any character of the opposite sex who has a better score in any of the following sub-abilities: Bodily Attractiveness, Facial Charisma, or Kinetic Charisma. This flirting will occur even if the wearer of the pendant is not personally attracted. Flirting will consist of open suggestions to mate.

Jewelry, Religious Symbols

A religious symbol may be made of a variety of materials and may be carried by a character in many fashions. Typically, the religious symbol is crafted to be a replica of the symbol of the deity to whom the symbol is in honor.

01-50 Religious Symbol of Impiety: Whosoever owns this religious symbol experiences a decrease of 2d20 Piety Points.

51-100 Religious Symbol of Piety: Whosoever owns this religious symbol experiences an increase of 2d20 Piety Points.

Jewelry, Rings

A ring is an object worn around a finger. Rings are cosmetic, not performing any useful function other than adornment. Rings may be made from many materials, though each ring listed herein may have stipulations. Commonly, rings are shaped from metal, stone, or wood.

Magical rings are rings imbued with magical power, and the magic will not take effect unless the ring is placed directly on a finger or toe; the ring must contact the skin.

Wearing more than one magical ring is possible, though not safe. For each magical effect in use that results from multiple magical rings worn at the same time and on different phalanges, a cumulative 10% chance exists for an effect to occur from *Appendix 3: Random Magical Effects*. However, if more than one ring is worn on the same phalange and its magic is in effect, then a cumulative 20% chance exists for a random magical effect.

01-16 Engagement Ring: Whoever places this ring on their finger immediately believes they are engaged to be married to the former wearer of the ring. The new wearer will act accordingly.

17-32 Ring of Casting: Whosoever wears this ring will be able to cast any spell in the ring once per day at will. Roll 1d10 to determine the spell level of the ring. Next, roll 1d10 to determine the discipline of magic in the ring. Now, roll 1d10 to determine the number of spells in the ring. Finally, consult *Appendix 2: Spell Lists* to randomly select the spells. Re-roll repeated results.

33-48 Ring of Fabulous Disaster: Whosoever wears this ring will hear the laughter of an immoral master whenever an immoral deed is done by any character within 1d100 feet. When this occurs, the wearer must pass a Drive sub-ability check at TH 50 or laugh maniacally for 1d10 rounds. AP gained for immoral acts are doubled. By degree, each Ring of Fabulous Disaster is different.

49-64 Ring of Fingering: Whosoever wears this ring on their finger must pass a Drive sub-ability check at TH 30 or be compelled to force the finger with the ring on it into a vagina. If the wearer is female, then she will masturbate by fingering herself. If the wearer is male, then he must attempt to either overbear and rape (see Wrestling in *Chap. 8: Skills*) or practice his Seduction skill on a female. Insertion must be done for 1d100 minutes before the ring is satisfied. Thereafter, a Drive check must be made each time the character awakens.

65-80 Ring of the Lords: Whosoever wears this ring on their finger will be invisible, except to the creator of the ring. Somehow, this ring seems to want to return to its creator. This ring is one of many that were created by an ancient, evil sorcerer. This ring will shrink or expand to fit whomever holds it. Whenever the ring is placed on the finger, the wearer must pass a Drive sub-ability check, or the ring overpowers the wearer and forces them to be a slave to the creator. Overpowered wearers become Unethical Immoral. Although the initial TH is 2, it increases by 1 every time the ring is worn by an anakim or troll, 2 for an elf, 3 for a dwarf, 4 for a bugbear, 5 for a kobold, 6 for an ogre, and 7 for a human. If the ring is lost or stolen, the former owner will do anything to get it back.

81-100 Ring of the Spirit Master: Whosoever wears this ring on their finger may call upon 2d4 spirits who are bound to serve the whim of the wearer. Details of each of the spirits are determined by the MM. These spirits are noncorporeal, so they cannot touch or move anything. However, their shimmering form as they died may be observed and their shrieking voices may be heard. Spirits of this ring have 2d20 LP. Though they may emerge from the ring and roam as the wearer commands, the spirits are unable to travel farther than 50 feet from the ring.

Jewelry, Talismans

A talisman is an object that produces magical effects. Most talismans are cut or engraved with a sign.

01-33 Talisman of Talent: Whoever owns this talisman may call upon its powers by rubbing the engraved sign prior to exercising a skill. The symbol consists of five interconnected rings. Once rubbed, this talisman bestows a bonus of +3 to the next skill attempted. This talisman may only be used twice per day.

34-66 Talisman of Trading: Whoever handles this talisman will notice that it is circular and made of iron. Around the rim it is written, "NEVERENDING, EVER TRADING." Whoever handles this talisman may cast a spell inside it at will. Roll 1d10 to determine the spell level of the talisman. Next, roll 1d10 to determine the discipline of magic in the talisman. Finally, consult *Appendix 2: Spell Lists* to randomly select the spell. This spell may be cast as often as desired, but each time it is cast, the talisman drains 1 random sub-ability point.

67-100 Talisman of Trapping: Whoever handles this talisman will notice that it is pure gold and has a pentagram engraved on both sides -- one upright, the other inverted. The pentagrams are surrounded by small, ancient symbols that are unknown to all. This talisman is capable of casting magic. If any foe attacks the owner, who must be holding or otherwise touching the talisman, then the talisman will cast a random domination spell at the foe. Roll 1d10 to determine the spell level, then consult *Appendix 2: Spell Lists* to randomly determine the spell cast. This talisman casts spells at the 20th level of spellcasting ability. Each time a spell is cast, the talisman has a 1% chance of absorbing the body of the holder. Absorption is instantaneous and the talisman is hot to the touch for 1d100 rounds thereafter. The absorbed character is dead.

Miscellaneous

Miscellaneous magical items are those that do not fit under any other category.

01-07 Anvil of the Angry: Whoever uses a weapon or tool made on this anvil against another in anger will receive a bonus of 1d10 to the attack and damage rolls. Whoever wears armor made on this anvil and is attacked in combat will receive a penalty of 1d10 to their CA. Finally, whoever touches any object made by this anvil will experience a bonus of 1d10 Choleric points to their temperament while touching the object.

08-14 Condom of Calamity: Whoever wears this magical condom will notice nothing odd until their manhood is inserted into a vagina. Once inside, the condom will cause the manhood to increase in circumference by (2d100)%. It may be necessary to consult Vaginal Circumference Potential and Ripped Orifice in *Chapter 3: Body*. This enlargement will feel pleasing to the male, but painful to the female. It will be impossible to remove the manhood from the vagina until after ejaculation.

15-21 Condom of Climaxing: Whoever wears this magical condom will cause their sexual partner to be 30% likely to climax each minute until the wearer withdraws.

22-28 Condom of Continuity: Whoever wears this magical condom will last 2d100 minutes, while hard as a rock, before being able to ejaculate.

29-35 Cursed Condom of Breaking: Whoever wears this magical condom will not notice that it breaks prior to ejaculation, exposing the entire head of the manhood. Worse, any cum that launches forth from manhood otherwise covered by this condom is 69% likely to impregnate the female partner.

36-42 Cursed Condom of Conflagration: Whosoever wears this magical condom will notice that the condom is very warm. However, the longer it is worn, the hotter it becomes. In order to remove the condom, the character must pass a Strength check at TH 98. The first round, the condom will feel hot. The second round, the end will break and a little smoke will billow from it. The third round, it will permanently scar the manhood black and crispy. The fourth round, it will completely burn away the manhood and the wearer will suffer a permanent 1d4 LP of damage. Thereafter, it will cool down, the end will repair itself, and the cursed condom will fall to the ground.

43-49 Cursed Condom of Constriction: Whosoever wears this magical condom will notice that the condom is very tight. However, the longer it is worn, the tighter it becomes. In order to remove the condom, the character must pass a Strength check at TH 98. For each round that the condom is worn, it will reduce the length and circumference of the manhood by 1%.

50-56 Cursed Dildo of Adhesion: Whosoever fully inserts this magical dildo into their vagina will be unable to remove it due to adhesion, unless their Strength meets or exceeds 213. For each set of six hours that the dildo is adhered, the Vaginal Circumference Potential will increase by 1.

57-63 Cursed Dildo of Impregnation: Whosoever inserts this magical dildo will somehow become pregnant by it. However, instead of creating a fetus in her womb, this magical dildo creates another magical dildo. It is inanimate and will never kick during pregnancy. When the dildo is born, the mother may die. Birthing a stone dildo requires the mother to pass a Health check at TH 90 to live.

64-70 Dildo of Desire: Whosoever possesses this magical dildo made of stone must pass a Drive sub-ability check at TH 98 to lose their desire for passion once it has been inserted in their vagina. A Drive check may be attempted every ten minutes. As long as it is failed, the possessor will feverishly force it inside of them; when one arm tires, the other will be used. As long as the check is failed, the possessor will feel no need for food or drink and will not respond to combat. For each set of six hours endured, the Vaginal Circumference Potential will increase by 1.

71-77 Dildo of Transmogrification: Whosoever possesses this dildo may cause it to transform from its natural magical state of stone into flesh upon chanting the command word 'Phallifantasia.' Also, the dildo will assume whatever shape and appearance pleases her, such as having a large puffy head, having veins, no veins, etc. It cannot extend more than 2 feet in length or 10 inches in circumference.

78-84 Door of Discussions: Whosoever touches the handle of this door will find that it will not open. Instead, a face will appear in the middle of the door. It will be either male (01-50) or female (51-100), and will have a randomly determined disposition and temperament. The door will demand a discussion before it opens. If the toucher is not fully compliant, it will try to talk forever and yet never let them pass. The face, gender, disposition, and temperament must be determined for each particular magical door.

85-91 Lantern of Light: Whosoever holds this lantern and desires light will experience the lantern lighting and extinguishing according to their whim. This lantern does not require oil or a wick.

92-100 Saddle of Teleportation: Whosoever sits on this saddle is able to instantly appear wherever imagined. If the sitter imagines a place not in existence, then the character is removed from existence.

Musical Instruments

A musical instrument is an object from which music may be produced.

01-12 Drum of Drive: The head of this drum will not break from heavy drumming. This drum may be heard up to one mile away. All who hear this drum experience an increase in their Drive sub-ability while drumming occurs. The increase in Drive depends on the speed at which the drum is played. The speed at which it is played depends only on the Hand-Eye Coordination sub-ability of the drummer. For each point of Hand-Eye Coordination above 100, the drummer may increase the Drive of their audience by 1. The square root of the percentage of the drummer's Hand-Eye Coordination that is used equals the percent chance of the failure of the drummer per round due to a mistake. If a mistake occurs, then a five-minute break is necessary. No drummer may drum for more than thirty consecutive minutes.

13-24 Flute of Felicity: Whosoever plays this flute will cause all characters within 1d100 feet to smile, laugh, and dance as long as the flute is being played. When the skill check is made for playing this instrument, this magical effect is only triggered if TH 50 is passed.

25-36 Flute of Followers: While this flute is being played, all who hear it must pass a Common Sense sub-ability check at TH 85 or follow the player. This flute may be heard up to five hundred feet away. Each consecutive round of playing, the player must pass a Physical Fitness sub-ability check. The TH begins at 5 and increases by 5 every round. If failed, the flute player must take a five-minute break.

37-48 Horn of Distance: This horn may be heard 2d20 miles away when blown.

49-60 Horn of Happiness: Whosoever blows this horn will cause all others within 1d100 feet to experience a permanent increase of 1d20 points of Sanguine temperament.

61-72 Horn of Horniness: Whosoever blows this horn will cause all others within 1d100 feet to desire each other enough to stop what they are doing and begin copulating. Each character within the range must pass a Drive sub-ability check at TH 70 to resist.

73-84 Lute of Lightning: If a player has a skill of at least 50 with the lute and a Hand-Eye Coordination sub-ability of at least 150, then this lute will release a lightning bolt in a direction chosen by the caster. A particular musical phrase must be played. The phrase is the first 2d10 notes played on the instrument after its creation. The lightning bolt causes 10d10 IP or LP of damage. The lightning bolt may only be released once per day. If attempted more often than this, the player will be shocked for 1d10 LP of damage upon playing the correct sequence of notes.

85-100 Lute of Love: Whosoever plays this lute will make the next two characters who kiss within 1d100 feet fall in love. The lute must be played while they kiss. The skill check made to play this instrument determines the strength of their love:

<u>TH</u>	<u>Duration</u>
<05	Love stops with the music
05	1d20 hours
20	1d20 days
40	1d4 weeks
60	1d12 months
80	1d10 years
85	1d10 decades
90	1d10 centuries
95	1d10 millennia
99	eternity

Powders

A powder is a substance composed of fine particles, such as dry pulverized earth or disintegrated matter.

01-20 Powder of Paralysis: Whoever contacts this powder is paralyzed. The degree of paralysis is determined by rolling percentile dice. Consult the table below:

Roll	Result
01-10	Death occurs
11-20	Arms, legs, and neck
21-30	Neck
31-40	Arms and legs
41-60	Arms
61-80	Legs
81-90	Feet only
91-100	Hands only

21-40 Powder of Perpetual Sneezing: Whoever sniffs this powder will sneeze 1d10 times per minute for the rest of their life.

41-60 Powder of the Pituitous: Whoever contacts this powder will experience extreme laziness for 1d10 hours. Their Phlegmatic temperament will increase to 100 points. An affected character will lay down and make themselves comfortable, and will not attack unless attacked first.

61-80 Powder of Pleasing: Whoever contacts this powder will do anything in their power to please the first character seen for 1d10 hours. However, any character in contact with the powder may avoid being compelled to please another by passing a Drive check at TH 50. If touched aggressively, the effect ends.

81-100 Powder of Power: Whoever contacts this powder will feel empowered for 1d10 hours. The empowered character will experience an increase of 1d10 Strength, 1d10 Health, and 1d10 Drive sub-ability points. These gains will likely affect the Life Points of the character.

Rods

A rod is a straight, slender, crafted, and artificial stick. Rods may be made of any solid material, usually metal. Typically, a rod is 2-3 feet in length. Only a spellcaster (druid, hierophant, mage, and sorcerer) can use the magical effects of a rod. By nature, a rod is more potent in magic than a wand, but less potent than a staff. A rod is activated through performing a specific ritual, which is determined for each rod. Upon creation, the creator assigns the specific ritual. If another spellcaster acquires a rod, they must discern the specific ritual somehow.

The effect of a rod does not happen immediately, but the effect starts at least four seconds after the spellcaster performs the specific ritual. This delay equals a Delivery Penalty of at least 100. The effects of some rods may take longer and are detailed under each rod if necessary.

01-25 Rod of Many: This rod has 2d100 Magic Points. The possessor may use these MP to cast any spell, even if the spell is unknown to the possessor, as long as the rod has enough MP to cast it. Once the MP are expended, the rod is magically inert.

26-50 Rod of Rebellion: The effect of this rod is elicited when the possessor speaks or acts against their community or government. The action will be so pleasing, the owner will be unable to stop until they pass a Drive check of TH 99. A check may be made once per round. Further, the rebellious action grants a bonus of + 50 to any skill checks from which rebellion may be incited in others.

51-75 Rod of Reciprocity: This rod enables the possessor to return a duplicate attack against an attacker, regardless of the possessor's abilities, skills, equipment, or magic. The returned attack will strike in the same location and do the same damage. This rod functions immediately, and the possessor still suffers the attack.

76-100 Rod of Ridiculousity: Whenever this rod is activated, it causes 1d10 random events to occur (see *App. 3: Random Magical Effects*).

Scripture, Books

A book is a formal and written document. Compared to other forms of scripture, a book is a recent creation. The pages of a book are made of parchment and bound together. However, unlike a tome or grimoire, a book may be written about any miscellaneous material.

01-20 Book of Butchery: Whoever begins to read any portion of this book must make a Hand-Eye Coordination sub-ability check at TH 90 every time they flip the page. If failed, the character experiences a deep paper-cut that causes 1d4 LP of damage. The contents of this book are about butchery techniques. It is (1d100 + 100) pages in length. If read entirely, then the character gains 5 skill points toward their dismemberment skill (see *Chap. 8: Skills*).

21-40 Book of Fate: Whoever reads this book in its entirety must pass a Common Sense check at TH 90 or believe that they know their fate. If passed, then the book has no effect on the character.

41-60 Book of Proverbs: Whoever reads this book in its entirety will gain 1d10 points in Wisdom. The book is (1d100 + 100) pages in length. The effect of this book only functions once per character.

61-80 Caster-fury Tales: This literary work is about a group of priests of different faiths who travel together by happenstance to the same destination. There is a tale for each traveler. If read in its entirety, then the character gains 1 point in their Sanguine temperament.

81-100 Yayraaeefunduhfuck's Book of Iboniks: Whoever reads this book will lose 1 point from each sub-ability of Intelligence for each page read. However, for each page that is read, the character acquires a 1% cumulative chance of realizing that they are losing Intelligence. The contents of the book explore cultural issues between ogres and the society in or near which they live.

Scripture, Codexes

A codex is an ancient book, though it may also consist of unbound sheets in manuscript form. A codex is distinct from a scroll. Codexes are often highly valued.

01-25 Codex of Chaos: Whoever reads this codex will lose all Ethicality points regarding their disposition, and become unethical. Next, the character will take the codex and flee civilization and all contact with other sentient creatures. The character will behave randomly until the end of their days, and will reread this codex until they go blind.

26-50 Codex of Climax: This codex only functions for a female reader. If a literate female reads this codex, then she will learn how to have an orgasm. She will experience an increase of 1d100 points of Debauchery, and value this book above all other possessions. The enlightened female will avidly pursue sex with every male within reason, even at the expense of her marriage.

51-75 Codex of Control: Whoever reads this codex will gain control over all sentient creatures within 1d10 feet while holding this codex above their head. The character will guard the codex thereafter with their life. Characters within range must pass a Drive sub-ability check at TH 80 each round in order to be unaffected.

76-100 Codex of Creation: Whoever begins to read this codex will be unable to stop reading until it is finished. The reader will learn every detail of the creation of the universe, world, and gods. Thereafter, the character will refuse to discuss the subject of creation for the rest of their life. Upon natural death, not murder or suicide, the character will become immortal. However, if they are decapitated, they will permanently die. Otherwise, their body will not decay and they will live as long as the earth. This particular type of codex cannot be destroyed by any means.

Scripture, Grimoires

A grimoire is a spellbook. It is a text written by mages for other mages. The pages of a grimoire are made of parchment and bound together. A grimoire is a set of instructions on how to cast spells, most often concerning the invocation of demons or spirits of the dead.

01-10 The Arbatel of Magic:

This grimoire functions only for a mage. As a set of nine volumes, the arbatel informs about the magic of different cultures and races. Once read in its entirety, the arbatel increases the Intelligence ability of the reader by 1d10 points. The arbatel functions only once per mage.

11-20 Grand Grimoire: This grimoire functions only for a mage. By reading this grimoire in its entirety, a mage will acquire 1d10 random spells, which may include chaos magic. These new spells are permanently a part of the reader, though this grimoire functions only once per mage.

21-30 Grimoirium Verum: This grimoire functions only for a mage. This grimoire lists numerous demons, illustrates their symbols, and instructs the reader how to summon them. The reader is forewarned, because the demons listed are difficult and devious. Woe betide the inexperienced reader who summons these demons.

31-40 The Key of Nomolos: This grimoire functions only for a mage. It is an ancient magical text, an artifact. Most of the magic within is concerned with personal gain. This grimoire deals with the drawing of pentacles, five-pointed stars inscribed with magical charms. These drawings cause magical effects.

41-50 The Lemegeton: This series of four grimoires functions only for a mage. This work consists of four volumes: Goetia, Theurgia Goetia, The Pauline Art, and The Almadel. Overall, The Lemegeton includes a complete hierarchy of 72 demons, whom the mage evokes for their benefit.

51-60 Liber Spiritum: This grimoire functions only for a mage. Also called the Book of Spirits, it must be written on virgin paper. The left-hand pages have pictures of demons, while the right-hand pages have oaths that the demons must take to serve the mage. Each oath is signed by the demon's mark. The grimoire must be consecrated by a hierophant, who chants three holy masses over it. Each of these grimoires contains information about 10d10 demons, as well as instructions on how to summon them.

61-70 The Magical Elements of Heptameron: This grimoire functions only for a mage. A system is elucidated for conjuring spirits based on the hour, day, and phase of the moon. Depending on these three factors, the caster will be able to determine which spirit(s) will appear if conjured. The spirits are either angels or demons.

71-80 Pseudomonarchia Daemonium: This grimoire functions only for a mage. Inside is a summary of 69 demons and how to summon them. The reader is forewarned, because the demons listed are difficult and devious. Woe betide the inexperienced reader who summons these demons.

81-90 The Red Dragon: This grimoire functions only for a mage. In order to read and understand this grimoire, a mage must have a Math sub-ability of at least 175. Once read in its entirety, this grimoire grants the reader an additional 1d1000 MP. Further, this grimoire causes a previous reader to appear to cease aging. Therefore, if a human mage reads the book at age 30, then they will appear as age 30 for the rest of their life. This grimoire functions only once per mage.

91-100 The Sacred Magic of Abramelin the Mage: This grimoire functions only for a mage. Three grimoires comprise a set. The first volume serves as an introduction to magic and its history. The second volume provides instructions to summon angels and demons. The third volume is filled with spells, which are categorized by chapter and magical talismans:

Chapter 1: To know all manner of things past and future, which are not directly opposed to the gods.

Chapter 2: To obtain information concerning all sorts of propositions and all doubtful sciences.

Chapter 3: To cause any spirit to appear and take any form, such as humanoid, animal, bird, etc.

Chapter 4: For visions.

Chapter 5: How we may retain familiars bound or free in whatsoever form.

Chapter 6: To cause the discovery of mines, and to help forward all kinds of work connected there-with.

Chapter 7: To cause the spirits to perform skillfully regarding metals.

Chapter 8: To excite tempests.

Chapter 9: To transform animals into humans, and humans into animals, etc.

Chapter 10: To hinder any magical effects, except those of this grimoire.

Chapter 11: To cause all kinds of books to be brought to the caster, and whether lost or stolen.

Chapter 12: To know the Secrets of any character.

Chapter 13: To cause a dead character to revive and perform all the functions that a living character would do, and this during seven years, by means of the spirits.

Chapter 14: To render oneself invisible unto every character.

Chapter 15: For the spirits to bring us anything we may wish to eat or to drink.

Chapter 16: To find and take possession of all kinds of treasures, provided that they are not guarded magically.

Chapter 17: To fly in the air and travel anywhere.

Chapter 18: To heal maladies.

Chapter 19: For every description of affection and love.

Chapter 20: To excite hatred and enmity, discords, quarrels, contentions, combats, battles, loss, and damage.

Chapter 21: To transmogrify oneself and take different faces and forms.

Chapter 22: To perform evil.

Chapter 23: To demolish buildings and strongholds.

Chapter 24: To discover thefts.

Chapter 25: To walk upon or under water.

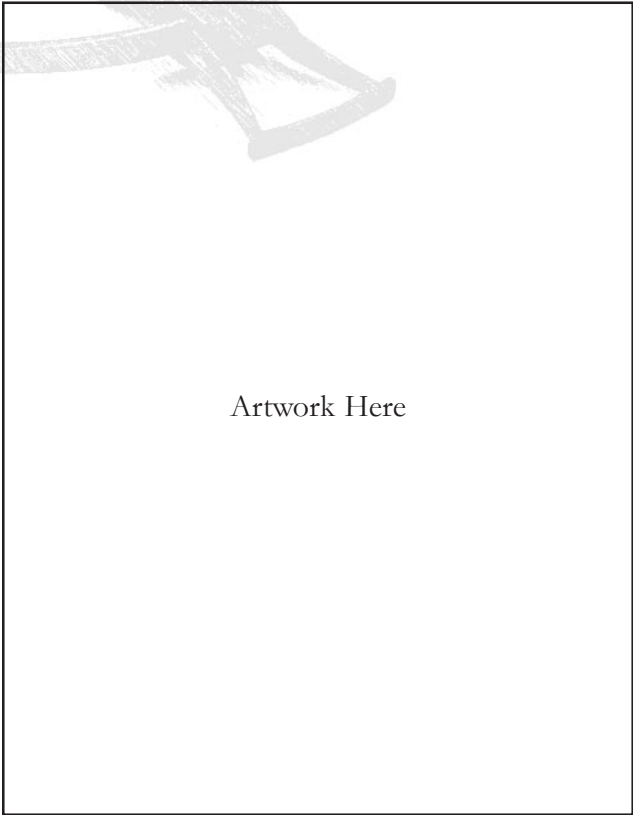
Chapter 26: To open every kind of lock without a key or making a sound.

Chapter 27: To cause visions to appear.

Chapter 28: To have as much gold and silver as desired.

Chapter 29: To cause armed humans to appear.

Chapter 30: To cause comedies or any kind of music and dance to appear.



Chapter 13:
Magical
Items

Scripture, Librams

A libram is a formal and written document. Compared to other forms of scripture, a libram is a recent creation. The pages of a libram are made of parchment and bound together. Librams are formal treatises on subjects, and are often categorized in libraries.

01-20 Libram of Language:

Whoever reads this libram will magically master all languages. This libram will function only once per character. When a character finishes reading this libram, they will instantly master all languages, and must also pass a Common Sense sub-ability check at TH 50 or attempt to destroy the libram, rending it to pieces.

21-40 Libram of Lechery: Whoever reads this libram will master the subject of fantasy adventure to adult lechery. A permanent bonus of 1d100 is applied to the skills of Seduction and Sexual Adeptness.

41-60 Libram of Liberty: Whoever reads this libram will become more liberal in all respects and value freedom, both for themselves and others. From here forward, this character will pursue the power to do as desired.

61-80 Libram of Libido: Whoever reads this libram will realize the brevity of life and experience a doubling of their libido. Since their sexual desire has doubled, the character will desire sex twice as often, and be able to last twice as long until they are satisfied.

81-100 Libram of Mastery: Whoever reads this libram will master the subject of this libram so perfectly that an ability or skill check will never be necessary regarding the knowledge of it. The subject of this libram is randomly determined. It concerns a specific (01-10) ability, (11-20) sub-ability, (21-30) gender, (31-40) race, (41-50) disposition, (51-60) temperament, (61-70) occupation, (71-80) skill, (81-90) piece of equipment, or (91-100) spell.

Scripture, Scrolls

A scroll is a long strip of papyrus, leather, or parchment that is used as the body of a written document. A scroll often has a rod with handles at one or both ends for convenience in rolling and storing the scroll. Only tablets predate scrolls as the oldest scripture.

01-16 Scroll of Sacrification:

Whoever reads from this scroll will die as a sacrifice to a random deity.

17-32 Scroll of Sacrilege: Whoever reads from this scroll will be compelled for 1d100 days to steal and desecrate sacred items. Once desecrated, the item must be made public. For example, a reader may be compelled to smash and steal a statue from a church. Later, its head or other body parts may suddenly appear in the town square.

33-48 Scroll of Sadness: Whoever reads from this scroll will gain 1d10 points in their Melancholic temperament. This character will become more sad, depressed, melancholic, sorrowful, unhappy, and feel dejected. However, their points in Sanguine temperament must also be considered when determining the severity their newfound sadness. This scroll functions only once per character.

49-64 Scroll of Secrecy: Whoever writes a message on this scroll will notice that the message is invisible to every other character except the intended recipient of the message.

65-80 Scroll of Snuffing: Whoever reads from this scroll will snuff their own Life Points, one LP per sentence read. Upon reading each sentence, a character must pass an Intelligence check at TH 90 to realize that their life is being snuffed. If they become unconscious, they die instantly.

81-100 Scroll of Spatial Intelligence: Whoever reads from this scroll will experience an increase of 1d10 points in their Spatial Intelligence sub-ability. This scroll functions only once per character.

Scripture, Tablets

A tablet is a flat surface, slab, or plaque of inflexible material suited for or bearing an inscription. It is relatively thin and may contain a picture or engraving. Most often, tablets are made of dried clay. Tablets are the oldest scripture.

01-14 Tablet of Reality: Whatever is inscribed on this tablet becomes reality. Therefore, this is one of the most powerful of all magical items. Only one exists and it is owned by a god. The god will guard this tablet and it should never fall into the hands of a mortal.

15-28 Tablet of Taciturnity: Whosoever reads this tablet will experience an increase of 1d10 points in their Intelligence ability and become habitually silent, disinclined to talk.

29-42 Tablet of Tenebrosity: Whosoever reads this tablet may cause absolute darkness in a 1d100' radius around the tablet. The tenebrosity lasts for 1d100 rounds. This tablet functions every time.

43-56 Tablet of Tergiversation: Whosoever reads this tablet will cause all others within 1d100' radius around the tablet to abandon their religious faith or political party for 1d100 rounds.

57-70 Tablet of Tessera: Whosoever reads this small tablet will believe that the wearer is whoever the tessera claims. The wearer may rub the tablet and speak a name or identity, and the tessera will display this to others. The tessera allows a character to impersonate another of their race, regardless of gender or age.

71-84 Tablet of Thaumaturgy: Whosoever reads this tablet will cause a miracle to happen for a random character within 1d100'.

85-100 Tablet of Time: Whosoever reads this tablet may return to any previous time in their life. The reader will become appropriately young again, but will retain all knowledge. This tablet functions only once per character.

Scripture, Tomes

A tome is a volume forming part of a larger work. The volume is large, scholarly, and ponderous, and may be a reference work. The pages of a tome are made of parchment and bound together.

01-10 Discipline, Vol. 1: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of annihilation. The spells are determined randomly. The tome may only be read once per character.

11-20 Discipline, Vol. 2: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of convocation. The spells are determined randomly. The tome may only be read once per character.

21-30 Discipline, Vol. 3: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of deterioration. The spells are determined randomly. The tome may only be read once per character.

31-40 Discipline, Vol. 4: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of domination. The spells are determined randomly. The tome may only be read once per character.

41-50 Discipline, Vol. 5: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of eradication. The spells are determined randomly. The tome may only be read once per character.

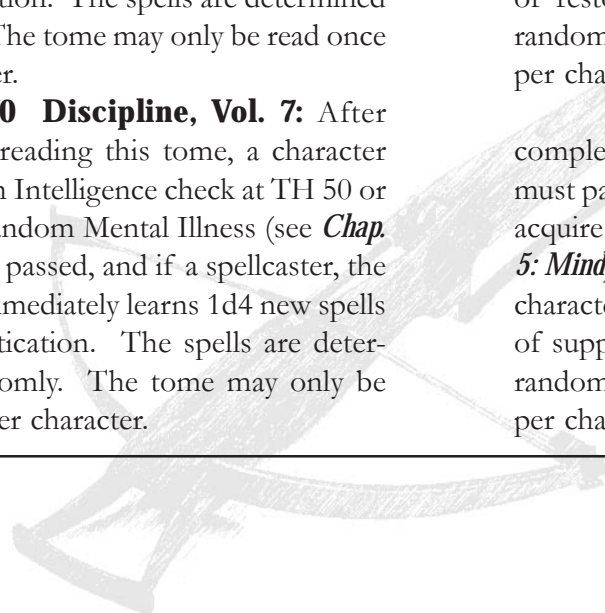
51-60 Discipline, Vol. 6: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of hallucination. The spells are determined randomly. The tome may only be read once per character.

61-70 Discipline, Vol. 7: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of prognostication. The spells are determined randomly. The tome may only be read once per character.

71-80 Discipline, Vol. 8: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of reformation. The spells are determined randomly. The tome may only be read once per character.

81-90 Discipline, Vol. 9: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of restoration. The spells are determined randomly. The tome may only be read once per character.

91-100 Discipline, Vol. 10: After completely reading this tome, a character must pass an Intelligence check at TH 50 or acquire a Random Mental Illness (see *Chap. 5: Mind*). If passed, and if a spellcaster, the character immediately learns 1d4 new spells of supportation. The spells are determined randomly. The tome may only be read once per character.



Artwork Here

Staves

A staff is a long stick carried in the hand for support in walking. Typically, a staff is 5-7 feet in length. Only a spellcaster (druid, hierophant, mage, and sorcerer) can use the magical effects of a staff. By nature, a staff is more potent in magic than a rod, and a rod more potent than a wand. A staff is activated through speaking a magical chant. Each staff has a unique magical chant for each magical effect. Upon creation, the creator assigns the magical chant. If another spellcaster acquires a staff, they must discern the magical chant(s) somehow.

The effect of a staff does not happen immediately, but the effect starts two rounds after the spellcaster speaks the chant. The effects of some staves may take longer and are detailed under each staff if necessary.

01-07 Staff of Annihilation:

Whosoever wields this staff may cast any spell from the discipline of annihilation. Each staff when created has 1d1000 Magic Points that may be used per day.

08-14 Staff of Convocation:

Whosoever wields this staff may cast any spell from the discipline of convocation. Each staff when created has 1d1000 Magic Points that may be used per day.

15-21 Staff of Deterioration:

Whosoever wields this staff may cast any spell from the discipline of deterioration. Each staff when created has 1d1000 Magic Points that may be used per day.

22-28 Staff of Domination:

Whosoever wields this staff may cast any spell from the discipline of domination. Each staff when created has 1d1000 Magic Points that may be used per day.

29-35 Staff of Druids: This staff doubles the Magic Points of a druid. This staff only functions for a druid.

36-42 Staff of Eradication:

Whosoever wields this staff may cast any spell from the discipline of eradication. Each staff when created has 1d1000 Magic Points that may be used per day.

43-49 Staff of Hallucination:

Whosoever wields this staff may cast any spell from the discipline of hallucination. Each staff when created has 1d1000 Magic Points that may be used per day.

50-56 Staff of Heiropants: This staff doubles the Magic Points of a heiropant. This staff only functions for a heiropant.

57-63 Staff of Mages: This staff doubles the Magic Points of a mage. This staff only functions for a mage.

64-70 Staff of Prognostication:

Whosoever wields this staff may cast any spell from the discipline of prognostication. Each staff when created has 1d1000 Magic Points that may be used per day.

71-77 Staff of Reformation:

Whosoever wields this staff may cast any spell from the discipline of reformation. Each staff when created has 1d1000 Magic Points that may be used per day.

78-84 Staff of Restoration: Whosoever wields this staff may cast any spell from the discipline of restoration. Each staff when created has 1d1000 Magic Points that may be used per day.

85-93 Staff of Sorcery: This staff doubles the Magic Points of a sorcerer. This staff only functions for a sorcerer.

94-100 Staff of Supportation:

Whosoever wields this staff may cast any spell from the discipline of supportation. Each staff when created has 1d1000 Magic Points that may be used per day.

Torture Devices

A torture device is an object that has been created to assist a torturer. Non-magical torture devices are described in *Chapter 9: Equipment*.

01-12 Headcrusher of Healing:

At the moment that the last Life Point would be crushed from a victim's head, this torture device is 80% likely to heal the victim, fully restoring them to their potential LP.

13-25 Pear of Pleasure: Whenever this pear is opened within an orifice of a character, pleasure will be felt while the damage is inflicted.

26-37 Rack of Recognition: If a character lies when asked a question and while affixed to this rack, the rack will recognize the lie and tighten automatically. If a character tells the truth when asked a question and while affixed to this rack, the rack will loosen automatically.

38-50 Stocks of Sordidness: Whosoever is placed in these stocks will be filthy physically for the rest of their life.

51-62 Thumbscrews of Terror: Whosoever wears these thumbscrews will be unable to move or speak due to extreme terror, especially toward whoever fastened them. Both must be worn for the magical effect to occur.

63-75 Thumbscrews of Trust: Whosoever wears these thumbscrews will implicitly trust whoever fastened them. Both must be worn for the magical effect to occur.

76-88 Whirligig of Weakness: Whosoever endures a spin in this whirligig will permanently lose 1d10 points of their Strength sub-ability. This whirligig functions only once per character.

89-100 Whirligig of Wisdom: Whosoever endures a spin in this whirligig will permanently gain 1d10 points in their Wisdom ability. This whirligig functions only once per character. Perhaps, with the added Wisdom the character will avoid punishment in the future.

Wands

A wand is a slender, flexible stick made of either wood or gold. Typically, a wand is 12-18 inches in length. Only a spellcaster (druid, hierophant, mage, and sorcerer) can use the magical effects of a wand. Such firsthand knowledge and experience with magic is sufficient to allow a spellcaster to operate any wand. By nature, wands are weaker in magical power than rods, and rods are weaker than staves. A wand is activated through motion, usually by waving or pointing it. Wands do not require a magical chant.

The effect of a wand does not happen immediately, but the effect starts at least one round after the caster begins waving it. The effects of some wands may take longer and are detailed under each wand if necessary.

01-10 Wand of Once: This wand is operated by waving it and desiring a certain spell to be cast. This wand has (10 + 1d20) MP and may be used to cast any spell that does not exceed these MP. The wand functions only one time and is inert thereafter. The wand will cast a spell even if the wielder does not know the spell.

11-20 Wand of Vibration: A wand of vibration is operated by striking against a solid object. Thereafter, this wand begins to vibrate intensely for up to one round per occupational level. In addition to spellcasters, other occupations may also use the wand of vibration, including chambermaids, courtesans, and whores. This wand is an effective massage tool. Finally, each wand offers a bonus of 2d20 to the Lock-Picking skill by inserting it into the lock and vibrating the tumblers.

21-30 Wand of Wakefulness: Whosoever holds this wand will not become tired until the wand is out of their grasp. When a character is no longer in contact with this wand, they will begin to tire normally, and will not be suddenly tired to compensate for the duration the wand was held.

31-40 Wand of War Brides:

Whosoever holds this wand will be able to summon a female if the holder of the wand is enlisted in war. The female will serve the holder in every way, and will remain until the holder sets down the wand. Each time a bride is summoned, she will be different. During times of peace for the holder, this wand does not function.

41-50 Wand of Warding: Whosoever touches this wand while they sleep will awaken if any character or creature comes within 100 feet of the wand. Even if the character is in deep sleep, there will be no penalty to their reactions.

51-60 Wand of Warlordism: Whosoever holds this wand will be in command of 1d1000 characters of the same race as the holder. The characters will demand to conduct war, and will look with limited patience to the holder to select a target. The war party will disappear when the holder no longer holds the wand.

61-70 Wand of Washing: Whosoever holds this wand will be clean as though they just washed or bathed.

71-80 Wand of Weaponry: Whosoever holds this wand may use it at any moment as though it were any melee weapon. The holder must wave it and speak the name of the weapon for the wand to change form.

81-90 Wand of Whispering: This wand is operated by shaking it while holding it close and whispering. The wand will continue to whisper inaudibly on its own for 2d20 rounds, even if it is set down.

91-100 Wand of Wisdom: Each time a spell is cast and the wand is held while casting, the caster acquires 1 point in a sub-ability of Wisdom of their choice. Unfortunately, they lose 2 points in a sub-ability other than Wisdom, also of their choice. However, when such a spell is cast, the effect is double what it would be in every respect without this wand.

Weapons, Melee

To randomly determine a magical melee weapon, at least three rolls must be made. First, roll percentile dice to determine if the magical weapon has Extraordinary Properties.

Roll	Result
01-90	Ordinary Magical Weapon
91-100	Extraordinary Magical Weapon

If the weapon has Extraordinary Properties, then each of the following tables must be consulted. If not, then only the first two tables must be consulted. Next, roll percentile dice to determine the specific type of weapon:

Roll	Weapon
01-03	Axe, Battle, Footman's
04	Axe, Battle, Horseman's
05-06	Axe, Hand
07-09	Club
10	Club, Great
11-15	Dagger
16	Dagger, Dirk
17	Dagger, Stiletto
18	Flail, Footman's, Holy Water Sprinkler
19-20	Flail, Footman's Military
21	Flail, Horseman's w/1 spiked ball
22	Flail, Horseman's w/2 spiked balls
23	Garrote
24	Hammer, Maul
25-27	Hammer, War, Footman's
28-29	Hammer, War, Horseman's
30	Lance, Light
31	Lance, Heavy
32	Lance, Jousting
33-34	Mace, Footman's
35-36	Mace, Horseman's
37	Mace-axe
38-40	Morgenstern
41	Pick, Military, Footman's
42	Pick, Military, Horseman's
43	Polearm, Awl Pike
44-45	Polearm, Berdeesh
46	Polearm, Bec de Corbin

47	Polearm, Bill	<u>Roll</u>	<u>Result</u>
48	Polearm, Bipennis	01	The weapon has a penalty of (80 + 1d20) to attack and damage rolls.
49	Polearm, Fauchard	02	The weapon has a penalty of (60 + 1d20) to attack and damage rolls.
50	Polearm, Glaive	03-04	The weapon has a penalty of (40 + 1d20) to attack and damage rolls.
51	Polearm, Guisarme	05-09	The weapon has a penalty of (20 + 1d20) to attack and damage rolls.
52-53	Polearm, Halberd	10-20	The weapon has a penalty of 1d20 to attack and damage rolls.
54-55	Polearm, Military Fork	21-65	The weapon has a bonus of 1d20 to attack and damage rolls.
56	Polearm, Partisan	66-85	The weapon has a bonus of (20 + 1d20) to attack and damage rolls.
57-58	Polearm, Poleaxe	86-95	The weapon has a bonus of (40 + 1d20) to attack and damage rolls.
59	Polearm, Ranseur	96-99	The weapon has a bonus of (60 + 1d20) to attack and damage rolls.
60	Polearm, Spetum	100	The weapon has a bonus of (80 + 1d20) to attack and damage rolls.
61	Polearm, Voulge		
62-65	Quarterstaff		
66	Sap		
67	Spear, Long		
68-73	Spear, Medium		
74	Spear, Short		
75	Spear, Trident		
76	Sword, Bastard		
77-81	Sword, Broad		
82	Sword, Cut and Thrust		
83	Sword, Falchion		
84	Sword, Flamberge		
85-86	Sword, Gladius		
87-90	Sword, Long		
91	Sword, Scimitar		
92-95	Sword, Short		
96	Sword, Zweihander		
97	Whip		
98	Whip, Bull		
99	Whip, Cat-o-nine tails		
100	Whip, Scourge		

Extraordinary Melee Weapons

If a melee weapon was previously determined to have Extraordinary Properties, then the weapon may have both a prefix and a suffix, such as a Mangling Maul of Mutilation. In this example, 'mangling' is the prefix, and 'mutilation' is the suffix. First, roll percentile dice and consult the table below to determine the type(s).

<u>Roll</u>	<u>Result</u>
01-45	Prefix
46-90	Suffix
91-100	Prefix and Suffix

Next, roll percentile dice to determine the bonus or penalty applied to the weapon:

To determine the prefix, proceed to the appropriate type of damage, such as Hacking, Pounding, or Stabbing. If a weapon is capable of multiple types of damage, then use a d6 and randomly determine the type of damage that will have Extraordinary Properties as a prefix. Then, to determine the suffix, roll percentile dice and consult the General Properties table. In either case, roll percentile dice and consult the appropriate prefix or suffix table:

General (Suffix) Properties

01. **Abacenis, of:** Whosoever wields this weapon will unerringly strike the eyes of their opponent once per day at will. Better yet, the weapon will burn the victim's eyes. Upon burning their eyes, they must pass a Health check at TH 50 or die immediately.
02. **Adhesion, of:** Whosoever wields this weapon will notice that the weapon adheres itself to a victim upon a successful attack. The victim will lose 1 LP per round until separated from the weapon. To separate themselves from the weapon, the victim must pass a Strength check at TH 50. Otherwise, it will continue to drain LP until the victim dies.
03. **Advancement, of:** Whosoever wields this weapon will experience an increase in occupational level by 1d4 levels. If the wielder has multiple occupations, then advancement occurs in the occupation that is most appropriate to the weapon. Otherwise, the occupation is randomly selected.
04. **Agility, of:** Whosoever wields this weapon will gain 1d20 points in their Agility sub-ability whenever wielding the weapon. The number of points gained are consistent for each character, but may differ from character to character.
05. **Antichristo, of:** Whosoever wields this weapon will gain 1d10 points in their Strength sub-ability whenever wielding the weapon. The number of points gained are consistent for each character, but may differ from character to character. Also, the actions of the wielder will become more shameless whenever wielding the weapon.
06. **Atrophy, of:** Whosoever wields this weapon will lose 1d20 points in their Strength sub-ability whenever wielding the weapon. The number of points lost are consistent for each character, but may differ from character to character.
07. **Bards, of:** Whosoever possesses this weapon will gain the ability to play any musical instrument with virtuosity. Having the ability to play at speeds over 300 bpm, the wielder will also temporarily gain an extra 15 points of Charisma when displaying this ability in front of crowds.
08. **Betrayal, of:** Whosoever wields this weapon will betray whoever the wielder holds in the highest regard. The wielder will betray them by attempting to kill them once per day.
09. **Bitching, of:** Whosoever wields this weapon will incessantly bitch and complain about everything imaginable, unless wielding the weapon. Whenever bitching, the wielder loses 3d20 points of Rhetorical Charisma.
10. **Biting, of:** Whosoever wields this weapon will not give more damage due to this effect, but inexplicably, teeth marks will be left after the attack.
11. **Bloodthirst, of:** Whosoever wields this weapon will be compelled to drink the blood of a freshly slaughtered victim per week. All blood must be drunk that day. The wielder usually hopes they don't kill a large creature. After all blood is drained and drunk, the wielder gains 50% of the LP of the dead creature for 1d10 hours.

- 12. Brutality, of:** Whosoever wields this weapon will become so brutal during combat that the wielder will be unable to stop attacking their opponent, even when clearly dead and the wielder is in danger from others. The wielder must continue to attack fallen opponents for 2d6 rounds after victory.
- 13. Burning, of:** Whosoever wields this weapon will cause 150% damage that is normal for the weapon due to the fact that this weapon is searing hot, except to the owner. This weapon may cause fires with flammable substances. Whenever the weapon contacts flesh, steam rises for 1d4 rounds.
- 14. Celerity, of:** Whosoever wields this weapon will notice that the Delivery Penalty is halved. No matter what, at least one attack per round is gained.
- 15. Charisma, of:** Whosoever wields this weapon will gain 1d20 points in their Charisma ability whenever wielding the weapon. The number of points gained are consistent for each character, but may differ from character to character.
- 16. Clotting, of:** Whosoever wields this weapon will notice that their own blood clots. Therefore, the wielder only loses 50% of the LP when struck by an attack whenever wielding this weapon.
- 17. Concealment, of:** Whosoever wields this weapon gains a bonus of 1d20 to their Hide skill check whenever holding this weapon.
- 18. Convulsion, of:** Whosoever wields this weapon causes any opponent struck to fall to the ground and convulse for 2d6 rounds. The convulsions witnessed from the striking of this weapon have been commented to be like a fish flopping when out of water. The opponent avoids convulsion if they pass a Strength check at TH 70. This particular weapon only causes 1d6 convulsions per day and upon proper recitation of the command word, 'danceforme bitch.' The number of convulsions must be determined daily.
- 19. Contempt, of:** Whosoever possesses this weapon will despise everyone and everything they see or think about, except for themselves and this weapon. No matter how beautiful or ugly, valuable or fucking worthless, the wielder will despise its essence. The possessor becomes quiet and will not speak, though they seethe and sulk in anger while quiet. If anyone provokes them, such as by saying 'hello', the possessor of this weapon will must pass a Drive check at TH 80 or attempt to divide them into 3d10 pieces. Due to contempt, the possessor gains 1d4 to the damage of each attack.
- 20. Corrosion, of:** Whosoever wields this weapon will cause magical corrosion to anything struck by this weapon. This weapon causes 150% normal damage due to corrosion. This additional damage will continue to occur each round thereafter, though the amount decreases by 25% each time.

- 21. Corruption, of:** Whosoever wields this weapon will become corrupt and desire power over others. The owner will never be content unless in complete power of a situation. If they are not content, they will spend every waking minute scheming.
- 22. Cowardice, of:** Whosoever wields this weapon will become a coward and flee from any opponent, even if it is a baby throwing a tantrum.
- 23. Darkness, of:** Whosoever wields this weapon will be able to cause darkness upon speaking the command word, 'jiveboninegro.'
- 24. Darkok, of:** Whosoever wields this weapon will quit their occupation and pursue the thug and sorcerer occupations. If the owner does not have the ability requirements to be the necessary occupation, this weapon grants the minimum ability requirements. The owner will guard this weapon with their life.
- 25. Death, of:** Whosoever wields this weapon will cause instant death to any creature struck. This property of this weapon only functions once per day. The command word 'bloatedsmellyass' must be chanted upon the attack, or this property does not function. If the attack is missed, then this property is wasted for this day.
- 26. Defending, of:** Whosoever wields this weapon will receive an increase of 1d20 points of Current Armor.
- 27. Delicious Devouring, of:** Whosoever wields this weapon will notice that the weapon noisily devours 1d4 LP of the victim upon contact in addition to other damage. The weapon belches after each attack.
- 28. Disdain, of:** Whosoever possesses this weapon will notice that this weapon glows a dim green light when within 50 feet of a creature who has a Physique ability that is inferior to the possessor of the weapon. The possessor will attempt to avoid them at all costs unless a Drive sub-ability check is passed at TH 80. Either way, the possessor hates them.
- 29. Disintegration, of:** Whosoever wields this weapon will cause any creature touched with this weapon to be separated into individual cells. If the touched creature passes a Drive check at TH 70, then the disintegration fails and is wasted. This property of this weapon only functions once per day. Nothing short of a wish can restore life to this creature of a billion pieces.
- 30. Dolor, of:** Whosoever wields this weapon will not give greater damage to an enemy upon striking them, but each time a victim is struck they must pass a Strength check at TH 50 or fall unconscious from excruciating pain. If they fall unconscious, their LP will be reduced to what is appropriate for their unconsciousness, and the victim will remain unconscious until the attacker apologizes or eight hours pass. When consciousness is regained, the victim will have 1 LP above their maximum LP for unconsciousness. Moreover, for every successful attack of this weapon, there is a 1% chance that the victim instantly dies.

- 31. Electricity, of:** Whoever wields this weapon may, upon speaking the command word of ‘wattsntwats,’ cast forth a trapezoid of crackling electrical energy from the tip of the weapon. This property functions once per hour. Within the trapezoid is an image of the laughing visage of the wielder. The trapezoid will hurl at its target at the speed and range of a longbow arrow and connect unerringly. Each trapezoid will cause 1d10 LP of damage.
- 32. Extracting, of:** Whoever wields this weapon will extract the most important sub-ability of the victim. Upon each successful attack, the victim permanently loses 1d20 points in that sub-ability, unless the respective sub-ability check is made at TH 50. Remember that appropriate penalties apply to sub-ability loss. If at any time this sub-ability reaches zero, then the victim dies, period.
- 33. Festering, of:** Whoever wields this weapon will, upon a successful attack, cause wounds that will fester. A festering wound becomes nasty for 2d20 hours and gushes pus and runny ichor. The victim will desire to touch the wound and pick the scabs, but will notice each time they touch or pick it, the wound spreads by 10% in surface area and the victim loses 10% of their LP.
- 34. Fighters, of:** Only a fighter who wields this weapon will notice an increase of 1d100% LP and a bonus of 1d20 points to any skill check appropriate to their occupation.
- 35. Fire, of:** Whoever wields this weapon will be able to, upon reciting the command word of ‘scorchilicious-hurticus,’ cause the entire weapon to be consumed in flames. The wielder will not experience any damage from the flames, but the victim will experience 200% damage from the fire. This property only functions once per day.
- 36. Flight, of:** Whoever possesses this weapon is able to fly at a Sprint Speed of 100 when they cradle the weapon between their legs. The possessor may fly for 10 rounds. If the property ceases while they are in the air, then splat, they fall instantly.
- 37. Gushing, of:** Whoever wields this weapon will cause all wounds given to a victim to gush blood like a freak. The victim loses a number of LP equal to 10% of the damage from the original wound each round for 1d10 rounds thereafter. Sometimes, the blood sprays instead of gushes.
- 38. Healing, of:** Whoever wields this weapon will may either attack normally, or touch it to a visible wound and heal them for 1d20 LP. This property functions once per wounded character per day.
- 39. Immorality, of:** Whoever wields this weapon causes a loss of 1d20 points of morality regarding the disposition of the victim upon a successful attack.
- 40. Impiety, of:** Whoever wields this weapon causes a loss of 1d20 PP to the victim upon a successful attack.

- 41. Incorporeity, of:** Whosoever wields this weapon may become incorporeal once per day for 1d10 rounds. When incorporeal, their physical body and all of their immediate possessions exist on another plane of existence. An incorporeal character may pass through walls and are unable to affect others. If the duration of this property ends while the character is attempting to pass through a solid object, then the character dies.
- 42. Indestructibility, of:** Whosoever investigates this weapon may discover that it cannot be harmed or destroyed in any manner. For example, this weapon will never lose its edge, cannot be disintegrated, or affected by a Wish spell.
- 43. Indifference, of:** Whosoever wields this weapon will become indifferent to any character. The possessor simply does not care whenever this weapon is held in their hand. Whenever anyone talks to the wielder, the wielder will reply, "I don't care, why not."
- 44. Insalubrity, of:** Whosoever possesses this weapon will eat substances that are unwholesome or unhealthy, like dirt. Further, they will eat until they are sick. The possessor will refuse to get out of bed all day, every day. If anyone bothers the possessor while eating or sleeping, they will attempt to kill them, and then return to eating and sleeping.
- 45. Intelligence, of:** Whosoever possesses this weapon experiences an increase of 1d20 points in their subability of Intelligence. If this weapon is lost, so is 2d20 points of their Intelligence.
- 46. Justice, of:** Whosoever possesses this weapon will experience an increase of 1d20 ethical points regarding their disposition. Moreover, they will be obsessed with obeying the local laws. If the possessor of this weapon witness any infraction of local law, no matter how small, the possessor will snap and attempt to beat a sense of justice into the criminal.
- 47. Life, of:** Whosoever possesses this weapon will experience an increase of 50% of their LP. Possessing this weapon will feel so good that they will guard it with their LIFE.
- 48. Light, of:** Whosoever wields this weapon may cause bright light to surround them in a 25' radius. The bright light lasts for 2d6 rounds, functions once per day, and the command word is 'negrosmilus.'
- 49. Maiming, of:** Whosoever wields this weapon desires to maim their opponent and leave them alive in agony. This weapon has an inexplicable power that allows the victim to remain conscious no matter how much damage is received. It is truly amazing to see in person. Even if their body's in pieces, their mind still functions and somehow they live. If the maimed takes even 1 LP of damage from another assailant, the body of the maimed victim bursts apart in a volcanic eruption of guts, causing 1d20 LP of damage to all within 50 feet. Characters will stand around unable to speak any words except, 'dormant bodies bursting.'
- 50. Magic Points, of:** Whosoever possesses this weapon gains 1d100 MP. This gain is consistent for each character, but differs from character to character.

- 51. Mental Illness, of:** Whosoever possesses this weapon acquires a Random Mental Illness (see *Chap. 5: Mind*).
- 52. Mercy, of:** Whosoever wields this weapon will give mercy to their opponent. They will strike once and feel sorry for their opponent. The wielder is unable to continue fighting unless a Drive check is passed at TH 70. Otherwise, they beg for forgiveness and kiss the feet of the opponent.
- 53. Morality, of:** Whosoever wields this weapon causes a gain of 1d20 points of morality regarding the disposition of the victim upon a successful attack.
- 54. Mordancy, of:** Whosoever wields this weapon notices that damage does not occur as they suspect, but for each successful attack, a random limb is somehow bitten off and swallowed by the weapon. The weapon will not be able to be used in the following round because it is picking bones. The following round, the weapon will inexplicably eject the bones into the air, along with a festering vomituous mass. The weapon engages in an act of devourment unlike anything ever witnessed by a human eye, or any other body part. Therefore, this weapon is capable of devouring a limb once every four rounds. This weapon will never speak unless someone asks it “What do you feel like doing?” In this case, it will calmly reply, “killing people.”
- 55. Mutation, of:** Whosoever wields this weapon will notice that anytime a creature is slayed with this weapon, there is a mutation of the cadaver of the victim. First the murderer must pass a Health check at TH 60 or the cadaver and the murderer instantly switch faces. Regardless of what happens to the cadaver, exactly 23 days later the murderer must pass a Reflection, Common Sense, and Enunciation skill check at TH 06, 06, and 06, or the cadaver and the murderer also exchange minds. Once this occurs, they will feel as though they are staring through the eyes of the dead.
- 56. Mutilation, of:** Whosoever wields this weapon will desire to not only murder their victim, but to artistically mutilate the corpse. This artistic creation takes 1d100 rounds. To the wielder of this weapon, carving and rearranging has never been so fun. Each time a victim is mutilated to satisfaction, the wielder must dance around the cadaver singing “a decorated splatter brightens the room.”
- 57. Nocturnality, of:** Whosoever possesses this weapon will prefer to be active at night or in darkness and inactive during the day or light. When wielding this weapon, a bonus or penalty is applied to attack rolls (but not damage) depending on the hour of the day or amount of light. Consult the table below:

<u>Time of Day</u>	<u>Bonus/Pen.</u>
Midnight, moment of	+ 50
Early dark morning	+ 25
During sunrise	-
Morning	- 25
Noon	- 50
Afternoon	- 25
During sunset	-
Evening	+ 25

In addition, consider the following at night:

Full moon	+ 25
Half-moon	+ 20
Quarter moon	+ 15
Crescent (8 th) moon	+ 10
New moon	+ 5

- 58. Numbness, of:** Whosoever wields this weapon will cause a victim to need to pass a Health check at TH 60 upon being struck. If the check is failed, the limb of the victim where they are struck becomes fully numb and useless for 2d10 rounds in addition to normal damage. If the check is failed, then the victim only suffers normal damage without the Numbness property. If the head or torso is struck and paralyzed, then the victim dies.
- 59. Opening, of:** Whosoever wields this weapon will cause a wound that continually opens over the following 1d10 rounds upon each successful attack. Each consecutive round that the wound continues to open, the victim suffers 10% of the original damage. At the MM's discretion, organs may fall out on the 10th round of opening. The property of Opening only functions once per day.

60. Occision, of: Whosoever wields this weapon will feel compelled to slaughter any living creature once per day. If this urge is not fulfilled, then the possessor of this weapon must pass a Common Sense check at TH 20 or commit suicide. If the check is failed and they must commit suicide, then the possessor will demolish small body parts first, such as the toes, then the feet, then the legs, etc. The possessor will feel no pain as they slaughter themselves.

61. Outrage, of: Whosoever wields this weapon will be compelled to say, "I think, therefore I hate," every few minutes. The possessor of this weapon does not need to sleep and feels continual outrage. The choleric temperament of the possessor increases by 5d20. When wielding this weapon in combat, all attack rolls gain a bonus of + 5.

62. Parrying, of: Whosoever wields this weapon in combat will gain a bonus of + 10 to the Parrying skill (see *Chap. 8: Skills*).

63. Passion, of: Whosoever wields this weapon will feel passionate about everything they do. The wielder will kiss and make love to each slain victim. The possessor will do everything more extremely than normal, such as slamming a door instead of closing it, or yelling instead of talking.

64. Permanency, of: Whosoever wields this weapon will cause damage that is permanent and cannot be healed, even by a Wish spell. The weapon may only cause permanent damage to each opponent. It seems as though this weapon has a memory. Permanent damage will occur on the first successful attack.

- 65. Piety, of:** Whoever wields this weapon will cause the character or creature struck to experience an increase of 1d20 PP. This property only functions once per day, on the first successful attack of the day.
- 66. Plunder, of:** Whoever wields this weapon will be compelled to enter random houses at night when in a village, loot it, and violate any females. This must be done all night, every night. During the day, the character sleeps, dreams about murder, and when around other characters, seems merry.
- 67. Poison, of:** Whoever wields this weapon will be able to poison one victim per day. The weapon has magical poison, and upon the first successful attack of the day, the weapon poisons its victim. The victim must pass a Health check at TH 85. If failed, the victim feels cold the next round, and the following round they fall to the ground unable to move. Usually, they whisper, "Help me, please," but no one listens, or they laugh. The next round, the victim dies.
- 68. Priests, of:** Only a priest may wield this weapon. Whenever a priest wields this weapon, it will only attack enemies of their religion. However, those enemies receive an additional 100% damage each and every time. The PP of the priest raises to 100 while in possession of this weapon.
- 69. Quaking, of:** Whoever wields this weapon will cause the ground to quake within 1d100 feet. Any creature around the wielder must pass a Balance skill check (see *Chap. 8: Skills*) at TH 70 or fall to the ground for one round. This property functions three times per day upon the command word of "Tectonicusfallus."
- 70. Quivering, of:** Whoever wields this weapon causes those struck to quiver as though sexually aroused. If the victim fails a Common Sense check at TH 30, then they will ask for another one and allow it to happen. Sexual gratification will be experienced regardless of the damage felt.
- 71. Ravishing, of:** Whoever possesses this weapon will be compelled to ravish members of the opposite sex. More specifically, the possessor will attempt to repeatedly force this weapon into a random orifice of any character with a Bodily Attractiveness exceeding 100 and who fails to correctly answer the following questions. All questions must be asked:
1. What is my favorite color?
 2. What number am I thinking from 1 to 10?
 3. If my weapon liked you, would you like it back?

The victim must answer each question. If one of the questions is answered incorrectly, then the possessor will gain 1d20 LP until the weapon ejaculates within this victim. If two of the questions are answered incorrectly, then the possessor gains 2d20 LP until the weapon ejaculates within this victim. If all three questions are answered incorrectly, then the possessor gains

3d20 LP until the weapon ejaculates within this victim. If the weapon does not ejaculate within this victim within the next day, then the possessor must repeatedly force this weapon in a random orifice of themselves until it ejaculates. Either way, this weapon ALWAYS ejaculates. After 1d20 rounds of penetration, this weapon ejaculates gray splooge. If the victim is female and the weapon ejaculates in her vagina, it WILL impregnate her. She will give birth in 1d6 days to a randomly determined type of weapon, though it will also be a weapon of ravishing. The mother will die upon weapon-birth. The Ravishing property only functions every five days, when its weapon-testicles become overflowing full.

72. Regeneration, of: Whosoever possesses this weapon will, upon being wounded, regenerate 1 LP of damage per hour. All damage and effects from Crucial Damage is regenerated, unless the possessor is decapitated.

73. Regretting, of: Whosoever wields this weapon will rather die than part with it. However, each day the possessor must pass a Drive check at TH 30 or the weapon will cause the possessor to wield it against a friend or family member. Immediately after a successful attack, the possessor will put it away and feel regret. If the possessor desires to attack any character other than a friend or family member, then the possessor must pass a Drive check at TH 70. One roll is necessary per opponent. If failed, the possessor will refuse to attack the opponent in any manner, at least until tomorrow.

74. Rot, of: Whosoever wields this weapon must determine the location of each successful attack with the Crucial Damage tables (see *Chap. 10: Combat*). Crucial Damage does not occur, but instead the specific body part rots and falls off or out. If it is an internal organ, it is amazingly ejected through the rectum. If their body cannot function without the body part or organ, then the victim dies. This property functions once per opponent, and seems to have a memory for this.

75. Shivering, of: Whosoever wields this weapon causes those struck to shiver as though drenched in cold water on a cold day. The Shivering property lasts for 2d10 rounds. Nipples become erect when Shivering.

76. Sir Cockhammer, of: Whosoever wields this weapon will introduce themselves to others as “Sir Cockhammer, Duke of Chode.” This weapon illuminates a 5’ radius as brightly as a torch, ignites oil, burns webs, and sets fire to flammable objects. These functions may be performed once per day. If a natural attack of 75 or higher is rolled, then the weapon does Crucial Damage, and always gets a 100 for severity. This Crucial Damage and severity property only functions once per day.

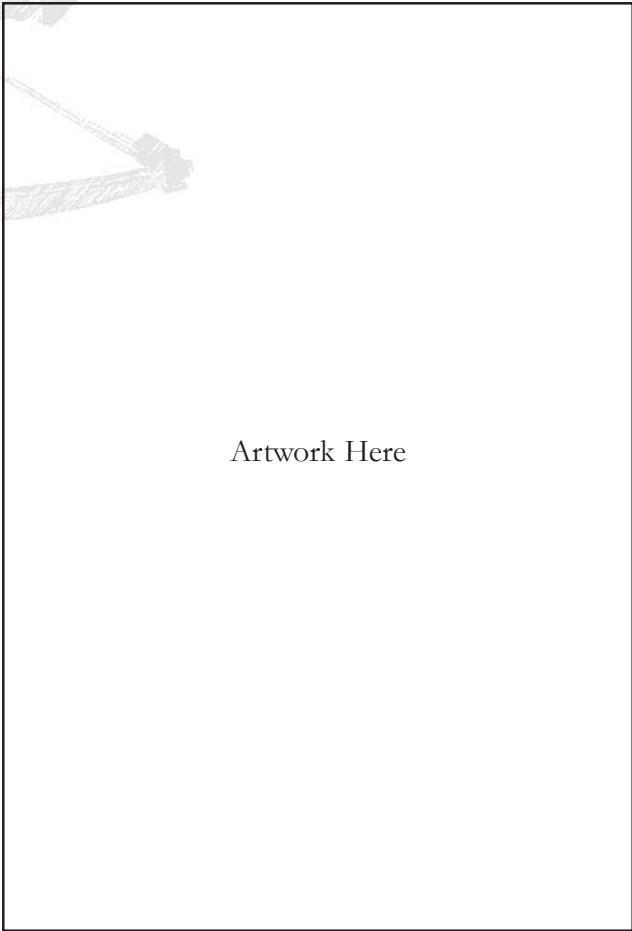
77. Slaying, of: Whosoever wields this weapon will experience an increase of 1d20 Strength and 1d20 Agility until the victim is slain or escapes. The wielder will only wear white clothes. The wielder desires to do the following:

1. Any opponent must be slain and dismembered piece by piece. Just before the killing blow, the possessor screams, "Do you want to die?"
2. The dismembered victim will be placed on an altar of sacrifice.
3. A ritual will be performed so that the dismembered victim will be reborn to a postmortem state. The possessor cannot resist the ritual. The ritual will consist of modulist terror and a vast sadistic feast, and the victim will be left ripped and torn. Before the head is removed, a tourniquet must be placed around their neck. The head of the victim must be secured on the wall of the dwelling of the possessor. Then, the body must be burned at midnight on a stake.
4. If reborn under a lacerated sky that is bleeding in horror, the possessor of this weapon will reign in blood at the end of the world, or so they believe.

78. Slurping, of: Whosoever wields this weapon will notice a loud slurping sound may be heard for 1d100 feet after each successful attack. This weapon never drips blood. Blood never pours from wounds made from this weapon.

79. Smiting, of: Whosoever wields this weapon notices that upon each successful attack, the victim is knocked to the ground by a powerful and invisible force. The victim has the wind knocked out of them for 1d4 rounds. After this, the victim may react, if still alive. This property functions only once per victim, and the weapon seems to have a memory.

80. Sonic Disruption, of: Whosoever wields this weapon may cause Sonic Disruption once per day at will. Sonic Disruption consists of powerful sound waves emitting from the weapon in a cone at a target creature, though the cone extends no farther than 50 feet. The opponent will be completely and permanently deafened. Blood spews from the ears of anyone within the cone. This property only functions once per day.



- 81. Soul-stealing, of:** Whosoever wields this weapon causes the victim to need to pass a Wisdom check at TH 10. If failed, the victim's body falls lifelessly to the ground and the soul is absorbed by the weapon. This property only functions once per victim, and the weapon seems to have a memory. This weapon only consumes souls of humanoids. For each stolen soul, the weapon grows brighter and whispers can be heard. The glow and whispers can be seen and heard for one foot in darkness and total silence for each soul stolen. However, the weapon will only collect souls of opponents who have more Strength than the wielder. If a soul is collected whose body had equal or less Strength, then the weapon will reject it and attempt to collect the soul of the wielder. In this case, the wielder must pass a Wisdom check at a TH of 10, or their body dies and their soul is collected. After the weapon accumulates 100 souls, the possessor instantly gains 10 LP. This bonus continues with every 100 souls gathered. If 1,000 souls are accumulated, then the weapon bestows godhood on the wielder. The MM determines the exact conditions of godhood.
- 82. Strength, of:** Whosoever possesses this weapon will experience a gain of 20 Strength sub-ability points. The weapon **MUST** be in immediate possession of the possessor for this bonus to occur.
- 83. Striking, of:** Whosoever wields this weapon will gain the benefit of an increased range for Crucial Damage rolls. The wielder will now only need a natural roll of 80 for Crucial Damage to occur.
- 84. Summoning, of:** Whosoever wields this weapon will have the ability to summon a random creature from the Grimoirium Monstrum once per day. The summoned creature will fight by the side of the wielder for the duration of the entire battle. However, there is a 20 percent chance that the summoned creature will turn on the wielder and do everything in its power to destroy the wielder. If the wielder is destroyed, before the battle ends, then the summoned creature will also attempt to destroy the former wielder's companions. The summoned creature will instantly disappear as soon as the original battle is finished.
- 85. Swallowing, of:** Whosoever wields this weapon will notice that this weapon has the tendency to swallow some humanoids whole. To avoid this effect, the victim must pass an Agility check at TH 50. This functions only twice per day and will be used on the first two successful attacks of each day. Furthermore, the weapon will gain an additional point of damage for every humanoid swallowed. This weapon can hold up to 100 victims inside of it. When the 101st victim is swallowed, then all of the victims inside of the weapon are regurgitated for 1d20 rounds. The weapon will then have no damage bonus and may begin swallowing once more.

- 86. Sweltering, of:** Whosoever wields this weapon will notice sweltering waves of heat emanating for one foot from the weapon. By appearance, the weapon will seem to look normal, but in reality it will become hotter with each successful attack on the same victim. The first successful attack, it causes an additional d4 sweltering heat damage. Each successful attack thereafter increases the type of die used to determine damage: d6, d8, d10, d12, d20, d30, d100, and at maximum d1000. This property functions once per day at the wielder's will.
- 87. Terror, of:** Whosoever wields this weapon causes any opponent who is successfully struck to become incapacitated by terror. The victim must pass a Common Sense sub-ability check at TH 50 or fall to the ground shaking, crying, and unable to react until they have urinated upon themselves three times. This property is useable only once per new moon.
- 88. Thieves, of:** Only thieves may use this weapon. Whenever a thief possesses this weapon, no one suspects the possessor of wrongdoing unless a potentially suspicious character passes an Intelligence ability check at TH 75. All skill checks for skills under the thief's occupation gain a bonus of + 5 while in possession of this weapon. In addition, a bonus of 1d20 is applied toward their Hand-eye Coordination and Agility sub-abilities. The 1d20 is rolled once and will be forever consistent with that thief.
- 89. Thunder, of:** Whosoever wields this weapon will cause thunder to roll upon each successful attack. The thunder will be heard for 1d1000 feet. This property functions only once per day. The sound emanates from the point of impact. When a victim is struck, then the victim must pass a Drive check at TH 50 or become overcome with fear and run away. Each time this property is used, the wielder has a cumulative 1% chance of going totally deaf.
- 90. Torturon, of:** Whosoever wields this weapon will become obsessed with plucking the eyes from their victim and stuffing the eyes up the nose of the victim. Sometimes, the possessor of this weapon likes to sunbathe naked atop of cottages. Whosoever possesses this weapon has a 13% chance per day that they will change their occupation and become an assassin. All minimum ability requirements will be granted by this weapon, if necessary, so that the possessor can become an assassin.
- 91. Unloading, of:** Whosoever wields this weapon will be amazed at the fact that they ejaculate or orgasm each time an opponent is successfully attacked. The weapon causes the wielder to unload excessive sexual fluids. This is healthy and feels great, the first 1d4 times. Thereafter, the wielder suffers 1d4 LP of damage due to crotch pain. If an eight-hour resting period is uninterrupted, then the sexual fluids are replaced and any accrued pain is no longer felt.

- 92. Vellicatus, of:** Whosoever wields this weapon will hate grease and seem to have a fetish for dumping carcasses down wells. Once per day, the wielder may utilize the effects of *Evanescence*, as per the spell (see *Chap. 12: Spells*). Only the wielder may become evanescent. The command word to activate this spell is 'Bloodymonkey.'
- 93. Violence, of:** Whosoever wields this weapon will enjoy all acts of violence, regardless of who is the recipient of the violent act. The Drive sub-ability of the possessor increases by 1d20 whenever the possessor is within 100 feet of a violent act. This increase is only effective for one hour. Also, for each violent act committed by the wielder of this weapon, the Drive of the possessor increases by 1 point; this effect only accumulates points for 1 hour. The property of Violence only functions once per day.
- 94. Warriors, of:** Only warriors may use this weapon. Whenever a warrior uses this weapon, a bonus of 1d20 is applied to the Strength and Agility sub-abilities. One roll is applied to both sub-abilities. Also, a bonus of + 5 is applied to the skill checks of any skills listed under the occupation of the warrior.

- 95. Water-walking, of:** Whosoever possesses this weapon will be able to walk across a body of water without falling into the water. Also, the possessor thinks they have the General Occupation of a shepherd. The possessor usually wears sandals, a potato sack, and believes themselves to be a descendent of a deity. Others within 50 feet must pass a Common Sense sub-ability check at TH 99 or want to kill this lunatic. The possessor will rather die than part with this weapon. Usually, the possessor walks on water to impress the stupid or flee from rightful persecution. If the possessor of this weapon is slain, there is a 80% chance they rise from the dead three days later. When they are slain the next time, and they WILL be, they will never return, even if stupid characters desire it.

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- 96. Whirlwinds, of:** Whosoever wields this weapon may cause a whirlwind to consume the area surrounding the victim. Once a successful attack is made, the victim will be forced to fly around violently within a cone of highspeed wind. Somehow, this whirlwind will not affect any other character or object. Usually, the victim urinates while in the whirlwind, and it most assuredly hits them in the face. Also, the victim is forced to headbang in a spinning, not a bobbing, fashion. Roll percentile dice. If 01 - 20, then the victim dies due to a snapped neck. If 21-100, then the neck of the victim will be sore for three days and their whole body will feel like they've been in a mosh pit, suffering - 25 to Agility for three days. The whirlwind lasts for 1d100 rounds. For every ten rounds inside the whirlwind, there is a cumulative 5% chance that their neck snaps. If they survive, their hair will be uncombable forever. Dizziness and vomit will occur for 1d4 rounds after the expiration of the whirlwind. This property only functions once per week.
- 97. Wisdom, of:** Whosoever possesses this weapon will experience a gain of 20 Wisdom points. The weapon MUST be in immediate possession of the possessor for this bonus to occur.

- 98. Wizards, of:** Only wizards may use this weapon. Whenever a wizard possesses this weapon, their Analytic Intelligence and Common Sense sub-abilities increase by 1d20 points. The bonus is consistent for both sub-abilities. Also, a bonus of + 5 is applied to each skill check for each skill listed under their occupation. Finally, the wizard who possesses this weapon somehow gains an additional randomly determined spell.
- 99. Years, of:** Whosoever wields this weapon causes their victim to either gain (01-50) or lose (51-100) years. The amount of years gained or lost is 2d20 with each successful attack. This property only functions once per character, and the weapon seems to have a memory. If a character becomes aged less than 0, then they shrink to the size of an unborn fetus and fall to the ground dead. The MM may need to determine the lifespan of a character in case the character may die of old-age.
- 100. Zeit, of:** Whosoever wields this weapon will cause time to freeze with a successful attack. Time will not begin until another successful attack is made on the same victim. This property may only be used once per full moon and during a full moon.

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Hacking (Prefix) Properties

- 01-30 Beheading:** Whoever wields this weapon gains a + 5 to the severity of any Crucial Damage attack, and only needs a natural 85 for an attack roll for Crucial Damage to occur.
- 31-40 Bone-shaving:** Whoever wields this weapon gains a + 10 to the severity of any Crucial Damage attack, and only needs a natural 80 for an attack roll for Crucial Damage to occur.
- 41-45 Butchering:** Whoever wields this weapon gains a + 15 to the severity of any Crucial Damage attack, and only needs a natural 75 for an attack roll for Crucial Damage to occur.
- 46-50 Carving:** Whoever wields this weapon gains a + 20 to the severity of any Crucial Damage attack, and only needs a natural 70 for an attack roll for Crucial Damage to occur.
- 51-55 Chopping:** Whoever wields this weapon gains a + 25 to the severity of any Crucial Damage attack, and only needs a natural 65 for an attack roll for Crucial Damage to occur.
- 56-60 Cutting:** Whoever wields this weapon gains a + 30 to the severity of any Crucial Damage attack, and only needs a natural 60 for an attack roll for Crucial Damage to occur.
- 61-65 Dismembering:** Whoever wields this weapon gains a + 35 to the severity of any Crucial Damage attack, and only needs a natural 55 for an attack roll for Crucial Damage to occur.
- 66-70 Hewing:** Whoever wields this weapon gains a + 40 to the severity of any Crucial Damage attack, and only needs a natural 50 for an attack roll for Crucial Damage to occur.
- 71-75 Incising:** Whoever wields this weapon gains a + 45 to the severity of any Crucial Damage attack, and only needs a natural 45 for an attack roll for Crucial Damage to occur.
- 76-80 Rending:** Whoever wields this weapon gains a + 50 to the severity of any Crucial Damage attack, and only needs a natural 40 for an attack roll for Crucial Damage to occur.
- 81-85 Ripping:** Whoever wields this weapon gains a + 55 to the severity of any Crucial Damage attack, and only needs a natural 35 for an attack roll for Crucial Damage to occur.
- 86-90 Sheering:** Whoever wields this weapon gains a + 60 to the severity of any Crucial Damage attack, and only needs a natural 30 for an attack roll for Crucial Damage to occur.
- 91-95 Shredding:** Whoever wields this weapon gains a + 65 to the severity of any Crucial Damage attack, and only needs a natural 25 for an attack roll for Crucial Damage to occur.
- 96-97 Slashing:** Whoever wields this weapon gains a + 70 to the severity of any Crucial Damage attack, and only needs a natural 20 for an attack roll for Crucial Damage to occur.
- 98 Slicing:** Whoever wields this weapon gains a + 75 to the severity of any Crucial Damage attack, and only needs a natural 15 for an attack roll for Crucial Damage to occur.
- 99 Slitting:** Whoever wields this weapon gains a + 80 to the severity of any Crucial Damage attack, and only needs a natural 10 for an attack roll for Crucial Damage to occur.
- 100 Splitting:** Whoever wields this weapon gains a + 85 to the severity of any Crucial Damage attack, and only needs a natural 05 for an attack roll for Crucial Damage to occur.

Pounding (Prefix) Properties

- 01-30 Banging:** Whoever wields this weapon gains a + 5 to the severity of any Crucial Damage attack, and only needs a natural 85 for an attack roll for Crucial Damage to occur.
- 31-40 Beating:** Whoever wields this weapon gains a + 10 to the severity of any Crucial Damage attack, and only needs a natural 80 for an attack roll for Crucial Damage to occur.
- 41-45 Bludgeoning:** Whoever wields this weapon gains a + 15 to the severity of any Crucial Damage attack, and only needs a natural 75 for an attack roll for Crucial Damage to occur.
- 46-50 Breaking:** Whoever wields this weapon gains a + 20 to the severity of any Crucial Damage attack, and only needs a natural 70 for an attack roll for Crucial Damage to occur.
- 51-55 Compacting:** Whoever wields this weapon gains a + 25 to the severity of any Crucial Damage attack, and only needs a natural 65 for an attack roll for Crucial Damage to occur.
- 56-60 Cracking:** Whoever wields this weapon gains a + 30 to the severity of any Crucial Damage attack, and only needs a natural 60 for an attack roll for Crucial Damage to occur.
- 61-65 Crunching:** Whoever wields this weapon gains a + 35 to the severity of any Crucial Damage attack, and only needs a natural 55 for an attack roll for Crucial Damage to occur.
- 66-70 Crushing:** Whoever wields this weapon gains a + 40 to the severity of any Crucial Damage attack, and only needs a natural 50 for an attack roll for Crucial Damage to occur.
- 71-75 Mangling:** Whoever wields this weapon gains a + 45 to the severity of any Crucial Damage attack, and only needs a natural 45 for an attack roll for Crucial Damage to occur.
- 76-80 Popping:** Whoever wields this weapon gains a + 50 to the severity of any Crucial Damage attack, and only needs a natural 40 for an attack roll for Crucial Damage to occur.
- 81-85 Sapping:** Whoever wields this weapon gains a + 55 to the severity of any Crucial Damage attack, and only needs a natural 35 for an attack roll for Crucial Damage to occur.
- 86-90 Smacking:** Whoever wields this weapon gains a + 60 to the severity of any Crucial Damage attack, and only needs a natural 30 for an attack roll for Crucial Damage to occur.
- 91-95 Smashing:** Whoever wields this weapon gains a + 65 to the severity of any Crucial Damage attack, and only needs a natural 25 for an attack roll for Crucial Damage to occur.
- 96-97 Snapping:** Whoever wields this weapon gains a + 70 to the severity of any Crucial Damage attack, and only needs a natural 20 for an attack roll for Crucial Damage to occur.
- 98 Squashing:** Whoever wields this weapon gains a + 75 to the severity of any Crucial Damage attack, and only needs a natural 15 for an attack roll for Crucial Damage to occur.
- 99 Squishing:** Whoever wields this weapon gains a + 80 to the severity of any Crucial Damage attack, and only needs a natural 10 for an attack roll for Crucial Damage to occur.
- 100 Truncheoning:** Whoever wields this weapon gains a + 85 to the severity of any Crucial Damage attack, and only needs a natural 05 for an attack roll for Crucial Damage to occur.

Stabbing (Prefix) Properties

- 01-30 Boring:** Whosoever wields this weapon gains a + 5 to the severity of any Crucial Damage attack, and only needs a natural 85 for an attack roll for Crucial Damage to occur.
- 31-40 Drilling:** Whosoever wields this weapon gains a + 10 to the severity of any Crucial Damage attack, and only needs a natural 80 for an attack roll for Crucial Damage to occur.
- 41-45 Entering:** Whosoever wields this weapon gains a + 15 to the severity of any Crucial Damage attack, and only needs a natural 75 for an attack roll for Crucial Damage to occur.
- 46-50 Goring:** Whosoever wields this weapon gains a + 20 to the severity of any Crucial Damage attack, and only needs a natural 70 for an attack roll for Crucial Damage to occur.
- 51-55 Impaling:** Whosoever wields this weapon gains a + 25 to the severity of any Crucial Damage attack, and only needs a natural 65 for an attack roll for Crucial Damage to occur.
- 56-60 Inserting:** Whosoever wields this weapon gains a + 30 to the severity of any Crucial Damage attack, and only needs a natural 60 for an attack roll for Crucial Damage to occur.
- 61-65 Intruding:** Whosoever wields this weapon gains a + 35 to the severity of any Crucial Damage attack, and only needs a natural 55 for an attack roll for Crucial Damage to occur.
- 66-70 Needling:** Whosoever wields this weapon gains a + 40 to the severity of any Crucial Damage attack, and only needs a natural 50 for an attack roll for Crucial Damage to occur.
- 71-75 Penetrating:** Whosoever wields this weapon gains a + 45 to the severity of any Crucial Damage attack, and only needs a natural 45 for an attack roll for Crucial Damage to occur.
- 76-80 Piercing:** Whosoever wields this weapon gains a + 50 to the severity of any Crucial Damage attack, and only needs a natural 40 for an attack roll for Crucial Damage to occur.
- 81-85 Puncturing:** Whosoever wields this weapon gains a + 55 to the severity of any Crucial Damage attack, and only needs a natural 35 for an attack roll for Crucial Damage to occur.
- 86-90 Skewering:** Whosoever wields this weapon gains a + 60 to the severity of any Crucial Damage attack, and only needs a natural 30 for an attack roll for Crucial Damage to occur.
- 91-95 Sticking:** Whosoever wields this weapon gains a + 65 to the severity of any Crucial Damage attack, and only needs a natural 25 for an attack roll for Crucial Damage to occur.
- 96-97 Stinging:** Whosoever wields this weapon gains a + 70 to the severity of any Crucial Damage attack, and only needs a natural 20 for an attack roll for Crucial Damage to occur.
- 98 Thrusting:** Whosoever wields this weapon gains a + 75 to the severity of any Crucial Damage attack, and only needs a natural 15 for an attack roll for Crucial Damage to occur.
- 99 Trenchant:** Whosoever wields this weapon gains a + 80 to the severity of any Crucial Damage attack, and only needs a natural 10 for an attack roll for Crucial Damage to occur.
- 100 Violating:** Whosoever wields this weapon gains a + 85 to the severity of any Crucial Damage attack, and only needs a natural 05 for an attack roll for Crucial Damage to occur.

Weapons, Miscellaneous

To randomly determine a magical miscellaneous weapon, at least three rolls must be made. First, roll percentile dice to determine if the magical weapon has Extraordinary Properties.

Roll	Result
01-90	Ordinary Magical Weapon
91-100	Extraordinary Magical Weapon

If the weapon has Extraordinary Properties, then each of the following tables must be consulted. If not, then only the first two tables must be consulted. Next, roll percentile dice to determine the specific type of weapon:

Roll	Weapon
1-10	Axe, hatchet
11	Bottle
12	Bucket
13	Chain
14	Chair
15-25	Cleaver
26	File, Metal
27-30	Flail, Grain
31-40	Fork, Pitch
41	Fork, Serving
42-51	Hammer, Tool
52-61	Hammer, Sledge
62	Hoe
63	Hook, Grappling
64-67	Knife, Hunting or Tool
68-72	Mallet
73	Quill
74	Pan, Frying
75-77	Pry Bar
78	Rolling Pin
79	Scissors
80-91	Scythe
92	Shoe
93	Shoe, Horse
94	Shovel
95-99	Sickle
100	Spade

Next, roll percentile dice to determine the bonus or penalty applied to the weapon:

Roll	Result
01	The weapon has a penalty of (80 + 1d20) to attack and damage rolls.
02	The weapon has a penalty of (60 + 1d20) to attack and damage rolls.
03-04	The weapon has a penalty of (40 + 1d20) to attack and damage rolls.
05-09	The weapon has a penalty of (20 + 1d20) to attack and damage rolls.
10-20	The weapon has a penalty of 1d20 to attack and damage rolls.
21-65	The weapon has a bonus of 1d20 to attack and damage rolls.
66-85	The weapon has a bonus of (20 + 1d20) to attack and damage rolls.
86-95	The weapon has a bonus of (40 + 1d20) to attack and damage rolls.
96-99	The weapon has a bonus of (60 + 1d20) to attack and damage rolls.
100	The weapon has a bonus of (80 + 1d20) to attack and damage rolls.

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Extraordinary Miscellaneous Weapons

If a miscellaneous weapon was previously determined to have Extraordinary Properties, then the weapon may have both a prefix and a suffix, such as a Smacking Shoe of Sweltering. In this example, 'smacking' is the prefix, and 'sweltering' is the suffix. First, roll percentile dice and consult the table below to determine the type(s).

<u>Roll</u>	<u>Result</u>
01-45	Prefix
46-90	Suffix
91-100	Prefix and Suffix

To determine the prefix, proceed to the appropriate type of damage, such as Hacking, Pounding, or Stabbing. If a weapon is capable of multiple types of damage, then use a d6 and randomly determine the type of damage that will have Extraordinary Properties as a prefix. Then, to determine the suffix, roll percentile dice and consult the General Properties table. In either case, roll percentile dice and consult the appropriate type of damage on the tables listed for Extraordinary Melee Weapons.

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Weapons, Missile

To randomly determine a magical missile weapon, at least three rolls must be made. First, roll percentile dice to determine if the magical weapon has Extraordinary Properties.

<u>Roll</u>	<u>Result</u>
01-90	Ordinary Magical Weapon
91-100	Extraordinary Magical Weapon

If the weapon has Extraordinary Properties, then each of the following tables must be consulted. If not, then only the first two tables must be consulted. Next, roll percentile dice to determine the specific type of weapon:

<u>Roll</u>	<u>Weapon</u>
01-10	Arrows, dozen
11-15	Axe, hatchet
16	Bolas
17-26	Bolts, score
27	Boomerang
28	Bottle
29-45	Bow, Short
46-50	Bow, Long
51-55	Cleaver
56-58	Crossbow, Hand
59	Crossbow, Wheel and Ratchet
60-64	Dagger
65-66	Dart
67	Flask
68	Hammer, Tool
69	Hammer, War, Horseman's
70	Hook, Grappling
71	Hurlbat
72-73	Javelin
74-76	Knife, Hunting or Tool
77	Net, Weighted
78-81	Pilum
82	Rock
83-84	Sling
85-95	Spear, Medium
96-99	Staff Sling
100	Vial

Next, roll percentile dice to determine the bonus or penalty applied to the weapon:

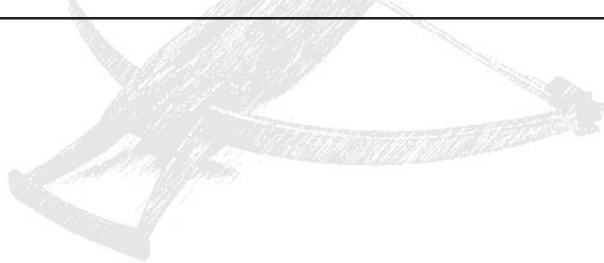
<u>Roll</u>	<u>Result</u>
01	The weapon has a penalty of (80 + 1d20) to attack and damage rolls.
02	The weapon has a penalty of (60 + 1d20) to attack and damage rolls.
03-04	The weapon has a penalty of (40 + 1d20) to attack and damage rolls.
05-09	The weapon has a penalty of (20 + 1d20) to attack and damage rolls.
10-20	The weapon has a penalty of 1d20 to attack and damage rolls.
21-65	The weapon has a bonus of 1d20 to attack and damage rolls.
66-85	The weapon has a bonus of (20 + 1d20) to attack and damage rolls.
86-95	The weapon has a bonus of (40 + 1d20) to attack and damage rolls.
96-99	The weapon has a bonus of (60 + 1d20) to attack and damage rolls.
100	The weapon has a bonus of (80 + 1d20) to attack and damage rolls.

Extraordinary Missile Weapons

If a missile weapon was previously determined to have Extraordinary Properties, then the weapon may have both a prefix and a suffix, such as a Drilling Dagger of Death. In this example, 'drilling' is the prefix, and 'death' is the suffix. First, roll percentile dice and consult the table below to determine the type(s).

<u>Roll</u>	<u>Result</u>
01-45	Prefix
46-90	Suffix
91-100	Prefix and Suffix

To determine the prefix, proceed to the appropriate type of damage, such as Hacking, Pounding, or Stabbing. If a weapon is capable of multiple types of damage, then use a d6 and randomly determine the type of damage that will have Extraordinary Properties as a prefix. Then, to determine the suffix, roll percentile dice and consult the General Properties table. In either case, roll percentile dice and consult the appropriate type of damage on the tables for Extraordinary Melee Weapons.



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Weapons, Sentient

Sentient weapons are weapons that some argue are living. While sentient weapons are genderless and have no skills unrelated to their type of weapon, they have abilities, disposition, temperament, and more. First, the type of weapon must be determined. Roll percentile dice and consult the table below:

<u>Roll</u>	<u>Result</u>
01-70	Roll on the table under Melee Weapons as magical items.
71-75	Roll on the table under Miscellaneous Weapons as magical items.
99-99	Roll on the table under Missile Weapons as magical items.
100	Roll on the table under Siege Weapons as magical items.

Abilities for sentient weapons use the same tables as those listed in *Chapter 1: Abilities* for characters. However, the ability scores are determined differently by rolling 2d100. All sentient weapons have the following sub-abilities: Strength, Hand-Eye Coordination, Agility, Reaction Speed, Math, Analytic, Spatial, Drive, Intuition, Common Sense, and Reflection. When figuring the abilities based on the sub-abilities, if a sub-ability is absent, consider it a score of 0.

Amazingly, 30% of sentient weapons are capable of speech. If so, they also have the sub-abilities of Vocal, Rhetorical, Enunciation, and Language. Further, sentient weapons capable of speech know a random number of languages as delimited by their Language Intelligence sub-ability.

Next, the disposition of the weapon must be determined. Roll percentile dice and consult the table below:

<u>Roll</u>	<u>Disposition</u>
01	Ethical Moral
02-13	Ethical Neutral
14	Ethical Immoral
15-16	Neutral Moral
17-76	Neutral Neutral
77-91	Neutral Immoral
92	Unethical Moral
93-95	Unethical Neutral
96-100	Unethical Immoral

The more the weapon's disposition differs with that of its wielder, the more the sword is likely to reject or be uncooperative with the wielder. For each gradation of difference between both ethics and morals, there is a 20% chance of rejection upon touching the weapon for the first time. For example, an Ethical Moral weapon has an 80% chance of rejecting an Unethical Immoral wielder, or only a 40% chance of rejecting an Ethical Immoral wielder.

Now, determine the Temperament of the weapon, just as with a character. The more the weapon's temperament differs with that of its wielder, the more the sword is likely to reject or be uncooperative with the wielder. Take the numeric difference of each of the four temperaments, add them together and divide the total by four to represent the average difference in Temperament. This is the chance of the weapon rejecting the wielder.

Finally, the sentient weapon may have magical abilities. Roll percentile dice to determine if the weapon has Extraordinary Properties. If the result is 50 or greater, then the weapon has at least one property. Consult the tables for the appropriate type of weapon to determine if it has a prefix, suffix, or both. Thereafter, determine each specific property.

Sentient weapons may have the following effects: they may intentionally or inadvertently cause a mental illness to develop after prolonged use. After engaging in combat with 1d100 characters or creatures, the wielder of the particular sentient weapon has a (1d100)% chance of acquiring a *Random Mental Illness* (see *Chap. 5: Mind*).

Weapons, Siege Engines

To randomly determine a magical missile weapon, two rolls must be made. Magical siege engines do not have Extraordinary Properties like the other types of weapons. First, roll percentile dice to determine the specific type of weapon:

<u>Roll</u>	<u>Weapon</u>
1-20	Ballista
21-50	Battering Ram
51-80	Catapult
81-100	Trebuchet

Next, roll percentile dice to determine the bonus or penalty applied to the weapon:

<u>Roll</u>	<u>Result</u>
01	The weapon has a penalty of (80 + 1d20) to attack and damage rolls.
02	The weapon has a penalty of (60 + 1d20) to attack and damage rolls.
03-04	The weapon has a penalty of (40 + 1d20) to attack and damage rolls.
05-09	The weapon has a penalty of (20 + 1d20) to attack and damage rolls.
10-20	The weapon has a penalty of 1d20 to attack and damage rolls.
21-65	The weapon has a bonus of 1d20 to attack and damage rolls.
66-85	The weapon has a bonus of (20 + 1d20) to attack and damage rolls.
86-95	The weapon has a bonus of (40 + 1d20) to attack and damage rolls.
96-99	The weapon has a bonus of (60 + 1d20) to attack and damage rolls.
100	The weapon has a bonus of (80 + 1d20) to attack and damage rolls.



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Chapter 14: Treasure

Herein are descriptions of treasure, the predominant motivation for most characters. This chapter subdivides treasure into individual, hoards, gems, jewelry, and plunder.

Individual

Often, characters have treasure of some sort in their possession when they are slain, subdued, beguiled, or taken prisoner. First, roll 1d100 and consult the following table. Creatures from Grimoireum Monstrum often have modifiers to this first roll. Next, progress across the determined row and roll 1d100 for each column to determine if treasure exists. If magical items result, consult *Chapter 13: Magical Items*.

Individual Treasure									
Roll	Bronze	Copper	Silver	Electrum	Gold	Gems	Jewelry	Plunder	Magical
<41	TH 100 1d12	TH 100 1d10	TH 50 1d8	TH 100 1d6	TH 100 1d4	TH 100 1	TH 100 1	TH 100 1	TH 100 1
41-60	TH 100 1d20	TH 100 1d12	TH 50 1d10	TH 100 1d8	TH 100 1d6	TH 100 1	TH 100 1	TH 100 1	TH 100 1
61-75	TH 100 2d20	TH 100 1d20	TH 50 1d10	TH 100 1d10	TH 100 1d8	TH 100 1d4	TH 100 1d4	TH 100 1d4	TH 100 1
76-85	TH 100 3d20	TH 100 2d20	TH 50 1d12	TH 100 1d12	TH 100 1d10	TH 100 1d4	TH 100 1d4	TH 95 1d4	TH 100 1d4
86-93	TH 100 4d20	TH 100 3d20	TH 50 1d20	TH 100 1d20	TH 100 1d12	TH 95 1d6	TH 95 1d4	TH 90 1d6	TH 100 1d4
94-97	TH 100 1d100	TH 100 4d20	TH 50 2d20	TH 100 2d20	TH 100 1d20	TH 90 1d8	TH 90 1d6	TH 85 1d6	TH 100 1d4
98-99	TH 100 5d100	TH 100 1d100	TH 50 3d20	TH 100 3d20	TH 100 2d20	TH 85 1d10	TH 85 1d6	TH 80 1d8	TH 100 1d6
>99	TH100 1d1000	TH 100 5d100	TH 50 1d100	TH 100 1d100	TH 95 3d20	TH 80 1d12	TH 80 1d6	TH 75 1d8	TH 95 1d6

Hoard

Hoard are collections, accumulations, or amassments of treasure. Usually, hoards are hidden, put aside for safekeeping, or reserved for the future. While characters may certainly have hoards, most often hoards are the treasure from lairs, and may be the collective property of numerous creatures or the sole property of a powerful ruler.

In any case, if necessary, roll 1d1000 to determine the size of the hoard, or select the appropriate size:

<u>Roll</u>	<u>Size of Hoard</u>
001-600	Small (manor)
601-950	Medium (lair)
951-999	Large (kingly)
1000	Colossal (dragon)

Now roll on the appropriate Hoard table below. Then, note that there are percentile chances of acquiring treasure in each of eight categories. If it is determined that magical items exist, consult *Chapter 13: Magical Items*.

Small Hoard									
Roll	Bronze	Copper	Silver	Electrum	Gold	Gems	Jewelry	Plunder	Magical
01-40	TH 77 1d1000	TH 99 5d100	TH 69 1d100	TH 77 3d20	TH 85 2d20	TH 93 2d6	TH 97 1d4	TH 99 2d6	TH 100 1d6
41-60	TH 77 1d1000	TH 99 5d100	TH 37 1d100	TH 77 3d20	TH 69 2d20	TH 85 2d6	TH 93 1d4	TH 97 2d6	TH 98 1d6
61-75	TH 77 1d1000	TH 99 5d100	TH 1 1d100	TH 77 3d20	TH 37 2d20	TH 69 2d6	TH 85 1d4	TH 93 2d6	TH 97 1d6
76-85	TH 85 1d1000	TH 99 5d100	TH 37 1d100	TH 77 3d20	TH 1 2d20	TH 37 2d6	TH 69 1d4	TH 85 2d6	TH 97 1d6
86-93	TH 93 1d1000	TH 99 5d100	TH 69 1d100	TH 77 3d20	TH 37 2d20	TH 1 2d6	TH 37 1d4	TH 69 2d6	TH 96 1d6
94-97	TH 97 1d1000	TH 99 5d100	TH 85 1d100	TH 77 3d20	TH 69 2d20	TH 37 2d6	TH 1 1d4	TH 37 2d6	TH 95 1d6
98-99	TH 99 1d1000	TH 99 5d100	TH 93 1d100	TH 89 3d20	TH 85 2d20	TH 85 2d6	TH 69 1d4	TH 1 2d6	TH 94 1d6
100	TH 100 2d1000	TH 99 1d1000	TH 97 5d100	TH 95 1d100	TH 93 3d20	TH 85 2d10	TH 69 2d6	TH 37 2d10	TH 1 2d6

Medium Hoard									
Roll	Bronze	Copper	Silver	Electrum	Gold	Gems	Jewelry	Plunder	Magical
01-40	TH 77 2d1000	TH 77 1d1000	TH 69 5d100	TH 77 2d100	TH 85 1d100	TH 93 2d10	TH 97 2d6	TH 99 2d10	TH 100 1d6
41-60	TH 77 2d1000	TH 77 1d1000	TH 37 5d100	TH 77 2d100	TH 69 1d100	TH 85 2d10	TH 93 2d6	TH 97 2d10	TH 99 1d6
61-75	TH 77 2d1000	TH 77 1d1000	TH 1 5d100	TH 77 2d100	TH 37 1d100	TH 69 2d10	TH 85 2d6	TH 93 2d10	TH 98 1d6
76-85	TH 85 2d1000	TH 85 1d1000	TH 37 5d100	TH 77 2d100	TH 1 1d100	TH 37 2d10	TH 69 2d6	TH 85 2d10	TH 97 1d8
86-93	TH 93 2d1000	TH 93 1d1000	TH 69 5d100	TH 77 2d100	TH 37 1d100	TH 1 2d10	TH 37 2d6	TH 69 2d10	TH 96 1d8
94-97	TH 97 2d1000	TH 97 1d1000	TH 85 5d100	TH 77 2d100	TH 69 1d100	TH 37 2d10	TH 1 2d6	TH 37 2d10	TH 95 1d8
98-99	TH 99 2d1000	TH 99 1d1000	TH 93 5d100	TH 89 2d100	TH 85 1d100	TH 69 2d10	TH 37 2d6	TH 1 2d10	TH 94 1d8
100	TH 100 5d1000	TH 100 2d1000	TH 97 1d1000	TH 95 8d100	TH 93 5d100	TH 85 2d20	TH 69 2d10	TH 37 2d20	TH 1 2d8

Large Hoard									
Roll	Bronze	Copper	Silver	Electrum	Gold	Gems	Jewelry	Plunder	Magical
01-40	TH 69 5d1000	TH 37 2d1000	TH 69 1d1000	TH 77 8d100	TH 85 5d100	TH 93 2d20	TH 97 2d10	TH 99 2d20	TH 100 1d12
41-60	TH 69 5d1000	TH 1 2d1000	TH 37 1d1000	TH 69 8d100	TH 69 5d100	TH 85 2d20	TH 93 2d10	TH 97 2d20	TH 99 1d12
61-75	TH 69 5d1000	TH 37 2d1000	TH 1 1d1000	TH 69 8d100	TH 37 5d100	TH 69 2d20	TH 85 2d10	TH 93 2d20	TH 98 1d12
76-85	TH 85 5d1000	TH 69 2d1000	TH 37 1d1000	TH 69 8d100	TH 1 5d100	TH 37 2d20	TH 69 2d10	TH 85 2d20	TH 97 1d20
86-93	TH 93 5d1000	TH 85 2d1000	TH 69 1d1000	TH 69 8d100	TH 37 5d100	TH 1 2d20	TH 37 2d10	TH 69 2d20	TH 96 1d20
94-97	TH 97 5d1000	TH 93 2d1000	TH 85 1d1000	TH 77 8d100	TH 69 5d100	TH 37 2d20	TH 1 2d10	TH 37 2d20	TH 95 1d20
98-99	TH 99 5d1000	TH 97 2d1000	TH 93 1d1000	TH 89 8d100	TH 85 5d100	TH 69 2d20	TH 37 2d10	TH 1 2d20	TH 94 1d20
100	TH 100 10d1000	TH 99 5d1000	TH 97 2d1000	TH 95 1d1000	TH 93 1d1000	TH 85 1d100	TH 69 2d20	TH 37 1d100	TH 1 2d20

Colossal Hoard

Roll	Bronze	Copper	Silver	Electrum	Gold	Gems	Jewelry	Plunder	Magical
01-40	TH 37 10d1000	37 5d1000	TH 69 2d1000	TH 77 1d1000	TH 85 1d1000	TH 93 1d100	TH 97 2d20	TH 99 1d100	TH 100 2d20
41-60	TH 37 10d1000	TH 1 5d1000	TH 37 2d1000	TH 53 1d1000	TH 69 5d100	TH 85 1d100	TH 93 2d20	TH 97 1d100	TH 99 2d20
61-75	TH 69 10d1000	TH 37 5d1000	TH 1 2d1000	TH 37 1d1000	TH 37 5d100	TH 69 1d100	TH 85 2d20	TH 93 1d100	TH 98 2d20
76-85	TH 85 10d1000	TH 69 5d1000	TH 37 2d1000	TH 37 1d1000	TH 1 5d100	TH 37 1d100	TH 69 2d20	TH 85 1d100	TH 97 1d100
86-93	TH 93 10d1000	TH 85 5d1000	TH 69 2d1000	TH 53 1d1000	TH 37 5d100	TH 1 1d100	TH 37 2d20	TH 69 1d100	TH 96 1d100
94-97	TH 97 10d1000	TH 93 5d1000	TH 85 2d1000	TH 77 1d1000	TH 69 5d100	TH 37 1d100	TH 1 2d20	TH 37 1d100	TH 95 1d100
98-99	TH 99 10d1000	TH 97 5d1000	TH 93 2d1000	TH 89 1d1000	TH 85 5d100	TH 69 1d100	TH 37 2d20	TH 1 1d100	TH 94 1d100
100	TH 100 50d1000	TH 99 20d1000	TH 97 10d1000	TH 96 1d1000	TH 93 5d1000	TH 85 1d1000	TH 69 5d100	TH 37 1d1000	TH 1 1d100



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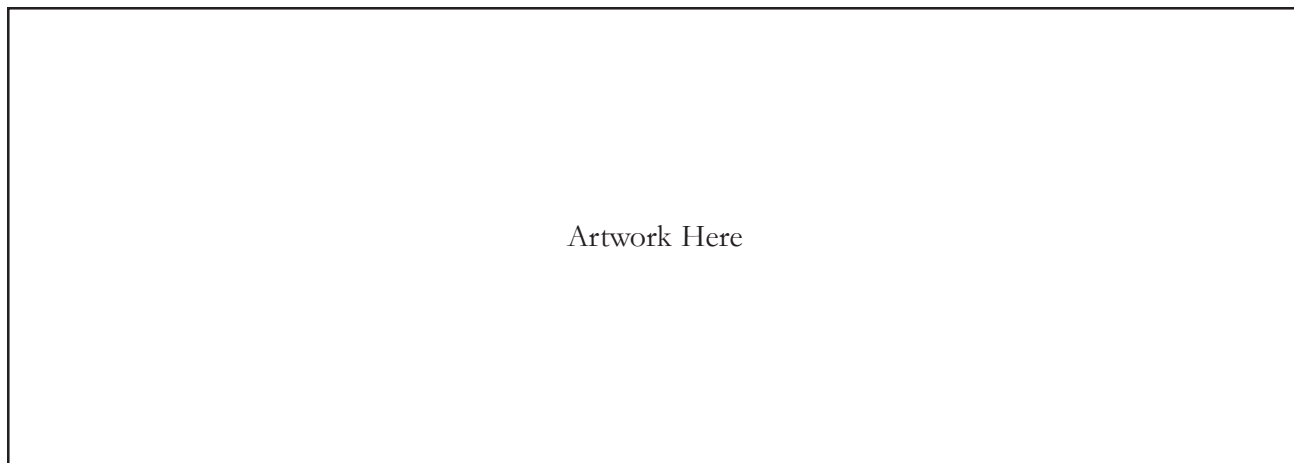
Gems

Gems are precious and semiprecious stones having value and beauty that are intrinsic and not derived from its setting. Gemstones are often cut and polished for ornament, and are highly prized.

Below is a table for the random determination of gems. Note, the prices on the table below assume that the gem is cut and finished, not rough. Rough gems are only worth a small fraction, possibly 1%, of their potential value. Roll 1d1000 and consult the table below:

Die Roll	Finished Gem	Carats	Value/Carat
001-050	Obsidian	6d1000	3 s.p.
051-100	Agate	1d1000	5 s.p.
101-150	Turquoise	1d100	6 s.p.
151-160	Bloodstone	1d100	8 s.p.
161-170	Coral	1d100	8 s.p.
171-250	Iolite	1d100	8 s.p.
251-351	Cat's Eye	1d100	9 s.p.
352-500	Quartz	6d1000	9 s.p.
501-550	Citrine	1d100	10 s.p.
551-600	Amber	3d100	10 s.p.
601-675	Amethyst	1d1000	20 s.p.
676-800	Onyx	1d100	20 s.p.
801-810	White Opal	1d100	30 s.p.
811-850	Peridot	4d100	30 s.p.
851-860	Lapis Lazuli	1d100	40 s.p.
861-884	Chalcedony	1d100	40 s.p.
885-935	Fire Opal	1d100	50 s.p.
936-968	Topaz	1d100	70 s.p.
969-983	Moonstone	1d100	80 s.p.
984-991	Green Tourmaline	1d100	1,000 s.p.
992-996	Sapphire	2d20	5,000 s.p.
997-998	Emerald	1d100	10,000 s.p.
999	Diamond	1d100	12,500 s.p.
1000	Ruby	2d20	20,000 s.p.

Carats: The weight of a gem is expressed in carats. An extremely small measure of weight, one carat equals 3 grains, 141 carats equal one ounce, or there are 2,267 carats in a pound.



Gems: Below is an alphabetical listing of each gem and a description:

Agate – Rock composed of layers of quartz, sometimes of different colors. Composition varies greatly, and it may be polished to a high gloss. Agate is often used for ornamental purposes. This stone is typically valued at 5 silver pieces per carat. It has been highly valued as a talisman or in amulets. This stone is said to quench thirst and protect from fevers. Mages have been known to use it to avert storms. It is mainly mined in the central mainland, and is commonly used to make bowls.

Amber – Actually made of fossilized pine tree sap, amber is especially valuable if it has an insect inside. Amber is more commonly found in the north. Some have claimed amber to be tears dried by the sun. Others declare that it is electrically charged by the sun and when rubbed by a cloth. Still, others persist that amber is the juice or essence of the setting sun congealed in the sea and cast up on the shore. Amber is often used as earrings and as a necklace of beads. It is especially valued when in the shape of little figurines, and has been known to be worth more in this form than the life of a living, healthy slave. Some call it “burn stone”, and burn it as incense. Amber is typically worth 10 silver piece per carat.

Amethyst – A variety of quartz, this stone has a violet to purple color. It is a common stone and is often associated with February. Some have said that amethysts dissipate evil and quicken intelligence. Further, it is thought to encourage celibacy and symbolize piety, so it is often a stone associated with moral churches. Many moral hierophants wear amethyst rings. Finally, this stone is thought to symbolize sobriety and is considered a strong antidote to drunkenness. For this reason, many wine goblets are carved from amethyst. Amethyst may be found in a wide variety of sizes and shapes. The value of amethyst is typically 20 silver pieces per carat.

Bloodstone – A semi-precious stone of dark green chalcedony, also called Heliotrope. In the finished stone, red spots resemble drops of blood. This stone serves as the birthstone for March. Bloodstones are valued at 8 silver pieces per carat.

Cat's Eye – When cut in an oval, rounded form, it shows a light-colored line that changes position as the gem is turned, giving the stone a resemblance to the eye of a cat. It is a valuable gemstone commonly used in jewelry. The color ranges from a honey-brown to an apple-green, though rich golden colors are the most valued. It is reputed to have the presence of a familiar, and as a powerful talisman it may direct fortune. The most important factor for value is the strength and sharpness of the eye. Typically, this stone is valued at 9 silver pieces per carat.

Chalcedony – This stone varies in color and may be white, gray, yellow, brown, green, or blue. The many colors resulting from the high luster of polishing render it valuable for brooches, necklaces, and other ornaments. This stone is valued at 40 silver pieces per carat.

Citrine – This stone is one of the most affordable gemstones, and is also durable. Citrines have a juicy, lemon color. It has been carried as protection against snake venom and evil thoughts. This stone is available in large sizes and a variety of shapes. The darker stones are valued more. The value of citrine is typically 10 silver pieces per carat.

Coral – An ancient gem, coral has a history of religious significance. It is thought to be a powerful talisman that can stop bleeding, protect from evil spirits, and ward off hurricanes. Its color ranges from white to red. Found coastally, it grows in branches that look like underwater trees. The most valuable colors include red, black, and pink. It is a very soft and porous gem, and should be stored carefully to avoid scratches. Coral is typically valued at 8 silver pieces per carat.

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Diamond – This precious stone is the hardest substance known, exhibited in its resistance to scratching. In fact, the origin of the word means ‘invincible’. Diamonds exhibit a wide range of transparency and color. Good quality diamonds of clear, strong, and unusual color are highly prized. Colorless stones known as white diamonds are extremely valuable, while yellow or brown tinged stones are regarded as imperfect. Green and blue diamonds are rarities, and red diamonds are the rarest of all. The luster and fire for a diamond are higher than for any other natural, transparent, colorless stone. Diamonds have incredible resistance to the corrosive effects of acids and bases. Typically, diamonds are valued at 12,500 silver pieces per carat.

Emerald – This valuable green stone is alleged to have the power of healing regarding diseased eyes. Flawless specimens of good color and size are exceedingly rare and command higher prices than diamonds of equal weight. To some, this gem symbolizes love. Most emeralds are valued at 10,000 silver pieces per carat.

Fire Opal – In some cultures, possession of an opal brings bad luck to the owner. In other cultures, it is believed to be beneficial to eyesight, and is worn in necklaces by blonde women to protect the hair from losing its color. Some think the effect of the opal on eyesight can render the wearer invisible, and is recommended for thieves. The color of this stone is yellow to red. This stone should be protected from heat and strong light, which can dry it out, causing cracks. Likewise, acids should be avoided. Exposed corners or points are subject to wear, and the stone is best set in a protected mounting. Typically, fire opals are valued at 50 silver pieces per carat.

Green Tourmaline – This gem is valued at 100,000 silver pieces per carat. These stones are usually cut in long rectangular shapes, due to their long and narrow crystal shape. This is a hard and durable gemstone that can withstand years of wear, though it is advisable to avoid heat.

Iolite – Mined from the north, this stone, when cut properly, appears a violet-like, blue, almost like sapphire from one side, clear as water from the other, and honey-yellow from the top. Cutting this gem, however, demands great skill, and must be cut in precisely the right direction, or it is ruined. It is reliably hard, but should be protected from blows. Iolite is readily available and surprisingly affordable, considering its beauty. Typically, iolite is valued at 8 silver pieces per carat.

Lapis Lazuli – This blue rock has been loved by nearly every culture. It is popular in inlays, and is the shade of blue that artists use to paint the sky. Most believe it is a powerful aphrodisiac, and it is widely accepted that this stone keeps the limbs healthy, and frees the soul from error, envy, and fear. The stone is porous, not very hard, and easily susceptible to becoming scratched. Lapis Lazuli is typically valued at 40 silver pieces per carat.

Moonstone – The birthstone of June, this blue stone seems magical with a ghostly, shimmering glow. Some believe this stone is formed out of moonlight. This stone, however, may come in a variety of colors, such as gray, brown, and green, though blue is the most valuable. A favorite is to fashion these into beads and display them against a black dress. Typically, moonstone is valued at 80 silver pieces per carat.

Obsidian – This stone is not very valuable, and it is easy to shape by flaking. Ancient cultures used it to make weapons and tools. Typically, obsidian is valued at 3 silver pieces per carat.

Onyx – This stone has alternating straight bands colored black and white. Onyx is typically valued at 20 silver pieces per carat.

Peridot – An olive colored stone, peridot is associated with the month of August. This gemstone is born in fire, and is known as the volcanic gem. Called “evening emerald”, the green color does not darken at night, but is still visible by torchlight. Peridot has been found in large quantities, even over 200 carats apiece. Peridot is said by mages to have the power to drive away evil, and the power is said to be stronger when the gem is set in gold. Further, peridot is said to strengthen any medicine drunk from goblets carved from this gemstone. Typically, peridot is valued at 30 silver pieces per carat.

Quartz – The stone from which crystal balls are made, quartz is known as “rock crystal”, and is also used to make bowls. Some believe it is a compact form of ice. Large instances of rock crystal quartz, such as those necessary to make a crystal ball, are rare. Typically, quartz is valued at 9 silver pieces per carat.

Ruby – This is a precious red stone, and the transparent deeper reds are highly prized. In ancient times, it was known as the “king of precious stones”, and is the most valued, even more valued than the finest diamonds. Rubies larger than five carats are especially rare, and a 32 carat ruby is the largest found to date. Most rubies are worth 20,000 silver pieces per carat.

Sapphire – This stone is transparent blue, though true sapphires are deep blue. An ancient culture believed that the earth rests upon a giant sapphire, and its reflection colors the sky. The sapphire has long symbolized truth, sincerity, and faithfulness. This stone has been valued in talismans for protection, and is said to be so powerful, it protects a wearer even after it has been passed on to someone else. Aside from diamonds, sapphires are the toughest and most durable gemstones. Most sapphires are valued at 5,000 silver pieces per carat.

Topaz – This stone may be colorless, yellow, green, blue, or red. The most popular color for a topaz is a rich orange-yellow. Topaz is often associated with November. Topaz has been used in amulets to protect the faithful against harm. Legend has it that topaz dispels all enchantments and improves eyesight as well. Some believe that it has the power to increase strength and make its wearer invisible in times of emergency. Topaz is also said to change color in the presence of poisoned food or drink. Its mystical curative powers are said to wax and wane with the phases of the moon: it is said to cure insomnia, asthma, and hemorrhages. Topaz is a very hard gemstone, though it may be split from a single blow. As a result, it should be protected from hard knocks. Typically, topaz is valued at 70 silver pieces per carat.

Turquoise – This stone is of medium hardness and the color ranges from blue and blue-green to greenish-gray. It is used for ornamental purposes. Turquoise is thought to have powerful metaphysical properties. For instance, it is believed to be protection against Agas, the evil eye. Others believe that the health of a character can be assessed by the variations of the color in the stone. Finally, it is also thought that this stone promotes prosperity. This stone is commonly mined with copper deposits. Turquoise is porous and should be kept away from acids. Typically, this stone is valued at 6 silver pieces per carat.

White Opal – In some cultures, possession of an opal brings bad luck to the owner. In other cultures, it is believed to be beneficial to eyesight, and is worn in necklaces by blonde women to protect the hair from losing its color. Some think the effect of the opal on eyesight can render the wearer invisible, and is recommended for thieves. The color of this stone is white. This stone should be protected from heat and strong light, which can dry it out, causing cracks. Likewise, acids should be avoided. Exposed corners or points are subject to wear, and the stone is best set in a protected mounting. The typical value of a white opal is 30 silver pieces per carat.

Jewelry

Regarding treasure, jewelry refers to non-magical and objects that decorate the body but serve little if any purpose. The exact description of the item is left to the MM. Roll 1d100 and consult the table below:

Jewelry		
Roll	Type	Value
01	Amulet	2d100 s.p.
02-10	Anklet	4d100 s.p.
11-20	Bracelet	4d100 s.p.
21-35	Brooch	2d100 s.p.
36-50	Charm	1d100 s.p.
51	Crown	1d10000 s.p.
52-60	Earring	2d100 s.p.
61	Locket	6d100 s.p.
62	Medallion	8d100 s.p.
63-73	Necklace	4d100 s.p.
74-75	Pendant	4d100 s.p.
76-85	Religious Symbol	4d100 s.p.
86-99	Ring	2d100 s.p.
100	Talisman	4d100 s.p.

Plunder

Regarding treasure, plunder refers to non-magical goods that a victor takes from a victim. Determine the type of plunder below, then proceed to the appropriate chart in *Chapter 9: Equipment* to determine the specific item. To randomly determine an item of plunder, roll 1d100:

Plunder		
Result	Chart to Consult	Roll
01-50	Common Equipment	1d100 + 1d12 - 1
51-60	Beverages	1d6
61-68	Food	1d10 + 1d20 - 1
69-70	Animal and Slave Trading	1d10 + 1d20 - 1
71-72	Vehicles	1d6
73	Vessels	1d12
74	Siege Equipment	2d6 - 1
75	Torture Devices	1d8
76-80	Weapons: Melee	4d20 - 3
81-90	Weapons: Miscellaneous	1d20 + 1d12 - 1
91-94	Weapons: Missile	1d20 + 1d10 - 1
95-98	Armor: Individual Pieces	2d20 - 1
99	Armor: Suits of Armor	1d6
100	Armor: Barding	1d6

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Chapter 15:

Conducting the Game

The goal of this chapter is to guide and aid MM's in making their games an enjoyable experience.

Preparation

Never underestimate the value of preparation. It is possible that a game may be enjoyed when run by an unprepared MM. However, it is unlikely that unprepared games are more fun than prepared games in the long run. An unprepared MM may seem unenthusiastic, disinterested, or incompetent. Therefore, strategic preparation may contribute significantly to enjoying the game.

Familiarity

The best advice for an MM is to observe that more preparation correlates to a better game. The more familiar the MM is with the rules of the game, the fewer times the game will come to a halt while rules are consulted. Obviously, no one can anticipate every choice of every player. In fact, oftentimes the unexpected is the most enjoyable part of the game. Nonetheless, within reason there is no such thing as being under-prepared.

If the MM is new, then the best way to acquire familiarity is to focus on basic game mechanics, such as how skills function, and learning the goals of each player as well as details of each character. Gain familiarity and gain respect.

Atmosphere

The setting in which the game is played can have a substantial impact upon the enjoyment of the participants. While different groups prefer different gaming atmospheres, here are some suggestions:

Choose a quiet place where interruptions are unlikely to occur, such as a good room or a garage with a comfortable temperature. Some groups prefer a temperature slightly cooler than ideal, so that players are not apt to fall asleep.

Anything suggestive of medieval times is a tremendous aid in setting the mood. Common choices include candles, a candelabra, incense, or possibly even supplying mead and tankards! Some gaming groups even display replicas of medieval weapons, hanging them on the walls near the gaming table.

Proxemics

Using space wisely is advantageous. Generally, the MM should be seated higher than the players, so that when the MM speaks, the players literally look up to the MM. One method of accomplishing this is for the MM to sit on a stool, while the players sit in regular chairs.

Should a particular player be suspected of dishonest dice-rolling, which among players should be visible to all anyway, this type of player may be requested to sit close to the MM so that this may be observed and handled if necessary.

Condiments

As gaming is a time-consuming social event, a majority of gaming groups pitch in and get a pizza and beer or soda. While tastes may differ from group to group, most games last for several hours and snacks become nearly a necessity.

Game Mechanics

When Dice Contradict Reason

On occasion, the results of the dice may contradict reason or other rules. There is no easy answer for this dilemma, other than the fact that the MM must deliberate carefully. Altering the results of the dice can be a very slippery slope and a bad habit to begin. Whenever possible, the results of the dice should be accepted, taking the good with the bad. After all, if people can pick or choose whether or not to accept the results of the dice, then there is no reason to roll them at all! Dice-rolling exists so that events occur according to probability, and when possible, need to remain that way. Logic, on the other hand, must also be exercised.

Leadership

Overall, the MM is the leader, so to speak, of the game. If issues and disagreements arise, especially over rules, the MM is the final arbiter; the decision of the MM must be final. Of course, if an MM makes bad decisions and the gaming group is displeased with the MM's performance, the players are not obligated to continue the game or return for another gaming session. It should always be the goal of the MM to make the best decision possible, though not necessarily the most entertaining decision, but the most fair or the decision that deviates the least from the rules or reason when a contradiction or conflict arises.

Oftentimes, one player will become a leader regarding the other players. Sometimes this is a good thing, and sometimes bad. Ideally, each player should be able to participate as much as any other, should they desire. Some players are naturally quiet or followers, while others tend to be assertive, aggressive, or natural leaders. Though it can be difficult, one duty of the MM is to attempt to referee a player's

leadership behavior to correspond to their abilities and personality. For instance, a character with a low Charisma, poor rhetorical skills, and phlegmatic temperament is unlikely to be a dominant party leader. Group dynamics will differ from group to group, but the ultimate goal of gaming is to have fun and should be remembered at all times. Try to make the game an enjoyable experience for everyone, if possible.

Players and Characters

Argumentative Players

Occasionally, gaming groups may be comprised of one or more argumentative players, players who seem to disagree with everything. These players need to understand that even though this is a game, one of the roles of the MM is as an authority figure, referee, or moderator. Assuming the MM is competent and familiar with the rules, the argumentative player must either accept the MM's authority or leave the game. Issues such as these are often handled best by not embarrassing the player and asking to speak privately with them.

Dominating Players

Usually, one player will, either intentionally or unintentionally, dominate the others and the game. It is, in fact, rare to have perfectly even input from all participants; inevitably someone will participate more than others. However, if this becomes a problem, usually the best way to handle it is to not embarrass the player in front of the others, but to ask to speak privately with them. Those who are troublesome beyond this point, at the MM's discretion, should seek a new gaming group.

Non-Participating Players

Some players do not participate very much, which may be indicative of many things. Some truly enjoy the game but feel inhibited, lack the confidence, or lack the experience necessary for them to feel comfortable participating. Conversely, others are simply disinterested and lack of participation is a symptom. If they are disinterested, don't let a wet

blanket spoil the fun for everyone else. Without embarrassing the person, pull them aside and speak privately with them. If they do not want to be in the game, perhaps they should not be. More often than not, quiet or passive players are interested, but need encouragement. As the MM, you may attempt to make their character more integral to the plot, introduce an immediate encounter or incident that revolves around them, or anything else imaginable to evoke their participation.

Powerful Characters

Here and there, a character may become too powerful, either in relation to the other characters or the gaming world around them. Many things may be done to balance the situation. Perhaps a bandit will steal their silver or a disease will sap their superhuman Strength. Regardless of what it is that specifically is so unbalancing about this character in question, there is always an easy means of a maintaining game balance.

Powerless Characters

Sometimes players end up with characters that are simply undesirable. As a general rule, if all five abilities together average less than 90, then the MM may consider telling the player to discard the character and begin a new one.

If characters have survived and advanced several levels and they are powerless compared to other characters or the world around them, perhaps they should consider changing their occupation. Generally, no compensation should be yielded. If they have low LP or MP from several low rolls, this is simply what they have.

Many players become so caught up in what numbers are on their character sheets that they overlook the fact that this is a role-playing game. Oftentimes, a character who looks terrible on paper may be extraordinarily fun to role-play.

Mortification

Unfortunately, not everyone will enjoy this game. This game is not meant for minors and can be very blunt and non-politically correct in a politically correct world. If someone is mortified by the

inherent violence or sexual content, then the game may not be suitable for them. Whenever possible, the material and rules for this game have a firm historical or mythological basis. For instance, a quote from Homer's *Odyssey* reveals the prevalence of violence and sexual content in much classical mythology, "...I sacked the city, killed the men, but as for the wives and plunder, that rich haul we dragged away from the place -- we shared it round..."

Maps

Since fantasy adventure characters inherently adventure and explore, both the players and the MM must be able to communicate clearly regarding the movement of the characters. In order to communicate clearly, the players and the MM must agree upon the use of certain symbols and standards. All maps in F.A.T.A.L., such as in pre-written adventures, will conform to the following guidelines for maps.

First, purchase some graph paper. F.A.T.A.L. does not use hexagonal graphing paper, only square graphing paper. In a corner of the map, note the directions. Directions are usually indicated by an arrow and an 'N' to represent North. Nearby, indicate the scale, such as one square equals 5 feet. Different scales may be selected depending on the needs of the adventure. Usually, designating one square to equal 5 feet is the most convenient and appropriate.

Map Symbols

Next, consider the map symbols. The map symbols presented are not a complete list. Instead, this list is merely sufficient to develop maps. Additional symbols may be introduced with different adventures, and those symbols will be particular to the adventure in which they are introduced. Note that for the symbols for doors, a dot appears in the corner of the symbol. The dot represents the location of the hinges.

- A dungeon has been discovered and the party is hired to explore it.
- A mystery must be solved.
- A party member discovers something dangerous, secret, or magical, and must deal with it.
- A sage hires the party to find an obscure ingredient.
- An army of darkness marches on the town, and the characters must defend their homes.
- An enemy has done something, fled, and must be chased, retrieved, found, or killed.
- Arena combat with no plot other than to stay alive.
- The local town is at war with a neighboring town. The characters must engage in battle.
- The party has been captured and must escape.
- The party must escort someone or something valuable to a destination, and it won't be easy.
- The party or another is being blackmailed.

Setting

The MM must decide on the setting for the adventure. Will this adventure be primarily in town, the wilderness, a dungeon, the desert, at sea, in Hell, etc. While many hours of enjoyment may be had in any setting, usually the best advice is to attempt to include a small number of settings per adventure – usually three works best.

Organization

Since adventures are primarily stories, they often share the same organization. Most stories have an introduction, a body, and a conclusion. These three elements are integral to any adventure. Most often, the introduction consists of the MM reading a few paragraphs of background information, describing circumstances to the players as well as background history. The body is the adventure itself, and may take numerous forms. Finally, the conclusion is the end of the adventure. Closure of some form is sought in the conclusion, though sometimes suspenseful hooks in the plot are useful to maintain interest until the next session.

In addition to this basic organizational structure, other methods may be considered. Typically, there is a climax just before the conclusion. Further, the timing of major events throughout the story may be significant regarding how well the adventure is received among the players. If most major events occur together, for instance, and the majority of game time consists of hours of minor events, the players may become bored and disinterested.

Novelty and Predictability

Juggling these opposites can be an art in itself. Each adventure should be novel or new. If the players can easily second-guess the MM, then the group will surely be bored. On the other hand, being entirely novel would be the same as being unpredictable. Gamers will lose interest if they never know what to expect, or if every time they take a guess at what will happen they are thoroughly wrong or taken by surprise. Predictability and unpredictability are both desirable, though only in moderation. When in doubt, it is safer to err in the direction of novelty than predictability.

Combat and Difficulty

While this can be difficult to assess and implement, the goal of each combat in an adventure is to offer the participants an enjoyable challenge, prevent boredom, and facilitate the plot. Generally, encounters should not occur with foes who are powerful enough in combat that the characters do not stand a reasonable chance. However, occasionally characters should encounter forces who they cannot defeat; otherwise, the characters may attempt to fight every creature they meet, thinking the MM would never put them in a blatantly losing situation. On the other hand, if combats are consistently too simple for the characters, the players may lose interest. The balance of difficulty in combat is difficult and is different for each group. As a guideline, the Life Points of the party should roughly equal the LP of the enemy encountered.

Disposition

When preparing each adventure, the MM must consider the dispositions of the characters. Oftentimes, the goal of an adventure may conflict with the disposition of the group. For example, a predominantly moral group will probably refuse to perform an assassination for an employer who lacks credibility. Conversely, a group that is predominantly immoral will probably refuse a potential employer when not offered enough compensation, and may get angry and slay the potential employer. An MM needs to be prepared for these contingencies.

Occupation

When preparing each adventure, the MM must consider the occupations of the characters. Oftentimes, the goal of an adventure may conflict with the occupations of the group. For example, a group of adventurers comprised mostly of militiamen would consequently not only be most likely to refuse an employer who attempts to hire them to assassinate someone in town, but would probably arrest the soliciting employer. An MM needs to be prepared for these contingencies.

Role-playing

Since F.A.T.A.L. is a role-playing game, the purpose is to role-play a character. The definition of good role-playing differs from player to player. The definition¹ of a role is either “a character assigned to or assumed by someone,” or “a part played by an actor.” Therefore, role-playing will be defined here as *when a player or MM performs the role of a character*. Two words must be discussed: *performs* and *role*.

Different players or MM's will perform differently according to their talent for acting. This may be the most difficult aspect of the game. Some feel inhibited by other players regarding acting. Others are inept at acting or have little experience. Still, some act too freely, often overdoing their performance. Proper performance is an ideal. It involves becoming familiar with fine details of a character, and improvising the rest until a coherent and consistent role is developed. The performance focuses on the player or MM, while the role focuses on the character.

The role of a character differs from character to character. Different characters are better suited performing different functions, and therefore different styles of role-playing emerge. The proper role of a choleric thug may be to brawl, and so all aspects of this character's violent lifestyle should be explored by the player. For this thug to refrain from violence and engage in excessive displays of Etiquette, for instance, would be to fail to properly play his role, regardless of how well or poorly the player performs it.

With experience, many players develop role-playing habits and preferences. Some prefer combat, others interpersonal interaction. To ensure good role-playing, a player or MM should think critically about the role of the character whom they will role-play, as well as how best to perform that role.

When preparing each adventure, the MM must consider the roles of the characters and the aptitude of each player for performing.

Magical Research

As spellcasters and sages increase in level, they often desire to research magic, aspiring to develop their own spells or magical items. Generally, this should not be allowed until they advance to the 10th occupational level. However, depending on circumstance and the specific research, at the MM's discretion it may be possible to research minor magic as early as 5th level.

1. The definition was taken from Webster's Third New International Dictionary, and is referenced in the References section.

MM Characters

As the MM conducts a game, the characters of the players will inevitably interact with other characters, such as bartenders and wenches, militia and criminals, and employers as well as other adventurers. These characters are controlled by the MM. The work involved in fully developing each character with whom a player's character may interact may be overwhelming and unrealistic. Therefore, some shortcuts are offered as suggestions:

- Only the most important of the MM's characters should be fully developed. The less significant the role of a character of the MM, the less detail should be devoted to them. On the other hand, if time allows for the information to be determined, this is always better. For pre-rolled characters, consult *Appendix 6: Maim Master Characters*.
- Oftentimes, abilities need to be determined on the spot, usually to determine skill checks. Instead of rolling $[(4d100/2) - 1]$ each time an ability needs to be determined, other methods may be more convenient. The most convenient is to simply decide that the ability in question is 100 and therefore has no adjustment. This can prove boring if overused, as every character would be identical. If only a small amount of variation is desired, then $(1d20 + 90)$ will yield an average character every time, yet still allow for small variation. Perhaps the best method overall is $(1d100 + 50)$, since it is simple, fast, and allows for wide variation.
- As interaction occurs, try to portray different characters differently. Use different voices and inflections, speech rates and habitual words, mannerisms, etc. In this respect, characters presented by the MM will seem more alive or real to the players, and hopefully the players will react with more interest and realism.

Sample Adventure

This chapter concludes by providing the ultimate test of conducting the game; it concludes by providing a sample adventure. The following sample adventure may not be suitable for all gaming groups. Nonetheless, it has been included so that the game may be played and explored. The sample adventure is purposely short and suitable as an introductory adventure.

Campaign of the Lost Souls

Introductory Adventure suitable for 1st level characters.

Plot

Each adventurer lives in a small hamlet. One morning, they are routinely selected by the hamlet to gather firewood. Hours later, the group returns and discovers that everyone in the hamlet is missing. Together, the characters must unite and investigate the disappearance of their families. For immoral purposes, a sorcerer has cast Mass Teleportation and kidnapped the inhabitants of each hamlet.

Plot Hook

If the MM would like to retain this plot as a basis for future adventures, then the sorcerer responsible for the kidnappings must not be defeated at the end of this adventure. Otherwise, the sorcerer may be defeated at the end of this adventure. It is easy to continually make the sorcerer seem one step ahead of the characters who are trying to capture or slay him. If used properly, this device could entertain the players for several gaming sessions.

Format

Boxed text may be read to the characters, while un-boxed text may not. This adventure is not presented in a linear format. The body of the adventure may occur in any sequence to the whim of the MM, and encounters may be ignored as desired.

Preparation

The MM must observe the character sheets of the players. Specifically, the MM must note the Race, Disposition, Birthplace, and Social Class of each character. Next, the MM must create an explanation of how each character lives in the hamlet.

Different dispositions may respond differently to this plot. A character with an ethical or moral disposition may seek to discover what happened to their hamlet, ultimately hoping to either return or avenge their family. A character with an unethical or immoral disposition may despise their hamlet and see this as an opportunity for looting and personal gain or the ideal time to begin adventuring. Whatever disposition is involved, this plot should provide motivation to adventure.

Invent a basic description of the hamlet that compliments the group of characters. If different races exist in the group, invent a reason why these races live together. The hamlet should be comprised of a number of families equal to the number of characters in the group, so that one character belongs to each family. The population of the hamlet should not exceed one hundred. For the sake of simplicity, the following information assumes the hamlet and all families are human. The name of the hamlet is Acedia, and it is comprised of six families. The population is roughly fifty, and the average family has eight members. Invent names and basic information of prominent family members and inhabitants, and any background deemed relevant. Finally, prepare a reason for each player why they have not extensively explored the world beyond their hamlet but have always been content with their small community.

Introduction

One wintery day, snow covers the ground. The cold is not overwhelming today in this northern territory, but the wind irritates you. As is routine, each of you have been selected by your family today to venture forth into the surrounding forest and gather firewood. Your hamlet is merely a community of a few families amidst a northern forest. Successfully, you return as a group with more than enough firewood. Upon entering the hamlet, you hear only silence. As your group explores your hamlet, each of you enter the main house of your family to find them empty or abandoned. Slowly, you congregate together in the middle of the hamlet, surprised to be alone.

Introduce information specific to the hamlet. Explain to each player why their character has not extensively explored beyond their hamlet in the past. Allow the characters time to interact. Either individually or as a group, characters may attempt to loot either their own family or another family. In this instance, each family should be poor and have little of value. If a character has any adventuring gear, such as weapons and armor, now would be an ideal time to equip it.

Clues

Following are clues to the truth behind the disappearance of the inhabitants of the hamlet. Each clue may be discovered when deemed appropriate by the MM:

- One set of tracks from a horse suggest that a horse walked into the hamlet from the north and left to the south. The horse walked up to each cottage before leaving. The horse tracks are recent, probably only a few minutes old. Steaming horse defecation is in the middle of the hamlet.
- The prized weapon of the hamlet, a Goring Zweihander + 6, has been stolen from one of the cottages. In its place is a rusted and nicked zweihander.
- No other tracks exist, indicating that none of the inhabitants walked out of the hamlet.

Combat: Simple

At sunset, read the following:

This evening, a campfire can be seen to the south. Judging by the smoke in the air, the campfire does not appear to be more than a few hundred feet in the distance.

When the adventurers get close enough to see the campfire, read the following:

A small campfire casts light on a horse that is tied to a nearby tree and a humanoid figure who apparently lies asleep by the fire. The figure is covered by a wool blanket. Periodically, the campfire crackles.

The figure asleep by the fire is known as Mordacicus, the Mutilator. Mordacicus is an experienced mercenary who has been employed by Semua to slay any remaining inhabitants of the hamlet. He rode through the hamlet and found no one. However, he did find the prized weapon of the hamlet, a Goring Zweihander + 6. Mordacicus replaced his old zweihander with this one, but has not yet discovered its magical properties. Now, Mordacicus sleeps and plans to continue south to report to Semua that the hamlet was empty. He is the only hope the characters have of discovering the whereabouts of their families and Semua, the sorceror who abducted them.

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Mordacicus Stats: Height = 6'2", Weight = 211 lbs., Age = 22, Sexuality = Hetero, Eyes = Brown, Hair Color = Brunette, Hair Thickness = Thick, Hair Length = middle of the back, Hair Type = wavy, Most Attractive Feature = chest, Most Repulsive Feature = hands, level 3 mercenary, Skin Color = tan, Physical Fitness = 111, Strength = 182, Bodily Attractiveness = 123, Health = 131, Facial = 98, Vocal = 148, Kinetic = 111, Rhetorical = 86, Hand-Eye = 152, Agility = 124, Reaction Speed = 136, Enunciation = 92, Language = 97, Math = 107, Analytic = 108, Spatial = 112, Drive = 103, Intuition = 109, Common Sense = 73, Reflection = 84, LP = 32, CA = 33, PP = 07, Disposition = NI, Temperament = CM, Languages = Sapien, Equipment = Goring Zweihander + 6, dagger, chainmaille hauberk, (4-in-1), and 544 s.p.

Combat: Difficult

As you progress through the forest, you happen upon an earthen aperture or opening at the base of what appears to be a small, wooded hill. Due to the trees overhead, no snow is on the ground near the opening. The hole is approximately ten feet in height and eight in width. The opening is not man-made, but appears to exist naturally. Peering in, you see only darkness.

Inside the cave is a troll, who has recently kidnapped a maiden. If the characters search around the opening, they may find tracks, though they will not be obvious. The maiden's name is Cuntrina. She was originally abducted by a villain after she insulted him. However, the troll happened across the villain and slew him, kidnapping the maiden. Cuntrina knows the sorceror responsible. His name is Semua and he used to take advantage of her, until a dashing prince took her away from all of this. She was forced to perform every debaucherous act imaginable for Semua.

Troll Stats: Height = 8', Weight = 400 lbs., Age = ?, Sexuality = Hetero, Eyes = Black, Hair Color = Black, Hair Thickness = Thick, Hair Length = 3 inches, Hair Type = stringy, Most Attractive Feature = chest, Most Repulsive Feature = feet, Skin Color = Green, Physical Fitness = 100, Strength = 215, Bodily Attractiveness = 50, Health = 100, Facial = 60, Vocal = 150, Kinetic = 80, Rhetorical = 105, Hand-Eye = 80, Agility = 100, Reaction Speed = 100, Enunciation = 10, Language = 155, Math = 110, Analytic = 95, Spatial = 120, Drive = 150, Intuition = 50, Common Sense = 40, Reflection = 40, LP = 146, PP = 01, Disposition = UI, Temperament = CP, Languages = Kobold, Equipment = None.

Cuntrina Stats: Height = 5'4", Weight = 100 lbs., Age = 19, Sexuality = Hetero, Eyes = Green, Hair Color = Brunette, Hair Thickness = Thick, Hair Length = middle of the back, Hair Type = wavy, Most Attractive Feature = chest, Most Repulsive Feature = feet, level 1 laundress, Skin Color = pale, Physical Fitness = 111, Strength = 82, Bodily Attractiveness = 154, Health = 132, Facial = 178, Vocal = 148, Kinetic = 141, Rhetorical = 93, Hand-Eye = 94, Agility = 83, Reaction Speed = 101, Enunciation = 91, Language = 105, Math = 73, Analytic = 98, Spatial = 59, Drive = 104, Intuition = 139, Common Sense = 123, Reflection = 128, LP = 17, PP = 87, Disposition = NM, Temperament = SP, Languages = Sapian, Equipment = torn dress.

Conclusion

The adventurers happen upon a keep in the middle of the forest.

Ahead in the forest you see a large clearing. The clearing appears to be nearly a quarter-mile across. In the middle of the clearing is a keep. No road is seen that approaches the keep. Periodically, the carcass of an animal litters the clearing. The keep seems to be square in shape and is roughly one hundred feet per side. No entrance is visible from here. Smoke rises from the center of the keep and the abhorred smell of what can only be burning tissue assaults your nostrils.

This keep has no entrance; it merely consists of four stone walls, each a hundred feet long and fifteen feet high. In the center of the keep is a small, stone building, which is the home of Semua. Semua's home may be accessed by a thick, wooden door. The surrounding courtyard is littered with the bodies of the inhabitants of several hamlets.

Semua has a magical weapon, a Dagger of Soul-Stealing + 63. This dagger currently has 521 souls. Semua knows that if the dagger collects 1,000 souls, he may be granted godhood. Therefore, he has paid to have this keep constructed around his home, and he casts Mass Teleportation to abduct humanoids who will serve as fresh souls. Once their souls are swallowed by the Dagger of Soul-Stealing, their bodies litter the courtyard. Hence, he seems to be continually lighting bonfires and burning bodies.

Presently, Semua is vomiting due to severe intoxication. For the last hour or so, he has been repeating the lyrics of his favorite song:

Cause and effect, carve and dissect
By trial and error I experiment
I chop up the bodies and then I reject
Those who are an impediment
To MYYYY REEEE-SEARCH
The secret of a golem I want
For I shall make a horde
The secret's discovered, it cannot be bought
And I will never be bored
With MYYYY REEEE-SEARCH
Stop shaking and crying and lie still for now
Or you will perish much faster
I am not evil, I'm good and here's how
Just listen to my laughter
You're MYYYY REEEE-SEARRRRCH

Semua will continue to repeat these lyrics when the adventurers enter the courtyard and his home. On the other hand, if the MM desires to extend the plot of this adventure over several gaming sessions, then Semua may be absent from the keep while he gathers ingredients.

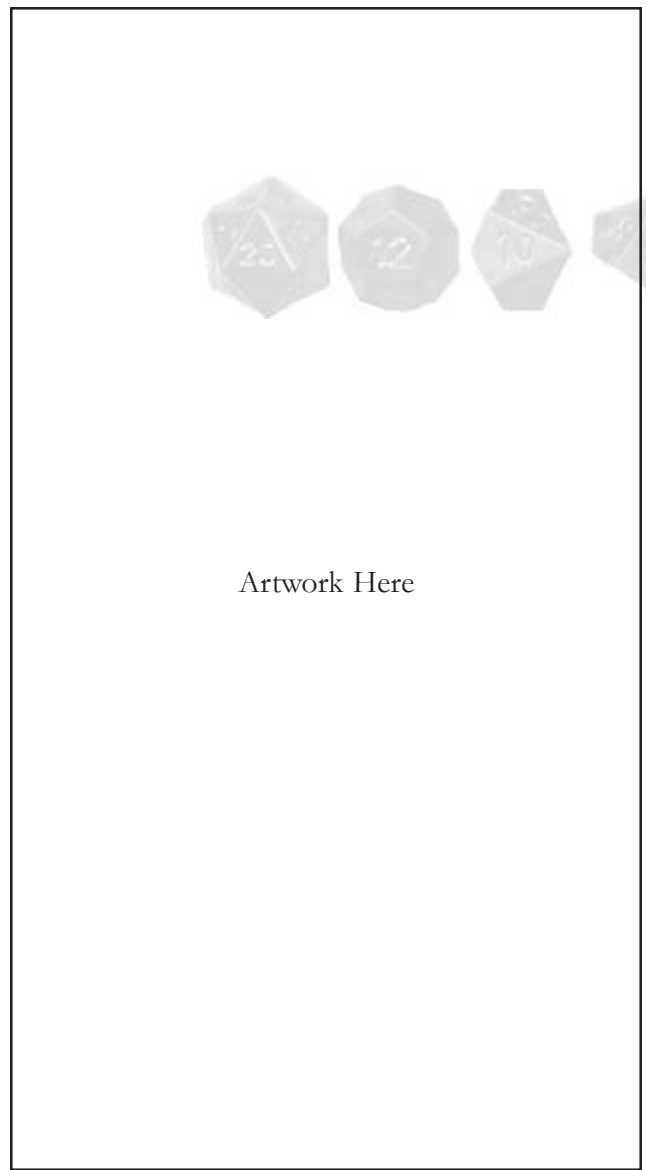
If Semua is encountered, his foremost concern will be to slay whoever happens upon, and especially into, his keep and collect their souls. Semua's strategy will be to cast Mass Bidding on the adven-

turers. If any characters are unaffected by the spell, Semua will attack them with his magical dagger, and command those who are affected by Mass Bidding to help him attack those who were unaffected. If an affected character seems likely to do a killing blow to an unaffected character, and if the unaffected character seems physically stronger than Semua, then Semua is likely to command them to stop attacking, so that Semua's magical dagger has a chance to collect the soul of the unaffected character. Once Semua has eliminated all unaffected characters, he will slay each affected character who seems physically stronger than he. Semua will use his dagger and collect their soul. Characters who seem physically weaker than Semua will be slaughtered anyway, though with a knife, not his magical dagger.

Semua's Stats: Height = 6'0", Weight = 169 lbs., Age = 29, Sexuality = Hetero, Eyes = Blue, Hair Color = Brunette, Hair Thickness = Thick, Hair Length = middle of the back, Hair Type = straight, Most Attractive Feature = eyes, Most Repulsive Feature = waist, level 10 sorceror, Skin Color = pale, Physical Fitness = 111, Strength = 122, Bodily Attractiveness = 129, Health = 114, Facial = 135, Vocal = 163, Kinetic = 104, Rhetorical = 142, Hand-Eye = 157, Agility = 104, Reaction Speed = 103, Enunciation = 122, Language = 128, Math = 106, Analytic = 173, Spatial = 119, Drive = 185, Intuition = 102, Common Sense = 105, Reflection = 103, LP = 32, MP = 453, PP = 22, Disposition = NM, Temperament = SP, Languages = Sapien, Equipment = robe, knife, Impaling Dagger of Soul-Stealing +17, 33 e.p., and 674 s.p.

Accessible Disciplines: Annihilation, Domination, Eradication, Prognostication, Reformation, Restoration, and Universal

Spells Known: Ascertain Properties, Beguile Enemy, Bestow Blistering Boils, Detect Air, Detect Ether, Detect Lie, Detect Magic, Determine Magic, Ejaculate Blood, Electrical Field, Flight, Force Fear, Force Mass Fear, Force Missile, Force Rancor, Force Slumber, Greater Healing, Heating, Immutability, Lesser Electrical Discharge, Lesser Healing, Lesser Mending, Lesser Vulnerability to Discipline (Annihilation), Lesser Vulnerability to Fire, Lesser Vulnerability to Weapon, Mass Bidding, Mass Teleportation, Possession, Protection from Discipline (Domination), Protection from Fire, Re-animation, Regeneration, Seal Orifice, Spermatozoa Rejuvenation, Stronger than Before, and Teleportation.



Chapter 16: Advancement

Advancement Points (AP) are points that measure how well a character meets the goal of their current occupation. Different occupations have different goals and advance in different ways. For instance, wizards gain AP for casting spells, while warriors get them for physically attacking creatures. The means for advancement in the different occupations is provided in *Chapter 7: Occupations*. It is the responsibility of each player to keep track of how many points their character has earned. It is recommended that every instance in which a character gains AP, the player should inform the MM of the amount and write it down on their character sheet.

In addition to occupational goals, other rewards may be granted by the MM to deserving players. Before the adventure begins, determine the average number of points needed to advance a level among the characters. Consider this to be the maximum possible number of Bonus Points (BP) to be granted as described below. Upon the conclusion of the game, consider the following adjustments:

Group Cohesiveness

When all participants in a group work well together, then the group is cohesive. If a group experienced substantial conflict that detracted from entertainment, then no AP should be awarded for Group Cohesiveness. If the group performs better than merely the sum of its parts, then the MM may award up to a maximum of 25% of the BP to each surviving character.

Task Performance

Each gaming session is organized around a plot and a purpose. Depending on the adventure that the MM has designed for the players, the goal of the characters may be to plunder a dragon's lair, explore a nearby dungeon, find a missing character, and too many other possibilities to list here. If the task is performed well, then up to a maximum of 25% of the BP may be awarded to each surviving character.

Insurmountable Odds

Whenever a character beats insurmountable odds, such as surviving when the vast majority of characters would not, they deserve a maximum BP of 10% awarded to that character alone. A good example is that once a muscular gladiator named Tiny became trapped in a kobold lair with roughly a hundred kobolds. Most characters would clearly die, but amazingly, Tiny hacked and slashed his way through dozens of them, living to tell the tale.

Noteworthy Creativity

Should a player do something that constitutes noteworthy creativity, then up to a maximum of 10% of the BP may be awarded to that player's character at the MM's discretion.

Rate of Advancement

While the appropriate rate of advancement may differ somewhat from group to group, a few guidelines are recommended. First, assuming that each gaming session is at least six hours in duration, no character should be allowed to advance at a rate faster than one level per game session. If they have earned more than enough points to advance two levels, for instance, then their AP should be truncated just below this second level. Usually, even this rate is far too fast, as most adventures organized around a plot take multiple gaming sessions to accomplish.

What, then, is not too fast a rate of advancement? Generally, a level should at least require between one and two adventures, therefore several gaming sessions, before advancement occurs.

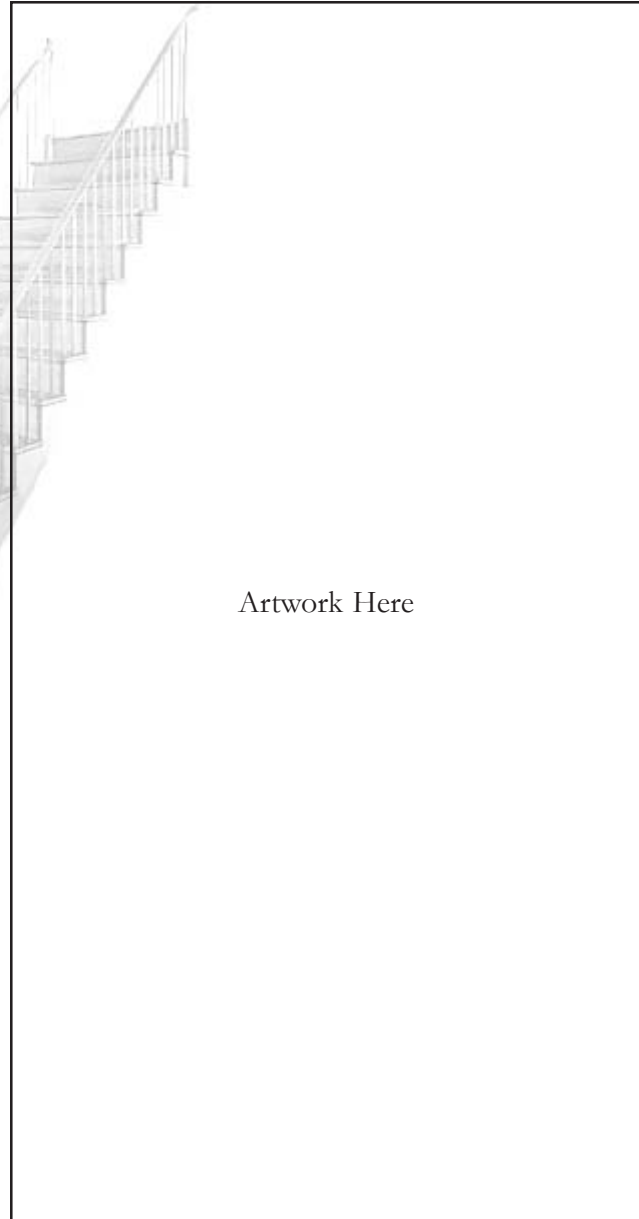
Conversely, if the rate of advancement is too slow, then the gaming sessions probably lack enough adventuring tasks to be exciting, though this is not always the case. It is probably worse to err in the direction of slow rather than fast advancement, and this is a dynamic that each MM will have to tailor to the gaming group and their style.

Advancing a Level

Upon advancing an occupational level, many aspects of a character may need to be updated. As characters advance in occupational level, they usually improve in skills related to their occupation. Because each character is unique, a player should review the entire character if time permits.

Otherwise, the most important elements of increasing a character level are as follows:

- Training (depends on the occupation)
- Skill Points
- Magic Points
- Spell Level



Multiple Occupations

Most characters pursue only one occupation. However, a character may advance in one occupation at a time or multiple occupations simultaneously. Although a character must begin with only one occupation, a character may do many things once reaching their 2nd occupational level, such as: continue in their current occupation, change occupations, add a new occupation but pursue one at a time, or add a new occupation and pursue them simultaneously.

Changing Occupations

An occupation may be changed at any time. When a character advances an occupational level is the most convenient time to change. Since each occupational level gained is never lost, a character who has changed occupations may revert at any time to a previous occupation, unless noted otherwise.

For example, if a mercenary renounces violence after reaching 2nd level, abandons the occupation and becomes a cobbler, then this character may fight in the future as a 2nd level mercenary, if necessary or desired.

Multiple Simultaneous Occupations

Only one occupation may be added per level. For example, a character must reach the 2nd occupational level of their first occupation before they can add another occupation. A character with multiple simultaneous occupations may incorporate and pursue them together, or pursue them separately.

An example of multiple simultaneous occupations that are incorporated and pursued together may be when a sorcerer adds the new occupation of assassin. When this character kills by casting a spell, this character receives AP as both an assassin and a sorcerer.

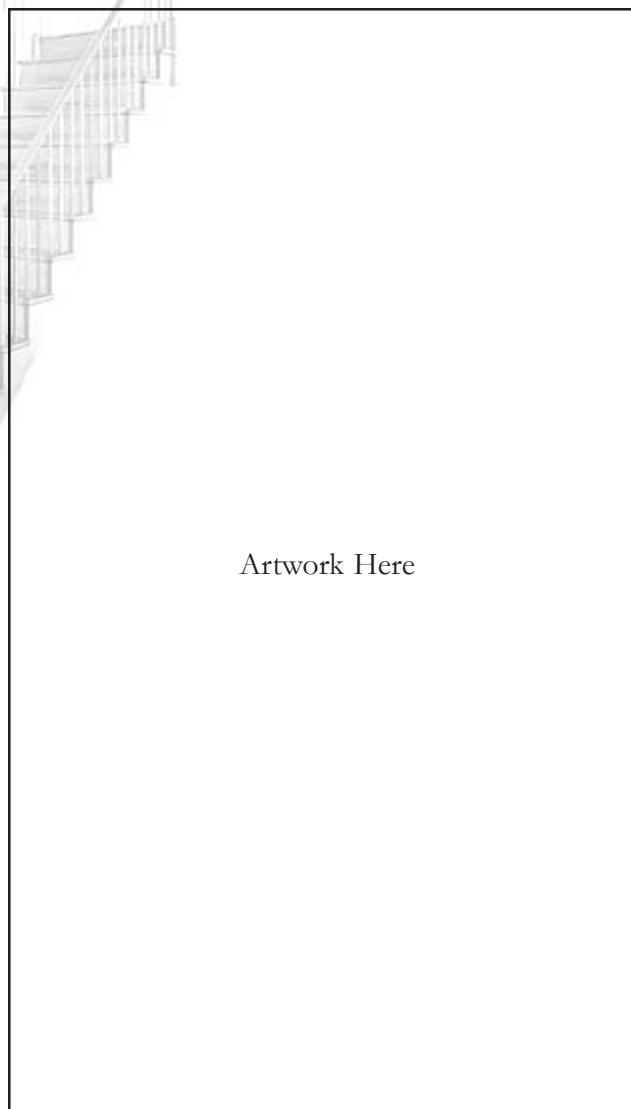
An example of multiple simultaneous occupations that are pursued separately may be when a laundress learns that a faire is coming to town and adds the new occupation of whore after sunset. When this character washes clothes during the day she receives AP as a laundress, yet when she delights men at night she receives AP as a whore.

Successive Occupations

Some occupations are usually obtained after experience in another. For instance, it is normal to be a squire prior to becoming a knight, or a prince before a king. It is possible for a new king to have either little or extensive experience as a prince.

In some respects, a new and successive occupation replaces the old. For example, once a prince becomes a king, this character will never again pursue the occupation of a prince. However, the skills acquired in the prior occupation may still be useful. Any skill points invested from the new occupation are added to any skill points acquired during the prior occupation.

Unless noted otherwise, there is no rule with successive occupations in which a condition must be satisfied in the prior occupation before the new occupation may be gained.



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Chapter 17:

Natural Substances

Natural substances, as far as this chapter is concerned, include acids and bases, herbs, and poisons.

Acids and Bases



Acid

Following is a list of common acids and their damaging effects per round on either flesh or metal, as well as how long a quantity of a vial splashed on flesh or metal will continue to corrode. Acids taste sour, provided the sample is small enough to not do damage. Further, acids generally dissolve in water, and the stronger the acid, the better it conducts electricity. As a general rule, acids do not react with glass, react poorly with wood, and strongly with metal and flesh. Bases are explained below. Acids and bases are both summarized in *Table 17-1: Acids and Bases*.

Hydrochloric (stomach) acid is a strong acid, reacting strongly with metals (though not silver and gold), and in small amounts may be used to clean or galvanize metals, and in a very small amount, it also coats our stomach. It is either a colorless liquid with a pungent odor or a colorless to slightly yellow gas. Hydrochloric acid also reacts well with flesh and is non-flammable. However, it reacts most violently with alcohol, aluminum, and sulfuric acid. Moderate reactions occur with water. Hydrochloric acid is toxic by inhalation and is a highly corrosive irritant of the skin and eyes.

Nitric acid is a colorless, yellow, or red fuming liquid. It has a characteristic choking odor that is acrid and suffocating. It is not combustible, but may give off poisonous fumes when heated in a fire. It will react with water or steam to produce toxic, corrosive, and flammable vapors. It stains animal tissue a bright yellow. If it comes into contact with flesh, it may cause damage, but death is not likely. However, 1/3 of a vial (roughly 10 ml) is usually fatal for a human if ingested. Nitric acid corrodes steel and reacts violently with alcohol or copper. To prevent nitric acid from breaking down, store cold and in the dark. Nitric acid eats cork.

Perchloric acid is a colorless, odorless, noncombustible liquid that is highly corrosive to all tissues. This acid is a severe reactant with a body wherever it may contact it, causing severe burns upon contact. Reactions with wood, paper, or cotton usually produce fires and are explosive.

Phosphoric acid exists as a clear liquid that is oily, thick, colorless, and odorless. It reacts with most metals to form flammable hydrogen gas. The liquid can solidify in arctic temperatures. It is soluble in alcohol and hot water. It also reacts strongly with flesh and will burn it away.

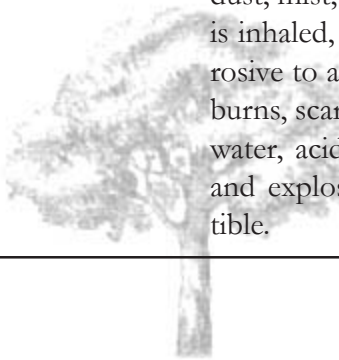
Sulfuric acid is a clear, colorless, oily, dense, and odorless liquid. Concentrated sulfuric acid can catch fire or explode when it comes into contact with alcohols or metals, although alone it is not combustible. It is reactive with organic materials (flesh) and water. It can cause severe, deep burns upon skin contact, destroying tissue due to its dehydrating effect. Permanent scars will result with contact. Eye contact often results in permanent blindness. Sulfuric acid mist severely irritates the eyes, respiratory tract, and skin. When mixed with water it gets very hot due to its powerfully dehydrating effect. Sulfuric acid stores very well; heat and light have little, if any, effect on it.

Base

Similar and yet opposite to an acid, bases react with non-basic substances, and most notably with acids. Bases conduct electricity and taste bitter. Since water is a weak base, adding it to a base is generally not a good idea.

Lithium Hydroxide is an off-white, translucent solid that is odorless. This base affects the body if it is inhaled, ingested, or contacts the skin. Ingestion may cause nausea, muscle twitches, mental confusion, blurring of vision, coma, and death. It is a severe eye irritant and may cause tissue damage. Contact with acids will cause fires and explosions. Contact with water will cause the formation of flammable and explosive gas. Due to its dehydrating effect, this base will ignite in moist air even at ambient temperatures.

Lye is a white, odorless solid (formally, it is sodium hydroxide). It may be in the form of a solid, dust, mist, or solution. Lye can affect the body if it is inhaled, ingested, or contacts the skin. It is corrosive to any tissue it contacts. It will cause severe burns, scarring, and death may result. Contact with water, acids, or flammable liquids may cause fires and explosions, although alone it is not combustible.



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Table 17-1: Acids and Bases

Acid	Life Points of Damage/Round	Inches of Metal Eaten/Round	Vial on Flesh Duration	Vial on Metal Duration
Hydrochloric	1d6	1	1d4 rounds	1d4 rounds
Nitric	1	- (1 if copper)	(1d6 + 1) rounds	-
Perchloric	2d4	-	1 round	-
Phosphoric	1-2	0.5	1d4 rounds	2d4 rounds
Sulfuric	1d4	2	(1d4 + 1) rounds	1 round
Base	Life Points of Damage/Round	Inches of Metal Eaten/Round	Vial on Flesh Duration	Vial on Metal Duration
Lithium hydroxide	1-2	-	1d4 rounds	-
Lye	1-2	-	1d4 rounds	-



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Herbs

Herbs¹ may be used for many purposes, such as healing, stimulants, aphrodisiacs, etc. Oftentimes, herbs are incorporated as ingredients in spells. Here, however, herbs are noted for their physical effects and uses.

Anemone, also known as wildflower or pasque flower, is commonly used for healing. Gather a perfect bloom when the first are seen in spring, tie them up in a red cloth, and carry as a guard against disease.

Angelica, also known as masterwort and archangel, this herb bears leaves that, when dried, assist exorcisms. Angelica is believed to be protection against contagion, purify the blood, a remedy against poisons, and able to cure nearly every malady.

Basil is a plant of the mint family. It is a sweet herb used for fragrance and as a seasoning for food. It grows about 12 inches tall. Basil is reputed to have protective properties, as well as assist in purification and banishing.

Cypress trees are symmetrical evergreens resembling poplar trees and often grow over 90 feet in height. Cypress trees have a close-grained yellow or reddish wood so resinous that it resists rotting even after prolonged submersion in water. It has been used to assist in banishing.

Daffodil is a common herb, though the bulb is used, not the flower. The bulbs should be gathered in the winter. The daffodil is used as an application to wounds. When applied, daffodil helps heal burns, strained sinews, and stiff or painful joints. Also, daffodil is successful at withdrawing thorns from the body. The daffodil is the basis of an ointment called narcissimum. When ingested, daffodil is an effective emetic, causing prolific vomiting.

Dill grows wild in grain fields and is cultivated as an herb. Dill has a strong, aromatic taste. Its leaves are used for flavoring and sauces. Dill is used by mages in spells and charms against sorcery.

Elder is a tree that produces berries. Elder is also called eldrun, ellhorn, hollunder, hylder, and hylantree. The wood of this tree is used to make musical pipes. This tree is connected with magic. Within the branches lives a dryad called a Hylde-Moer, the Elder-tree Mother, who watches over it. If the tree is cut down and used to produce furniture, then the dryad will follow and haunt the owners. Many believe the tree wards away sorcerors and evil spirits. The bark of an elder tree is used in producing black dye. In large doses, an infusion of elder bark functions as an emetic. An extract of the berries is believed to promote longevity. Elder leaves are used in an ointment that helps bruises and sprains.

Fennel is a plant characterized chiefly by its aromatic leaves and seeds that grows between 2 and 4 feet tall. Also called fanculum, fenkel, and marathron, fennel leaves and seeds are used for flavoring and its seeds are used as a medicine. The plant is associated with protection from sorcery and immorality. Fennel is hung over doors on the eve of midsummer to ward off evil spirits. When ingested, it is believed that fennel bestows 1d10 Strength sub-ability points, and it increases longevity and courage.

Frankincense is obtained from the bark of the northern Spruce tree. When boiled in water and strained, the resin becomes burgundy pitch and is used for medicinal purposes. The resin contains volatile oils that diffuse a strong fragrance in burning. Frankincense is an antidote for hemlock. The most popular form of incense is frankincense.

Garlic is a strongly scented herb. The bulbs of these plants are used as a flavoring. In medicine, garlic is used as a digestive stimulant, diuretic, and antispasmodic. Garlic is associated with protection, namely against vampires.

Horehound is a plant of the mint family that grows as tall as 12 inches and bears grayish-white, hoary leaves. An aromatic oil may be obtained from the leaves and is used to make a syrup tonic. White horehound is an anti-magical herb. It is a lesser antidote against poison, specifically spider venom.

1. Information on herbs has been referenced from www.botanicals.com, as cited in the References section at the end of this book.

Hyssop grows about 2 feet in height and has aromatic leaves. The leaves are used as a medicinal herb for pulmonary disorders as well as the common cold and influenza. Otherwise, hyssop is used to clean religious places.

Ivy is a common plant that is an evergreen climber. When the flowers of ivy are decocted in wine, it restrains dysentery. To remove sunburn, a character must smear their face with tender ivy twigs.

Juniper shrubs and trees are conifers that contain an oil that often deters moths and is used to line chests. Further, juniper oil is used as a diuretic.

Marijuana, though an herb, has an intoxicating effect, and is dealt with in detail in *Chapter 3: Body*.

Magic Mushrooms have an intoxicating effect and are dealt with in detail in *Chapter 3: Body*.

Mistletoe grows on nearly any deciduous tree. It is an evergreen plant with small, greenish flowers and white berries. The white berries ripen in December. Also called misteltan, mistletoe is held in great reverence by druids. Druids search for mistletoe while wearing white robes. Druids climb oak trees and separate mistletoe from an oak with a golden knife. Druids only seek mistletoe when they have visions that direct them to seek it. Mistletoe is always cut by druids during a particular phase of the moon and at the beginning of the year. Druids believe that the mistletoe protects its possessor from all immorality. is used as a cure for sterility and as an antidote for poisons.

Rosemary is an evergreen shrub of the mint family that is widely cultivated in dry soils for its aromatic leaves used for seasoning, which yield a volatile oil. Rosemary oil is used in medicine as a stimulant, though it is also used in perfumes. Also known as incensier, this shrub is renowned for temporarily boosting Reflection by 1d10 sub-ability points. Due to the increase in memory, rosemary represents faithfulness in lovers and is used at weddings. Rosemary is used as incense at religious rituals and as an ingredient in magical spells. Also, rosemary is used to flavor ale and wine. This herb has been considered to be protection from immorality and sorcery. It is believed that if rosemary leaves are put under the bed, immoral dreams will be thwarted.

Rue is a medium-sized flowering plant, both shrubs and trees. Rue grows just about anywhere, and the whole plant has a nauseating odor. It is useful in medicine and perfumery, as well as aromatically. Rue has anti-magical properties and diminishes the effects of sorcerous spells. Also, this herb has been used as an antidote that negates the effects of the following poisons: aconitine, destroying angel, histamines, snake venom, and spider venom. For ages, rue has been eaten to preserve Vision; it also makes Vision sharp and clear. When sprinkled in a house, rue is reputed to kill all the flees. The dried herb may be used to make tea.

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Sage is a plant of the mint family. This plant roughly grows one foot in height. The flowers of this plant blossom in August. Sage grows along the temperate seashore. Bees gather nectar from sage. Also called sawge, it is grown for its leaves, which contain a pungent oil and are used in stuffing meats, poultry, and sausage. Fresh sage leaves may be rubbed on the teeth serves to cleanse the teeth and strengthen the gums. A tea may also be made from the leaves.

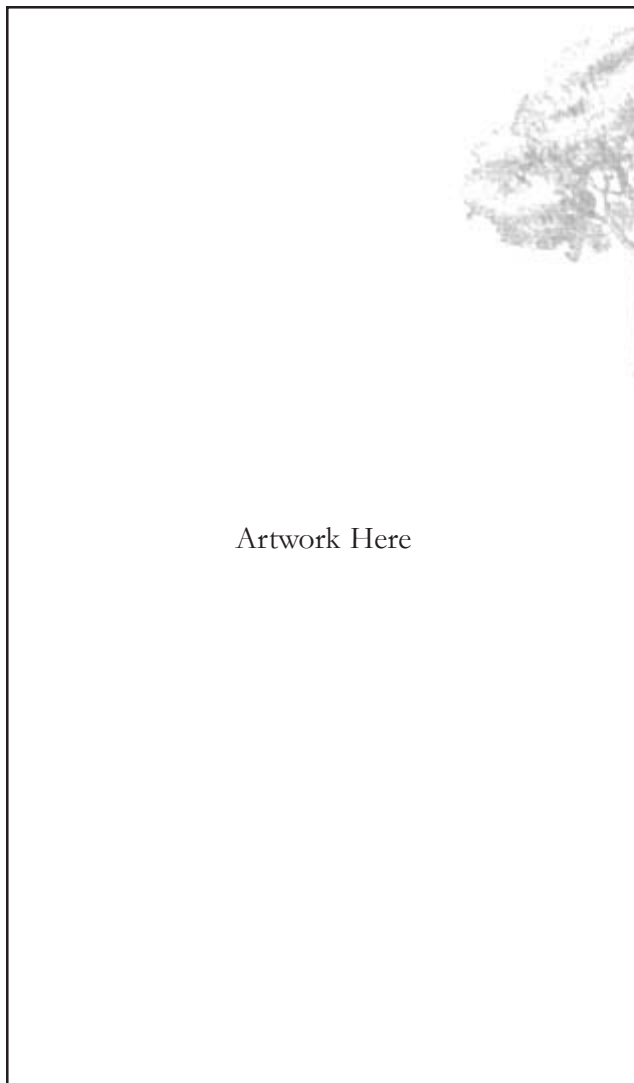
Tarragon is an aromatic, bitter herb that reaches a height of two feet and is commonly found in many areas. Tarragon is also called dracunculus, little dragon, and mugwort. The green parts of the plant are used as seasoning for food. The plant is associated with protection. It is thought that this plant cures bites of mad dogs and stings of venomous beasts. The root of tarragon is eaten to cure a toothache.

Thyme is a plant of the mint family that is used for healing. Commonly, thyme grows 6 to 10 inches in height and flowers in the summer. This plant is associated with elves. Bees are fond of thyme and extract honey from the plant. Thyme is also associated with death. This plant contains an aromatic, essential oil. Thyme helps purify the bloodstream regarding mild poisons. This spice is used as a remedy for melancholic characters, lowering their melancholic temperament by 1d10 points for 1d10 hours. An infusion of thyme is used for chest maladies, weak digestion, and sore throat. The infusion is usually sweetened with honey. Wild thyme tea remedies headaches and nervousness.



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Valerian shrubs vary in height from 2 to 5 feet and have thick, acrid-smelling roots. Valerian roots are also called all-heal, amantilla, and setwall. Growing in cool and northern regions, this plant may be found in marshy thickets and along riverbanks. The roots of this shrub have many uses. In ordinary doses, valerian root serves to quiet and soothe. However, large doses cause pain in the head, heaviness, and stupor. Made from the roots, a tea is renowned to alleviate cramps. The roots are also used as a diuretic and for its aroma. Aside from medicinal uses, this root is used as a spice and as a perfume. It is a custom to lay the roots with the clothes as perfume. Magically, valerian roots are also used to assist in banishing. Valerian root affects more than characters. Both cats and rats are greatly attracted to the scent of valerian root, which has an intoxicating effect on them. Consequently this root is used to bait rat traps.



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Willow, as a shrub, occurs most often in the tundra and above the timberline on mountains, although it may be found nearly everywhere. Willow bark is used medicinally to counter fever and pain. If ingested, however, it is bitter and irritates the stomach. Willow bark is a popular first choice for fevers, mild to moderate pain, and inflammation due to injury. Willow bark may be applied only once per day per subject and heals one Life Point per wound. Repeated applications soothe pain, but do not heal more Life Points.

Yarrow is found in pastures and by roadsides, and ranges in height from 1 to 3 feet. Other names for yarrow include: milfoil, old man's pepper, soldier's woundwort, knight's milfoil, herbe militaris (the military herb), thousand weed, nose bleed, carpenter's weed, bloodwort, staunchweed, sanguinary, bad man's plaything, yarroway, gearwe, and yerw. It flowers from June to September. Yarrow promotes the healing of wounds. Some directly apply the plant to the wound, while others prefer to make an ointment from it and apply the ointment to the wound. Direct application instantly heals 1d4 LP per wound. An ointment heals 1d6 LP per wound. Yarrow tea decreases the melancholic temperament by 1d10 points. If a character has a nosebleed, the application of yarrow will stanch the bleeding. If a character does not have a nosebleed and part of the yarrow plant is placed inside the nose, the nose will begin to bleed. Nosebleeds induced by yarrow serve to alleviate headaches. Yarrow is used in divination spells and has been dedicated to immoral deities. Flowers and leaves of the plant have a taste that is bitter, astringent, and pungent. As an infusion, yarrow is good for severe colds. Aging males wash their scalp with yarrow and believe it prevents baldness.

Forms of Extracted Herbs

Herbs are often extracted into the following forms described below: decoctions, infusions, macerates, oils, ointments, poultices, syrups, tinctures, and washes.

Decoctions: A decoction is comprised of herbs that have been simmered in water. It is the best method for drawing the healing elements from tough plant parts such as bark roots, stems and heavy leaves. To make a decoction use 1 ounce of dried herbs to 1 pint of water that has been brought to a boil. Keep water just below boiling for about 30 minutes and let herbs simmer. Simmering may take up to 1 hour, depending on the plant used. A higher heat than what is appropriate for infusions is necessary because of the toughness of the plant parts.

Infusions: This is the origin of the idea of witches potion. It is a process of soaking herbs in water. To make an infusion, boil water. Add the boiled water to 1 teaspoon of a dried herb. Cover and let steep for 9-13 minutes. Strain, and cool. Infusions are drunk, added to bath, rubbed into furniture and floors, and used to anoint the body.

Macerates: This is to steep an herb in fat, such as done with salves and ointments. The best oils to use are almond and sesame. Warm one cup of oil over a low flame and place one-half ounce of herbs wrapped in cheesecloth to soak. Continue until the herbs have lost their color and the oil is rich with their scent.

Oils: Oil extracts are made from fresh herbs that contain volatile oils used for healing. Fresh herbs are necessary for the extraction of the oils. The fresh herbs are crushed with a mortar and pestle. Olive or sesame oil is then added, at the ratio of one pint of oil for every two ounces of herbs. The mixture is allowed to stand in a warm place, out of direct light, for three days. The oils are stored in dark, glass containers. This process is best done during the new moon.

Ointment: This is a fatty substance such as lard to which herbs are added. Choose herbs according to the desired effect, or enchant them, or both. For healing ointments, choose according to the physical ailment. Three teaspoons of herb to one cup of fat, steeped and heated several times should prove adequate. All ointments should be kept cool and in air-tight containers for best results. For magic, ointments work best when applied to parts of the body where the pulse may be felt.

Poultices: To make a poultice, use fresh or dried herbs that have been soaked in boiling water until soft. Mix with enough slippery elm powder to make a poultice stick together. Place on affected part then wrap body part and poultice with clean cloth.

Syrups: To make an herbal syrup, add two ounces of dried herbs with 1 quart water in a large pot. Boil down and reduce to 1 pint, then add 1-2 tablespoons of honey. If you want to use fresh fruit, leaves, or roots in syrups, you should double the amount of herbs. Store for no more than one week. Honey-based syrups are a simple and effective way to preserve healing qualities of herbs. Syrups can soothe sore throats and provide some relief from coughs.

Tinctures: To make a tincture, grind plant parts with mortar and pestle. Add just enough high-quality alcohol to cover the herbs. Let sit for 21 days then add a small quantity of glycerine (about 2 tbs per pint) and about 10% volume of spring water. Strain and store in air-tight, amber-colored glass. If kept cool and dry, it will last for up to 5 years. A dose is usually 20 drops in a cup of warm water, and taken four times per day.

Washes: This is an infusion meant only for external use. A mild form of a wash would be $\frac{1}{4}$ ounce of herb to one pint of boiling water, steeped until lukewarm, then applied.

Poisons

A poison is any substance that produces disease conditions, tissue injury, or otherwise interrupts natural life processes when in contact with or absorbed by the body. Most poisons, taken in sufficient quantities, are lethal. Sources of poison include minerals, plants (zootoxins), or animals (phytotoxins). Poisons may take the form of a solid, liquid, or gas. Types of poisons are classified according to their effects: corrosives, irritants, or narcotics.

Corrosives include strong acids or alkalis that cause local tissue destruction, externally or internally; that is, they ‘burn’ the skin or the lining of the stomach. Vomiting occurs immediately, and the vomitus is intermixed with blood. Diluted corrosive poisons commonly act as irritants. (Common corrosive poisons include hydrochloric acid, carbolic acid, bichloride of mercury, and ammonia.)

Irritants (such as arsenic and mercury) act directly on the mucous membrane, causing gastrointestinal irritation or inflammation accompanied by pain and vomiting; diluted corrosive poisons also have these effects. Irritants include cumulative poisons, those substances that can be absorbed gradually without apparent harm until they suddenly take effect.

Narcotic poisons act upon the central nervous system or upon important organs such as the heart, liver, lungs, or kidneys until they affect the respiratory and circulatory systems. These poisons can cause coma, convulsions, or delirium. Narcotic poisons include alcohol, belladonna, and cyanide. Also included in this category is one of the most dangerous poisons known, botulin toxin, a potent bacterial toxin that causes acute food poisoning (Botulism).

Blood poisoning, also bacterial in nature, is a condition that occurs when virulent microorganisms invade the bloodstream through a wound or an infection. Symptoms include chills, fever, prostration, and often infections or secondary abscesses in various organs. Most poison gases also affect the bloodstream. Because these gases restrict the body’s ability to absorb oxygen, they are often considered in a separate category called asphyxiants, to which group ordinary carbon monoxide belongs. Gas poisons, however, may also be corrosives or irritants.

Regarding the ingestion of poisonous plants, usually more than two ounces of the plant must be ingested by an adult before effects are noticeable, though some are toxic in small amounts.

Treatments: in most cases dilution is advisable by ingesting large quantities of water or milk. In other cases, an emetic is necessary, a substance that induces vomiting and rids the stomach of the poison, though they should not be used on a character who has ingested corrosive poison. An antidote, unlike an emetic, chemically counteracts the effects of the poison, although it may indirectly result in vomiting. An antidote may work against a poison by neutralizing it, rendering it insoluble, absorbing it, or isolating it. Charcoal, mistletoe, and olive oil are often used as an antidote.

Descriptive Terms: Each poison listed below is categorized in several ways. The format is as follows:

These terms are also described in the skill Toxicology in *Chapter 8: Skills*. *Find* refers to the likelihood of finding the poison in an average setting (common, uncommon, rare, very rare). *Identify* refers to the chance of being able to identify the poison once it has been extracted and prepared, such as detecting whether or not a tankard of beer handed to a character by an evil kobold is poisoned or not (obvious, ordinary, obscure). *Extract* refers to the difficulty of extracting the poison from its natural setting, such as removing venom from a spider’s sac (simple, moderate, difficult, impossible). Finally, *Prepare* refers to how hard it is to prepare the extracted poison for use (easy, average, hard).

Poisons				
Poison	Find	Identify	Extract	Prepare
Aconitine	Common	Obvious	Simple	Average
Arsenic	Very Rare	Obscure	Difficult	Easy
Baneberry	Common	Obvious	Simple	Easy
Belladonna	Rare	Ordinary	Moderate	Average
Bittersweet	Rare	Ordinary	Moderate	Average
Botulism	Very Rare	Obscure	Moderate	Average
Cantharides	Uncommon	Ordinary	Moderate	Average
Cocklebur	Uncommon	Ordinary	Moderate	Average
Daphne	Common	Obvious	Simple	Easy
Destroying Angel	Uncommon	Uncommon	Simple	Easy
Diphtheria	Very Rare	Ordinary	Impossible	Hard
Dysentery	Very Rare	Obscure	Impossible	Hard
Ergot	Rare	Obscure	Moderate	Easy
False Hellebore	Uncommon	Ordinary	Simple	Easy
Henbane	Uncommon	Obvious	Simple	Easy
Histamines	Common	Ordinary	Moderate	Easy
Mercury	Rare	Obvious	Moderate	Average
Oleander	Common	Obvious	Simple	Easy
Poison Hemlock	Common	Obvious	Simple	Easy
Poison Ivy	Common	Obvious	Simple	Average
Rhubarb	Uncommon	Obscure	Moderate	Easy
Sapremia	Very Rare	Obscure	Impossible	Hard
Serums	-	Ordinary	Difficult	Easy
Snake Venoms	Uncommon	Obvious	Moderate	Easy
Spider, Black Widow	Rare	Obvious	Difficult	Easy
Spider, Brown Recluse	Rare	Obvious	Difficult	Easy
Spider Venoms	Common	Obvious	Difficult	Easy
Tetanus	Very Rare	Obscure	Difficult	Hard
Water Hemlock	Uncommon	Obvious	Moderate	Average
Yew	Common	Obscure	Simple	Easy

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Aconitine is known as “the queen mother of poisons.” It is a common toxin and is easily obtained from such deceptively pretty flowers as monkshood or wolfsbane. Aconitine has no smell, but tastes bitter. Only 1/6th of a vial of this extract or one gram of the plant is fatal to a character when ingested. A fatal dose for a horse is 12 ounces of the plant. Within 1d10 minutes of ingestion, aconitine produces a freezing sensation that creeps outward from the core of the body. Provided a lethal dose was imbibed, paralysis stops the workings of the victim’s heart within 2d100 minutes. Symptoms during the onset may include chest pain, extreme anxiety, irregular heart beat, loss of speech control, nausea, pinpoint pupils, numb throat, numb hands, numb mouth, and vomiting. Life Points will decrease proportionally.

Arsenic is found in many ores, is gray-metallic in appearance, and it is a favorite poison of assassins. It is easily prepared by heating a common ore called arsenopyrite, although occasionally the pure element is found in nature. Typically, when the ore is roasted, the arsenic sublimates and can be collected from the dust as a by-product. Arsenic is poisonous in doses significantly larger than one grain. Interestingly, repeated exposure to minute amounts of arsenic allows a character to build a tolerance, so that doses normally fatal to others do not affect the character with tolerance. For each grain ingested, 15 LP of damage occur. If the character survives their contact with arsenic, then they acquire a cumulative 1% chance of immunity to the damage of it the next time the character contacts arsenic.

Baneberry is a poisonous plant widely distributed in the woods and it grows up to two feet in height. Small, feathery, white flowers bloom in the spring. Black berries ripen in autumn. The berries are poisonous, containing an oil that causes abdominal pain, fever, nausea or vomiting, and diarrhea. After ingesting the berries, it takes from 8d6 hours for the effects to occur, and they last for (1d6 + 2) days. This poison is only rarely lethal. Each berry eaten lowers the character’s LP by 1 until the effects wear off or the character dies from ingesting too many. Multiply the number of berries eaten by 3 and add this result to 50. The character who ingested these berries must pass a Health check at this TH for each of the symptoms to avoid them (abdominal pain, fever, nausea, vomiting, diarrhea).

Belladonna, a variety of nightshade known as deadly nightshade, is a plant with large simple leaves and bell-shaped flowers. The fruit is a single green berry that becomes purple to black with maturity. All parts of this plant are poisonous and narcotic. The leaves and roots contain atropine, which dilates the pupils of the eyes. Female characters use extracts of belladonna for the cosmetic value of this dilating effect. Each berry does 2 LP damage. If a fatal amount is eaten (enough to reduce a character to 0 LP), then they will die in 6d4 hours. Otherwise, after this time they will recover 2 LP per hour.

Bittersweet, a variety of nightshade, is a woody and vine-like northern plant with small and greenish flowers. While the flowers are inconspicuous, the fruits are brightly colored. All parts of this plant are poisonous, and if eaten in generous quantities, may be fatal. One to ten pounds of plant material may be lethal to a horse. Therefore, 1d10 ounces of the plant are a lethal dose to a character. If at least an ounce is ingested, then Health sub-ability checks must be passed at TH 60 to avoid each of the following signs of poisoning, which will appear in 1d6 hours and last for 1d6 hours. Signs of poisoning include vomiting, poor appetite, abdominal pain, depression, difficulty breathing, weakness, collapse, convulsions, and diarrhea, which may become bloody.

Botulism is a poison resultant from bacteria. Symptoms begin (1d20 + 16) hours after ingestion. Botulism affects the central nervous system and interrupts nerve impulses, though the mind continues functioning normally. Disability progresses from difficulty in walking and swallowing and impaired vision and speech to occasional convulsions and ultimately to paralysis of the respiratory muscles, suffocation, and death, all within a few hours or days depending on the amount ingested. 66% of those who ingest botulism die.

Cantharides are powders made from poisonous beetles. If placed on clothing, when worn this produces suppurating skin lesions. For each vial of powder ingested, 1d4 LP of damage occurs.

Cocklebur is a poisonous plant that is poisonous when young, but harmless after it matures. The seeds and seedlings contain the highest quantities of poison, yet the whole plant may be considered toxic. Any species may become poisoned upon consumption. Once ingested, death may follow in (2d20 + 1d8) hours. LP decrease proportionately.

Daphne is a poisonous shrub in which the poisonous parts are the berries, bark, and foliage. Its flowers are yellow-greenish, its foliage is like an evergreen, and its berries are either bluish-black or bright red. When taken into the mouth, the berries produce an immediate and intense burning. Chewing the bark or fruits causes painful blistering of the lips, mouth, and throat, with salivation, thirst, and inability to eat or drink, followed by swelling of the eyelids and nostrils, intense burning of the digestive tract, vomiting, bloody diarrhea, weakness, headaches, and in severe cases, delirium, convulsions, coma, and death. Eating only a few berries may be lethal to a small child. Each berry eaten causes 2 LP damage. The sap of Daphne may cause severe skin irritation and ulceration, and the poison may enter the body through skin contact.

Destroying Angel is a large, white, poisonous mushroom. A lethal dose for a healthy adult human male is about half of a mushroom cap. Symptoms will begin 10 hours after ingestion, though death may be delayed as long as 1d10 days later. The toxin causes severe abdominal upset, followed by failure of the liver, kidney, and circulatory system. It is a painful experience and is known for the inherent suffering. No known antidote prevents death once eaten. Each half of a mushroom cap eaten causes 25 LP damage, which is distributed proportionally over the progression of symptoms prior to death.

Diphtheria is poison that is destroyed by gastrointestinal juices, though it carries a highly infectious air-borne disease that mostly affects children. If breathed, it forms a false membrane in the passages of the upper respiratory system. From here, a toxin seeps in, damaging the heart and central nervous system, and may lead to death. If they survive, then five days after the initial infection, a gray-white exudates is formed on the walls of the nose and throat. It increases in size and thickness, eventually blocking off air passages and suffocating the character. If infected, a character must pass a Health sub-ability check at TH 33 or die in 1d10 days.

Dysentery is caused from a parasite, which in turn is usually caused by unsanitary conditions. This toxin is most commonly spread by water or uncooked food. Dysentery is an acute or chronic disease of the large intestine, characterized by frequent passage of small, watery stools, often containing blood and mucus, accompanied by severe abdominal cramps. If infected, a character must pass a Health sub-ability check at TH 20 or die in 2d10 days.

False Hellebore is a plant with numerous wide leaves that are narrow at both ends, and is widely distributed in swamps. The vegetation, if eaten at a particular time during pregnancy by sheep and other animals, may produce birth abnormalities. The susceptible period is less than one day. The common deformity produced, called cyclopia, is malformation of the face resulting in (01-50) a single median eye or (51-100) two eyeballs in a single central socket. If a pregnant animal or character ingests this plant during pregnancy, then 1d1000 must be rolled. If the result is 001, then the child will be malformed.

Ergot is a hard, blackish fungus that grows on various cultivated and wild grasses, most notably on rye, wheat, and barley. Characters who eat bread from infected grain suffer from a disease called ergotism. Animals are subject to ergot poisoning as well as humanoids. Symptoms include digestive irritation such as abdominal pain, nausea, vomiting, diarrhea, thirst, headache, loss of 1d100 points in Health, loss of 1d100 points in Agility, loss of 1d100 points in Hand-Eye Coordination, muscle tremors, and convulsions. The above symptoms are followed by drowsiness and temporary paralysis. Large ingested amounts produce severe convulsions, hyperexcitability, belligerency, and trembling.

Henbane is a coarse, hairy, and foul-smelling herb that bears alternate, bluntly lobed leaves. The flowers are bell-shaped, displaying dull yellow streaked with purple and surrounded with green. The leaves and seeds of henbane are poisonous, contain atropine, and have been used for medicinal purposes since ancient times. If the roots are ingested, characters develop symptoms of thirst, dry mouth, dilated pupils, warm and flushed skin, increased heart rate, purposeless motions, and hallucinations. If the flowers are ingested, characters develop symptoms of agitation, restlessness, dry skin, and pupil dilation. If more than an ounce of either is ingested, a Health sub-ability check must be passed at TH 60 to avoid death. Each ounce eaten beyond the first increases the TH by 10.

Histamines are poisons that result from insect stings, producing irritation and swelling. Histamine also causes contractions of involuntary muscles, especially of the genital tract. If at least one fluid ounce of histamines is in the body of a character, then the character must pass a Health sub-ability check to remain alive. The TH is 20 for each fluid ounce of histamines in the body of a character.

Mercury, also known as quicksilver, varies greatly in toxicity depending on the route of exposure. Ingestion is largely without effects. Inhalation of the vapor -- which is colorless, odorless, and tasteless -- causes severe respiratory irritation, digestive disturbances, and marked kidney damage, often instantly. It has been known to cause violent vomiting and eventual circulatory or kidney failure in its victims. It is a silvery, noncombustible, and odorless liquid.

Oleander is a poisonous plant that affects the heart. Also called rose laurel, this is an evergreen shrub with flowers and leathery leaves. Its sap is highly toxic, and a single leaf may contain a lethal dose. A lethal dose for a character is 1d10 leaves. A lethal dose for a horse is ¼ pound of leaves, usually (30 +1d10) leaves. Occasionally, animals die after ingestion without warning. Otherwise, symptoms include depression, vomiting, diarrhea, abdominal pain, irregularities in the heart rate and rhythm. Each of these symptoms may be avoided by passing a Health check at TH 60. As the poison progresses, the extremities may become cold. Symptoms occur in a few hours. Trembling and collapse (two Health checks at TH 70) can occur, followed by coma (30% chance) and death (70% chance) within a few hours.

Poison Hemlock is a poisonous plant that may reach ten feet in height, and in which the poison is distributed throughout the entire plant and upon reacting with the nervous system, causes paralysis. This plant is of the parsley family and is a large, coarse, unpleasant-smelling plant. Poison hemlock induces trembling, loss of coordination, respiratory paralysis, and eventually death. As it takes effect, it ascends the body, progressing from the feet to the head. The victim's mind remains clear to the end. A lethal dose is 4-5 pounds of leaves for a horse, 1-2 pounds for cattle, and less than ½ pound for sheep. A fatal dose for a character is (1d8 + 8) ounces of the plant or the equivalent when extracted. Each ounce does 2 LP damage. Within 2 hours of eating the plant, characters become nervous, tremble, and grow uncoordinated. After the excitement phase, the character becomes depressed; the heart and respiratory rates slow down. The legs, ears, and other extremities become cold and bloating may occur. In lethal cases, the character dies (1d6 + 4) hours after ingestion.

Poison Ivy is a poisonous plant that brings about skin irritation. A lacquer-like resin in the sap is the source of irritation. The effects do not become apparent for hours. First, the skin reddens and begins to itch. Small, watery blisters soon appear and the itching becomes intense. Recovery occurs in 1d4 weeks. Scratching may cause it to spread.

Rhubarb is a plant with edible stalks and poisonous leaves. When the leaves are eaten, the poison passes to the bloodstream and crystallizes in the kidneys, rupturing the tubules. Affected creatures will appear depressed, may stagger and tremble (Health check at TH 60), and appear weak. Often, they will drink and urinate more as kidney function declines. A lethal dose of ingested leaves for a character may only be 1.5% of their body weight (Health check at TH 20), 3% of body weight (TH 40), 4.5% of body weight (TH 60), 6% of body weight (TH 80), or 7.5% of body weight (TH 99). Additional symptoms include abdominal pain, nausea, vomiting, and drowsiness.

Sapremia is a form of blood poisoning caused by toxic products that result from the action of putrefactive microorganisms on dead tissue. Sapremia often accompanies gangrene. If a character acquires sapremia, then they must pass a Health sub-ability check at TH 40 to overcome it. Otherwise, the infected character will feel weak and lose 1d100 points of Strength and Drive. In another 2d4 days, the character may attempt another Health check in order to overcome sapremia. When making Health checks, if the result is 5 or less, the character instantly dies.

Serums against venoms can be obtained by injecting animals (such as horses) with small amounts of the venom and extracting the immune serum or antivenin that the animal's body produces in defense.

Snake venoms are broadly classified as either hemotoxic (damaging blood vessels and causing hemorrhage) or neurotoxic (paralyzing nerve centers that control respiration and heart actions), though sometimes are a combination of the two categories. If affected by snake venom, a character must make a Health sub-ability check at TH 50 to avoid its effects. If the character is affected, then the MM must determine the percentile chance that death occurs. If the venom is hemotoxic, then the character loses 1d100 points of Strength and Drive. If the venom is neurotoxic, then symptoms include local pain and swelling, nausea, and difficulty in breathing.

Spider, black widow – only the female is poisonous and she bites only defensively, not aggressively. Her poison is neurotoxic (paralyzing nerve centers that control respiration and heart actions) and is followed by local pain and swelling, nausea, difficulty in breathing, and is sometimes fatal (Health check at TH 50).

Spider, brown recluse – the bite of this spider causes a long-lasting sore that involves tissue death, and severe reactions to it may become life-threatening (Health check at TH 50).

Spider venom – all spiders are venomous, though many cannot break a character's skin or lack the potency in small doses to be dangerous to characters. Spider (arachnid) venom is neurotoxic (paralyzing nerve centers that control respiration and heart actions). Symptoms include local pain and swelling, nausea, and difficulty in breathing.

Tetanus is a poison that is destroyed by gastrointestinal juices. The infection of the nervous system causes muscle spasm. Also called lockjaw, it is obtained from contact with rust in wounds. The incubation period lasts from two weeks to several months, but most often is two weeks (80% of the time, otherwise roll 2d8 weeks). The first symptoms are headache and depression, followed by difficulty in swallowing and in opening the jaws. Stiffness of the neck develops and gradually a spasm of the cheek muscles sets the face in a peculiar, sardonic grin. Eventually, the spasms spread to other muscles of the body. About two in three cases are fatal (Health sub-ability check at TH 66).

Water Hemlock is a poisonous plant in which the most poisonous part is the roots. Water hemlock, when eaten, brings about convulsions. The roots grow in clusters of tubes roughly two feet in length. The amount of root that must be eaten to cause death is very small; one or two bites of the root may be fatal to a character. Only 8 ounces will kill a horse. The root does 20 LP damage per bite to characters. The plant grows in swamps, along streams, and in other moist conditions. Once ingested, signs will develop within an hour, though often within 10-15 minutes [50% chance of developing in (8 + 2d4) minutes, otherwise roll 1d6 and 1d10 for a result from 1-60 minutes]. The syndrome is very violent. First, nervousness occurs and the pupils become dilated. Later, muscle tremors occur, the character has difficulty breathing, falls down and goes into convulsions. Death from respiratory paralysis and terminal convulsions is a typical outcome, occurring within 3d10 minutes of the onset of symptoms.

Wild Black Cherry is a poisonous plant in which the poisonous part is damaged foliage. Cyanide is released in the plant whenever the leaves are damaged. Most animals can safely consume small amounts of healthy leaves, bark, and fruit. As little as 2 ounces of damaged leaves, however, may be fatal. 10 LP of damage occurs in a character per ounce of damaged leaves ingested. Some make poisonous tea from the leaves. Cyanide prevents the body from being able to utilize oxygen, so although animals may be physically capable of breathing, their entire bodies are suffocating. After ingestion, signs will (60% of the time) manifest within a 1d4 minutes, though it may take as long as an hour (in this case, roll 1d6 and 1d10 to determine 1-60 minutes). The character will try to breathe more rapidly and deeply, and then become anxious and stressed. Later, trembling, incoordination, attempts to urinate and defecate and collapse is noted, which can proceed to a violent death from respiratory and/or cardiac arrest within 3d20 minutes. If an affected character is still alive 2 or 3 hours after consumption, chances are good that they will live.

Yew is an evergreen, needle-bearing tree and shrub that persists through the winter. The fruit is an attractive scarlet berry. The wood is slow-growing, strong, fine-grained, and is utilized in cabinetry and archery bows. The branches are often twisted or gnarled, and the bark is red and scaly. Yew trees are often sacred to druids. The foliage and seeds contain potent poisons that act to stop the heart of an animal so suddenly that no symptoms are seen; the animal simply drops dead. The poison reacts with the nervous system, causing heart block. The berries are the least poisonous part of the plant. One mouthful is enough to kill a horse or cow in 1d6 minutes. As little as 0.1 – 0.6% (roll 1d6) of the fresh plant per body weight is lethal.

Chapter 18: Warfare



In F.A.T.A.L., warfare means combat involving large numbers of combatants. The difference between *Chapter 10: Combat* and this chapter is scale. It is appropriate to consult the former regarding combats that may be enacted on an individual basis, where each combatant is considered individually. Warfare, on the other hand, is concerned with large-scale combats in which it is infeasible to proceed individually.

The larger the scale of combat, the more abstract it is. Regarding warfare and the game, there are several ways to conduct it depending on circumstance. In some cases, it is most desirable and appropriate to conduct warfare round by round. In other cases, it is more useful to be able to determine the result of a battle with one roll of the dice.

Outcome-Focused Warfare

The following is a step by step procedure for determining the outcome of a battle with one roll of the dice. Each leader or general of a force in a battle must complete the following procedure. For the following calculations, round all numbers to two decimal places.

1. Size and Power of Forces

- a. For each force in the battle (usually, there are only two) sum the total number of combatants and multiply them by their Life Points. For example, a force comprised of 80 bugbears (average of 23 LP each) and 20 trolls (average of 152 LP each) is summed into $(80 \times 23) + (20 \times 152) = (1840 + 3040) = 4880$. Consider this sum to be called 'F' for friendly forces and 'E' for enemy forces. For the sake of a complete battle example, another force may simply consist of 31 human farmers (average of 20 LP each) defending their hamlet. This force is summed into $(31 \times 20) = 620$.
- b. Each general or leader of a force must calculate the following: F/E. That is, divide the total from the previous step (1a.). For instance, the example above, from the human side of the force, would become $620/4880 = 0.13$. However, for the non-human force, the result is $4880/620 = 7.87$.
- c. If the result from the previous step (1b.) is greater than 1.0, then take 1 divided by the number. For example, the non-human force would become $(1/7.87) = 0.13$. Next, subtract this result from 1. For example, the non-human force would become $(1 - 0.13) = 0.87$. Square this result. For example, the non-human force would become $(0.87 \times 0.87) = 0.76$. Finally, multiply this number by 100 to have the result for "Size and

Power of Forces", which will be entered in the final calculation.

- d. If the result from 1b is less than or equal to 1.0, then consider the result, which represents advantage, for this force for "Size and Power of Forces" to be 0 in the final calculation.

2. Home Advantage

- a. If a force battles on its home territory, such as in the example above when the bugbears and trolls attack the hamlet of the humans, the force battling on its home territory gains a Home Advantage of 5.
- b. Those who are not fighting on home territory do not gain a bonus or suffer a penalty.

3. Leader Age

- a. Refer to *Chapter 3: Body* for Lifespan and the age categories, such as Middle Age.
- b. If the leader of a force is in the Middle Age category, that force gains +10 for Leader Age.
- c. If the leader of a force is in the Old Age category, that force gains +5 for Leader Age.
- d. If the leader of a force is in the Puberty or Venerable category, that force suffers -5 for Leader Age.

4. Leader Competence

- a. Here, the competence of a leader is the number of previous cumulative victories in battles. Leaders that have prior success leading forces in battle are better likely to make good decisions regarding battle and also to instill Drive from the combatants and fear or cautious respect in the enemy.
- b. Multiply the number of cumulative victories of a leader by 3 and add this consider this number "Leader Competence" in the final calculation for each force.

5. Fortification

- a. If a defending force has a fortification, this adds to their overall effectiveness in battle.
- b. If a defending force has only a town wall, add 5 for “Fortification”.
- c. If a defending force has only a town wall and siege engines, add 10 for “Fortification”.
- d. If a defending force has a castle, add 15 for “Fortification”.
- e. If a defending force has a castle on a mountaintop with a moat and siege engines, add 20 for “Fortification”.

6. Miscellaneous Variables

- a. The MM may determine other miscellaneous variables are relevant to the battle, such as soldier sickness, technological or training superiority, the extent of the use of magic, etc.

Calculation for All Variables

(Size and Power of Forces) + (Home Advantage) + (Leader Age) + (Leader Competence) + (Fortification) + (Miscellaneous Variables) = Bonus Per Force

Finally, the leader of each force must roll d100 and add the Bonus Per Force calculated above. The force with the highest number wins. The winner of the force may slaughter and give them no quarter at their own discretion. Otherwise, they may roll d% to determine what percent of the enemy's forces are subdued and may be taken prisoner. When the trolls and bugbears attacked the human hamlet, the remainder of the enemy's forces were slaughtered in battle.

To determine the casualties of the winner, simply subtract the number of survivors or prisoners of the loser's force at the time victory is determined above from the winner's initial total number of forces. Roll d% and apply it to this amount to determine what percent of this number is the casualties for the winner.

For example, above we determined that a human force had a “Size and Power of Forces” of 0, while a non-human force had 76. The human force gains a “Home Advantage”, while the attacking non-human force does not. The human farmers, we'll say, end up being led by a middle-aged leader, so they gain 10, while the non-human force is led by a young adult, which results in no modifier. Next, we'll say that these particular farmers have never participated in combat before, and so the leader has not demonstrated “Leader Competence”, earning no bonus. Meanwhile, the leader of the non-human force has successfully destroyed 5 other hamlets, equating to gaining 15. Finally, the hamlet has nothing to qualify it for a “Fortification” bonus. In sum:

Human Force = $(0 + 10 + 0 + 0) = + 10$.

Non-human Force = $(76 + 0 + 15 + 0) = + 91$.

The leader of the human force rolls d100, and gets a 55, adds the +10 bonus, and has an end result of 65. The leader of the non-human force rolls d100 and gets an 02, adds +91 bonus, and has an end result of 93. The non-human force successfully slaughters the human force, giving them no quarter.

Artwork Here

Warfare by Unit of Time

Since it is possible for battles to last for days on end, the unit of time for battles will not be a round consisting of three seconds, but a round consisting of thirty minutes.

Organization

Different states and races have differing methods, if any, of organizing their combatants. This system of warfare will utilize a dominant method of organization for the sake of consistency. However, depending on the state and race in question, organization may be quite different.

Since soldiers and mercenaries are different occupations, warriors refer to general combatants. The table below illustrates how warriors are organized into groups:

# of Warriors	Name of Group
10	Squad (or contubernium)
100	Century (10 squads)
1,000	Cohort (10 centuries)
10,000	Legion (10 cohorts)

The use of these differentiations is to separate types and races of warriors, as well as to allow for varying tactics (see below).

All warriors in a century, which must consist of two to ten squads, are typically unable to fight at once. However, combinations of infantry are common, such as a front line of swordsmen who are reinforced by warriors with polearms. Usually, only the warriors on the frontline of combat may fight, which is the first squad. Meanwhile, the duty of the second squad is to wait for the first squad to die so they may advance. Most often, the inexperienced and youngest warriors are placed in front, while the older and more experienced warriors stand behind them.

The warriors of each squad share a tent when on campaign. It is assumed that squads are comprised of warriors who do not differ from each other; they are the same race, wear the same armor, swing the same weapons, etc. The characteristics of a squad include the following:

LP: The sum of all Life Points

CA: The average Current Armor of the warriors

Drive: The average Drive

Sprint: The slowest Sprint speed applies to the squad

Typically, centuries are all comprised of the same type of as well, such as heavy cavalry, light cavalry, charioteers, heavy infantry, light infantry, archers, shield-bearers, slingers, etc.

Officers are trained and educated warriors. Few armies have officers, but those that do benefit from organization tend to be significantly more effective. Very few officers command warriors. The commanding officer of an army is called a legate. Below the legate are tribunes. One tribune, called a senior tribune, is in charge of each legion. Beneath the senior tribune are five tribunes, each in charge of two cohorts.

Instead of officers, most armies are led by nobles, who are educated, but often they are not trained or experienced warriors.

As far as demonstrating combat in miniature scale, it depends on the scale of combat and the size of your tabletop. It is recommended that a 1" x 1" grid is used, and that 1" represents one squad, or roughly 30'.

Types

Below are discussed the type or function of warriors within an army. The type of warriors are arranged alphabetically:

Archer, Crossbow: Archers are trained warriors, usually either soldiers or mercenaries. This type of archer specializes with the crossbow and usually has experience with the shortbow. The shortbowmen with the finest aim are usually selected to be crossbowmen, also called arbalestiers. Crossbowmen are renowned to require very little training, as the crossbow is one of the easiest weapons to use. Archers are usually organized into centuries, as explained below. The common archer wears a gambeson and uses their crossbow.

Archer, Longbow: Archers are trained warriors, usually either soldiers or mercenaries. This type of archer specializes with the longbow and usually has experience with the shortbow. The finest shortbowmen are usually selected to be longbowmen. Archers are usually organized into centuries, as explained below. The common archer wears a gambeson and uses their bow.

Archer, Shortbow: Archers are trained warriors, usually either soldiers or mercenaries. This type of archer specializes with the shortbow. Archers are usually organized into centuries, as explained below. The common archer wears a gambeson and uses their bow.

Cavalry, Heavy: Cavalry are trained and mounted warriors, usually either soldiers or mercenaries. Heavy cavalry use heavy warhorses capable of sustaining the great weight of the armored warrior. Heavy warhorses usually wearing barding as armor for their protection. These warriors usually resemble heavy infantry, except that the most common weapons tend to be battle axes, flails, or warhammers. Special warriors that are heavy cavalry are called knights (see Chivalry in *Chap. 6: Sociality*).

Cavalry, Light: Cavalry are trained and mounted warriors, usually either soldiers or mercenaries. Light cavalry use light horses capable of speed, and they are not weighed down with barding. These warriors usually resemble light infantry, except that the most common weapons tend to be battle axes, flails, or warhammers.

Charioteer: A charioteer is a trained warrior, usually either a soldier or a mercenary. Charioteers usually have experience as both infantry and cavalry. The most common charioteer wears leather armor and wields a spear and a sword.

Infantry, Heavy: Infantry are trained warriors, usually either soldiers or mercenaries. Heavy infantry are usually experienced veterans. Heavy infantry tend to have sufficient armor and may have a variety of weapons. While heavy infantry may vary considerably depending on the army, the most common type of heavy infantry wears chainmaille, holds a shield, and wields a broadsword.

Infantry, Light: Infantry are trained warriors, usually either soldiers or mercenaries. Light infantry are usually inexperienced and young. Light infantry usually have little armor and simple weapons. While light infantry may vary considerably depending on the army, the most common type of light infantry wears a gambeson and wields a short sword.

Peasants: Peasants are commoners that lack military training. Peasants tend to not have poor abilities pertinent to warfare such as Health or Physical Fitness. Generally, peasants only join an army or partake in military action in extreme situations, such as home defense. Peasants often have no armor, though some may wear a gambeson. The weapons of peasants are only those which are easily available, such as pitchforks, knives, cleavers, clubs, etc.

Shield-bearers: A shield-bearer is a warrior with minimal training who bears a large shield. The purpose of a shield-bearer is to protect others, usually archers, from missile attacks.

Siegeworks artisan: A siegeworks artisan, also called a siegeworks technician, is a common laborer, usually either a carpenter or a miner. They usually accompany an army so that siege engines may be built or tunnels may be dug so that a wall of an enemy's fortification may be toppled. Siegeworks artisans do not command the operation of siege engines (see *Chap. 8: Equipment*), but assist siegeworks master artisans. A siegeworks artisan typically wears a gambeson and carries either a military pick if they are a miner, or common tools if a carpenter.

Siegeworks master artisan: A siegeworks master artisan is a siegeworks artisan with previous experience as a siegeworks artisan. The duty of a siegeworks master artisan is to command the siegeworks artisans regarding siege engines and warfare. For instance, it is the siegeworks master artisan who commands the siegeworks artisans to adjust the aim of a catapult, its tension, and the weight of the projectile.

Slings: Slings are warriors skilled with the use of the sling, which is a difficult weapon (see *Chap. 8: Equipment*). Slings require substantial room to adequately use a swing, so they may not be as concentrated as archers.

Tactics

The science and art of maneuvering warriors or ships in relation to each other and the enemy and of employing them in combat is tactics. For most human cultures, tactics are extremely simple. Most armies are undisciplined masses of warriors. Both sides simply line up their masses of cavalry with infantry in the front. The infantry usually open the battle. When a leader on one side or the other judges the moment to be appropriate, cavalry are commanded to charge. The timing of the charge of the cavalry usually decides the victor.

Armies that value organization utilize the cohort and consider it to be a good formation. Such armies often organize a legion into three lines. The front line consists of four cohorts abreast, while the middle and rear groups each consist of three cohorts.

As two opposing fronts rush to meet each other, a thoughtful maneuver is called a wedge. To enact a wedge tactic, one small portion of the front is allowed to be farther ahead than the others, who successively hang farther back the farther they are away from the small portion in front. When a warriors in a wedge formation rush at an even front, a break may be forced in the opponent's front line, which allows the enemy to be attacked from within and behind their own ranks.

Archers

Archers are often organized into centuries of ten ranks in depth. The commander of a century of a hundred archers is called a Centenaur. When trained to function as a unit, archers quickly learn at what angle to aim their bows to strike a target at a certain distance. The most experienced archers are placed in the front row to provide a guide for the others. The Centenaur specifies the distance and the century releases arrows accordingly, even though only the archers in the first few ranks can see the enemy. A typical army may have 50 centuries of such archers available. In overall command of the centuries is the Master of the Archers, an experienced knight that is, unlike most knights, skilled with the bow.

When appropriate, the Master of the Archers yells to the Centenaur "Ready," then his estimate of the range to the enemy, then yells "loose." Then, the Centenaur echo the command and thousands of arrows fly skyward. On occasion, the Master of the Archers might only order specific archery centuries to fire if enemy warriors are only advancing on a portion of the front. In most battles, however, the onslaught is either all or nothing.

Council of War

As armies march across land, word of the approaching army may be brought to an enemy by a scout, peasant, or traveller. If the presence of an army is reported, most military leaders attempt to hold a council of war. Heralds often work out the details of conflicts before warfare is necessary. If unsuccessful, the location of the battle is often mutually determined. If no agreement can be reached or heralds are murdered, a siege is often the result.

Siege Warfare

A siege is a method of warfare in which an attacking army surrounds a defender's fortification. Armies take siege technicians with them on campaign. Siege technicians are usually carpenters and miners, while master siege artisans have years of experience with siege warfare. Once the defender's fortification is surrounded, siege technicians employ the use of various siege engines or techniques, such as catapults, battering rams, scaling ladders, and digging under walls to topple them.

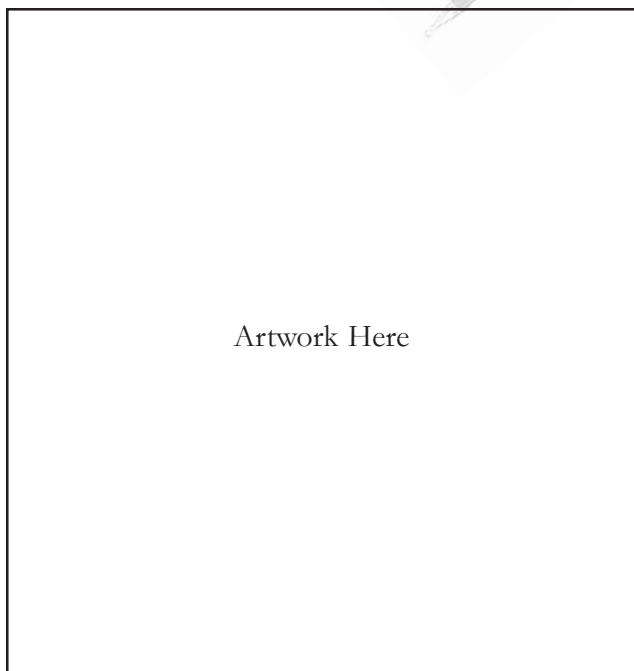
By custom among enemies of the same species or race, if the defenders surrender without a fight, the fortification will not be pillaged. Both sides prefer to end the confrontation through negotiation, which is usually a war of nerves. In general, the besieger does not want to attack due to the expense, death of many troops, the fact that sieges are difficult endeavors, and since a siege can ruin the value of the fortification. For different reasons, the defender wants to avoid confrontation. For instance, time is often on the side of the besieger, and the prospect of losing one's home and life is discouraging. Therefore, negotiations via heralds are usually underway since the beginning of the siege.

If a portion of a wall is toppled, defenders often surrender when the wall topples to avoid bloodshed. Throughout the siege, the heralds of the besieger attempt to convince the defender that it is never too early to surrender. The defender, however, has much at stake. Even if a surrender is successful and honored, the defender may be sentenced to death by their allies for allowing the loss of the fortification without every possible measure taken.

Assuming that time is not a concern and that reinforcements will not arrive for the defender, a common strategy for the besieger is not to attack at all, but to prevent all entry and exit. In time, the defenders will starve, quarrel with each other, and surrender. However, this strategy might take months, and in the meantime, the besieger's army must be paid and fed.

Upon encountering moats and ditches, besiegers often attempt to fill them with bundles of wood or earth. Nevertheless, depending on the quality of the fortification, the defender usually has the favored position when a besieger simply attempts to directly storm the fortification.

When storming a fortification, a thoughtful tactic is called a testudo formation. Warriors in a testudo formation carry body shields, stand close together, and hold them over their heads. This formation significantly reduces damage from missiles above.



Using Siege Weapons

Most siege weapons require multiple characters to use. To use such a siege weapon, whoever is in charge of the siege weapon must make a Weapon (Specific) skill check (see *Ch. 8: Skills*). However, aiming at characters or objects is different with siege weapons than it is with traditional melee or missile weapons. Consult the table below to determine the CA of a target when using a catapult, lithobolus, onager, or trebuchet:

Target Size	Current Armor
Humanoid	10
Carriage	20
Building, 20' x 20' x 20'	30
Small keep, 100' x 100' x 100'	40
Castle, 1,000' x 1,000' x 1,000'	50
Large city	60

Raising an Army

While cultures and states differ, generally speaking the most effective humanoid armies consist of professional, paid warriors. Mercenaries play a vital role, as well as soldiers (see *Chap. 7: Occupations*). Mercenaries are popular because maintaining private armies is expensive. Oftentimes, each landholder is obligated to render 40 days of armed service to their overlord. Though, this depends on how much land is held and the original arrangement. It is expected that landowners are the most motivated warriors, because they may lose their homes. However, raising landowners as warriors is often ineffective. For instance, when the obligatory term of 40 days expired, landowners quickly abandon the army. Since most military campaigns outlast 40 days, this can be disruptive and dangerous.

Elsewhere, it is popular for the landowners to be paid for service instead of obligated to 40 days. Usually, enlisted soldiers are paid every 90 days. Moreover, upon retirement from the army, it is customary that a plot of land or fixed sum of money will be granted to the soldier. Of course, all of this varies greatly depending on the state, race, and culture.

Wages

Below are common wages for military personnel. Pay is listed per 90 days of service:

Military Wages	
Wage	Type of Troop
400 s.p.	Untrained peasant
900 s.p.	Infantry, light
1,100 s.p.	Infantry, heavy
1,400 s.p.	Cavalry, light
2,200 s.p.	Cavalry, heavy
2,700 s.p.	Charioteer
4,500 s.p.	Knight
10,800 s.p.	Noble, lesser or officer
22,500 s.p.	Noble, greater or officer
900 s.p.	Slinger
900 s.p.	Shield-bearer
900 s.p.	Archer, shortbow
1,100 s.p.	Archer, longbow
1,400 s.p.	Archer, crossbow
900 s.p.	Siegeworks artisan or technician
9,000 s.p.	Siegeworks master artisan

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Movement

Armies move across land at the rate of the slowest member of the army. Consult the headings of Walk and Forced March under the Sprint skill (see *Chap. 8: Skills*), as well as the Physical Fitness subability (see *Chap. 1: Abilities*), and Encumbrance (see *Chap. 9: Equipment*). Consider the slowest member of the army to determine the maximum that an army may move.

For instance, if the slowest member of an army is a human of average Physical Fitness (200 Sprint Speed), and he is unencumbered, then the army may move at 3 (200/58) miles per hour, or 24 miles after 8 hours of marching.

Next, consider the terrain over which the army moves. Armies are more hindered by terrain than individuals. Multiply the number of miles covered in a given terrain by its Movement Modifier below:

Terrain	Movement
City Blocks	1.00
Plains w/Road	1.00
Plains w/Trail	0.95
Plains	0.90
Forest w/Road	0.95
Forest w/Trail	0.90
Forest	0.80
Hills w/Road	0.80
Hills w/Trail	0.75
Hills	0.70
Forested Hills w/Road	0.75
Forested Hills w/Trail	0.70
Forested Hills	0.65
Mountains w/Road	0.40
Mountains w/Trail	0.35
Mountains	0.30
Forested Mountains w/Road	0.35
Forested Mountains w/Trail	0.30
Forested Mountains	0.25

Logistics

The method of supplying warriors with food is known as logistics. Few armies have a system of logistics. Without such a system, the warriors have to live off the land. This, however, is not as easy as it sounds.

Each human needs three pounds of food per day, and twenty for each horse. If these requirements are not met, first hunger occurs, then disorientation or they starve to death. The horses may be grazed, but grazing does not leave much time for the army to travel. Grazing requires four to six hours per day. During this time, however, the warriors may forage the countryside for food. The local peasants of enemy territory consider the foraging of invading armies to be pillaging. However it is termed, armies that are foraging or pillaging move between 5-10 miles per day. Armies may not forage more than 60 miles from their line of march. Foraging or pillaging armies strip the surrounding ten miles clean of all food, grass, and hay. Anyone entering that area in the next few days finds only a wasteland. Local peasants flee when an invading army is sighted.

If an army can support itself, it could move twenty or more miles per day. If close to a coast or river, ships may carry their supplies.

Warriors can carry about a week of food with them. In most armies, each warrior is expected to tend to their own needs of supply. While warriors might purchase food from the locals, warriors on military campaign often take what they want by force. This is especially true in enemy territory, where the thefts are considered part of the damage done to a foe.

Well organized armies set up regular foraging parties for each major contingent, rather than allowing warriors to wander freely. Foraging, however, can be a risky means of logistics. For example, sometimes local peasants become irate, arm themselves, and murder the foragers.

Pillage, Plunder, and Ransom

Pillage

The loyalty of warriors may be maintained by occasional opportunities to pillage the countryside and plunder particularly rich locales, such as towns. The warriors know that rich opportunities do not always present themselves during a military campaign. But, a share of the plunder can make even a common soldier rich beyond their wildest dreams. As armies travel, the warriors live off of unarmed locals, taking food and other valuables by force or intimidation. Pillage is usually discouraged by military leaders while in friendly territory. Once in enemy territory, however, pillage is encouraged. After all, pillaging the enemy's lands and peoples serves to demoralize their population, and at the same time pillage makes warriors happy and allows military leaders to skip a payday and get away with it.

Plunder

Plunder, however, is quite different from pillage. Plunder is organized pillage, and is only encouraged when concentrated wealth is nearby. Towns and castles are the most likely objects of plunder. The loyalty of warriors is often maintained during long sieges because they anticipate plunder. Not being able to plunder a town is a big disappointment to warriors. Maybe more than anything, warriors look forward to raping the local women.

Ransom

A custom of warfare is to capture nobles and knights alive, if possible. The family of a captured noble or knight will pay ransom to get them back. On the battlefield, the strategy is to knock down the valued and armored man, pile on him, and disarm him. At this point, surrender usually comes quickly.

Military Training

Though military training differs depending on the state and race, the following typifies organized training.

Rounded shields of wicker are woven so that the frame is double the weight of a battle shield. Similarly, recruits are given wooden foils that are double the weight of battle swords. Training grounds consist of man-sized wooden stakes driven into the ground. Recruits practice attacking these stakes just as if they were the enemy. Practice occurs in the morning and afternoon. During training, recruits are instructed to attack the head foremost, and the hamstrings or shins secondarily. In fact, besides soldiers, gladiators also train with such stakes. Training with the stake has proven to be significant preparation for actual warfare.

Recruits are often taught with a wooden sword to stab, not hack. Most trained swordsmen mock those who attack by hacking with swords. A hack with a sword, even if delivered with force, frequently does not kill when the vitals are protected. In contrast, stabbing proves fatal when a point is inserted two inches. Next, it is reasoned, that when a hack is delivered, the right arm and flank is exposed. A stabbing point, however, is delivered with the cover of the body and often wounds the enemy before they see it.

During training, recruits are given a heavy wooden sword and heavy wicker shield so that when the recruit takes up the real and lighter weapons, the warrior will fight faster, more safely, and feel freed from the weight. Besides the sword, other weapons are utilized in training at the stakes, such as spears and bows.

Vaulting onto horses is always insisted upon not only of recruits, but also of serving soldiers. Practice is continued until it seems easy. In winter, wooden horses are set up under a roof -- in summer, in the open. Recruits are first encouraged to mount these unarmed. When used to it, they arm themselves and practice until comfortable. Warriors learn to leap both on and off, and from the right side as well as the left.

Recruits, as well as seasoned warriors, are made to march with the burden of carrying sixty pounds while keeping a military pace. In this way, during an actual military campaign, warriors will be able to carry their armor, weapons, and supplies.

At all times, military training is done in proper armor. It is believed that if this tenet is relaxed, that the warriors will get used to not wearing it and see it as a burden. If this happens, this perception which results from habit will negatively affect the performance of the warrior in actual warfare.

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Aerial Warfare

Not all warfare occurs on land. Before warfare may be considered, a few things must be determined for each flying creature, such as: Flight Speed, Ceiling Limit, Maneuverability, Climb Rate, and Dive Rate.

Flight Factor

A Flight Factor is a number that determines Flight Speed. To determine a Flight Factor, consider a particular creature and calculate the following equation:

$$FF = (WI/HL)(PFS/W)$$

Let FF = Flight Factor. Let WI = Wingspan in feet. Let HL = the Height or Length in feet of the creature. Let PFS = the average of the Physical Fitness and Strength sub-ability scores. Let W = Weight.

For example, if a male human who is six feet tall were given wings that spanned eight feet, and the human had average Physical Fitness and Strength, and Weight, then the human would have a FF of $(8/6)(100/150) = 0.88$.

Next, consider the FF and consult the following table:

FF	Flight Speed	Ceiling Limit
<0.75	NA	NA
0.75-0.79	100	500
0.80-0.84	120	1,000
0.85-0.89	140	1,500
0.90-0.94	160	2,000
0.95-0.99	180	2,500
1.00-1.24	200	3,000
1.25-1.49	220	3,500
1.50-1.74	240	4,000
1.75-1.99	260	4,500
2.00-3.99	280	5,000
4.00-7.99	300	5,500
8.00-15.99	320	6,000
16.00-31.99	340	6,500
32.00-63.99	360	7,000
64.00-127.99	380	7,500
128.00-255.99	400	8,000
>255.99	500	10,000

For example, when considering the winged human from above, the winged human would have a Flight Speed of 140, which is, in this case, twice the Sprint Speed of a 6' human without wings.

Flight Speed

Flight Speed is the number of feet per round at which a creature may fly. The higher the number, the faster the creature may fly.

Ceiling Limit

The Ceiling Limit is the highest altitude to which the creature may climb. The creature is not capable of flying higher than their Ceiling Limit.

Maneuverability

The Maneuverability of a flying creature is its ability to move as it pleases with respect to momentum. A flying creature with high Maneuverability is barely hindered by momentum and may greatly change its direction while flying. Conversely, a flying creature with low Maneuverability is greatly hindered by momentum and may barely change its direction while flying.

Maneuverability is a function of the creature's Agility sub-ability and the creature's weight. To determine the Maneuverability Factor of a flying creature, divide the creature's weight by their Agility sub-ability points. Then, consult the table below:

MF	Maneuverability
<1	30 degrees
1-89	60 degrees
90-119	90 degrees
120-149	120 degrees
150-179	150 degrees
180-209	180 degrees
210-239	210 degrees
240-269	240 degrees
270-299	270 degrees
300-329	300 degrees
330-359	330 degrees
>359	360 degrees

Maneuverability is the maximum number of degrees a flying creature may turn in one round of flight. For example, if a flying creature can turn 90 degrees, and they are flying due north, then at the end of the round they may be facing west, north, east, or anywhere in between.

Climb Rate

Climb Rate is a rate in feet per round at which a flying creature may climb to a higher altitude. Climb Rate is determined as a function of Strength and Weight.

To determine the Climb Factor of a flying creature, divide the creature's Weight by its Strength sub-ability score. Consider the Climb Factor and consult the table below:

Climb Factor	Climb Rate
<0.50	1 foot
0.50-0.59	3 feet
0.60-0.69	5 feet
0.70-0.79	10 feet
0.80-0.89	15 feet
0.90-0.91	20 feet
0.91-1.00	25 feet
1.01-1.25	50 feet
1.26-1.50	100 feet
1.51-1.75	150 feet
1.76-1.99	200 feet
>1.99	300 feet

For example, if a flying creature is presently 100 feet above the ground and has a Climb Rate of 20 feet, then the flying creature may increase its altitude to 120 feet at the end of the current round if so desired.

Dive Rate

Dive Rate is not determined for each character. Instead, consult *Table 10-6: Falling Damage* in *Chapter 10: Combat*.

Aerial Attacks

A flying creature may attack another, provided the attack does not hinder their flight. If an attack does hinder flight, it is best determined by the MM how it hinders the flight. An attack may reduce the Flight Speed or Maneuverability of the flying creature.

Aerial Wounds

If a flying creature is wounded, there is a chance that flight is disrupted. For each wound suffered by a flying creature, the flying creature must pass an Agility sub-ability check at TH 50 to remain in flight. If failed, the flying creature will fall for 1d10 rounds before it can regain control of flight. Oftentimes, a wounded flying creature hits the ground below before it can regain control of flight.

If a flying creature falls below 50% of their maximum possible Life Points, then the flying creature is unable to fly and will fall until the fall is broken, usually by the ground below. Similarly, if either wing, or arm that controls the wing, is damaged, then the flying creature must make an Agility sub-ability check at TH 80 or fall until the fall is broken.

Loss of Aerial Control

If a flying creature loses aerial control, such as when wounded and after failing an Agility sub-ability check, then the MM must roll a d8 to determine the direction each round. Let 1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, and 8 = NW.

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Naval Warfare

Warfare on the seas is prevalent. Different states and races approach naval warfare differently. Sailors are often peasants or slaves. For most humans, service in a military fleet is for 26 years, after which sailors receive citizenship. Occasionally, sailors are drafted as recruits into an army.

Waterways are patrolled to control piracy and allow shipments of supplies and warriors to travel unhindered. For these and many other reasons, naval warfare is common.

For naval military, ten vessels comprise a squadron. However, different states may have different military units.

The military commander of a war galley is known as the vessel's captain or a trierarch. The commander of a naval squadron bears the title of navarch. Each war galley also has a full detachment of soldiers.

Commonly, warships are equipped with a battering ram on the front of the vessel. Some rams are heavy, such as those made of bronze and weighing over 1,000 pounds. Historically, it has been noted that the window of opportunity to make a successful attack with a ram is eight seconds, so this translates well to one round in F.A.T.A.L.

If possible, a large boarding plank called a corvus is dropped onto an enemy vessel so that warriors may attack the enemy. The corvus is 35 feet in length, 4 feet wide, and has a side rail that is 2 feet high. A corvus is mounted on a swivel so that it can be turned and dropped on an adjacent enemy vessel. Also, a large spike at the end of the corvus digs into the enemy vessel when dropped upon it, locking the two vessels together. Warriors can cross this plank two abreast behind shield and weapons.

Sometimes a siege tower is mounted on two vessels that have been latched together. A siege tower bestows many advantages. For instance, archers may attack sailors or soldiers of nearby vessels better due to their downward angle of attack, which offers exposure.

Naval Tactics

A wide variety of naval tactics exist. Here, tactics mean immediate ship-to-ship methods of combat. Some captains prefer to maintain a distance between their vessel and others. Maintaining a distance may be safer for the crew and the vessel, and it may enable spellcasters or archers to attack the other vessel outside of their ability to retaliate.

Ramming is another common tactic. Ramming occurs when a vessel that has a battering ram slams into another vessel. Usually, the side of a vessel is targeted because it is weaker than the bow or the stern.

Another tactic is to feign as if your vessel will ram the enemy vessel, but then turn away at the last minute and attempt to shear off their oars, rendering the enemy vessel immobile.

Perhaps the most popular tactic is to simply park a vessel parallel to the enemy vessel, force the two vessels together by using grappling hooks, drop a plank or corvus, and board the enemy vessel. Two vessels may board one enemy vessel at the same time, one on each side.

Often, all tactics above are combined in one assault. For example, a vessel may sight an enemy vessel, maintain their distance and use missile weapons or spells. Then, when the captain deems appropriate, ram the enemy vessel. If this is ineffective and the enemy vessel does not sink, then the captain may attempt to break the oars of the enemy vessel. Finally, the captain may attempt to board the enemy vessel.

Artwork Here

Naval Strategy

Several different naval strategies exist. Here, strategy refers to the planning of an assault when multiple vessels are involved. Strategy often depends upon circumstances.

The most common naval strategy is to use no planned strategy at all -- to rush and attack the enemy. This strategy, if it may be so called, is influenced by the tenets of chivalry (see *Chap. 6: Social-ity*).

Otherwise, strategies not heavily influenced by chivalry include the attempt to isolate an enemy vessel, such as to encircle them. By encircling an enemy vessel, they may surrender without bloodshed.

Multiple vessels can try to force an enemy vessel to run aground, or go close enough to land that siege engines on land can be used.

Fire

In warfare, enemy vessels are often attacked with flammable weapons, in hopes that the enemy vessel will catch fire and sink. To determine if a vessel catches fire, roll percentile dice for each flammable attack. If the result is 80 or greater, then the vessel caught fire. Damage occurs as follows over the next several rounds: 1d4, 1d6, 1d8, 1d12, 1d20, 1d100, 1d1000 and 1d10000. Each round that a vessel is burning, the crew may attempt to extinguish each fire. They must roll percentile dice for each fire. The odds are represented as a TH and correspond to how long the fire has been burning as discussed above: TH 5, 10, 25, 50, 75, 90, 95, 99. As damage accumulates, consult Sinking Vessels below:

Sinking Vessels

Vessels, as other objects, have Integrity Points. (For more on Integrity Points, see *Chap. 9: Equipment*). Further, since vessels are made of wood, they are especially susceptible to burning damage. If a vessel is reduced to 50% of its initial IP, the vessel will sink in 5d100 rounds. Once reduced to 40% of its initial IP, the vessel will sink in 1d100 rounds. Once reduced to 30% of its initial IP, the vessel will sink in 1d10 rounds. Once reduced to 25% of its initial IP, any vessel is immediately sunk.

Movement

Traditionally, the rate at which vessels move is measured in knots. One knot equals 6,040 feet per hour, compared to the otherwise popular measure of miles per hour, which is 5,280 feet in one hour. In F.A.T.A.L., movement for vessels is the maximum rate at which a vessel may move in one round, and is represented in feet per round. On the following table, movement does not include factors such as current or wind. Vessels may move in three ways: rowing, sailing, and the combination of sailing and rowing. Consult the table below to determine base movement:

Vessel	Rowing	Wind Potential
Barge	0	-
Bireme	35	-
Cog	-	40%
Deceres	55	-
Fishing Boat	12	-
Karve	15	-
Knarr	6	30%
Log	0	-
Longship	35	20%
Quinquereme	50	10%
Raft	0	-
Septireme	55	-
Trireme	45	10%
Unireme	30	-

Rowing

The most consistent and laborious means of propelling a vessel is by rowing. Rowing consists of oarsmen thrusting oars through the water. Rowing has the potential of making noise, though it is still a quieter means of movement than riding on horseback. Oars are often made of spruce.

Oaring equates to the Sprint skill. However, each oarsman does not need to pass a Sprint check. Instead, one check is made for the entire crew. Attempting to race a vessel equates with sprinting, while ramming or battle speed equates with running. Similarly, a pace at which rowers work for hours equates to walking. Attempting to urge a crew beyond eight hours of rowing per day equates to a Forced March.

Sailing

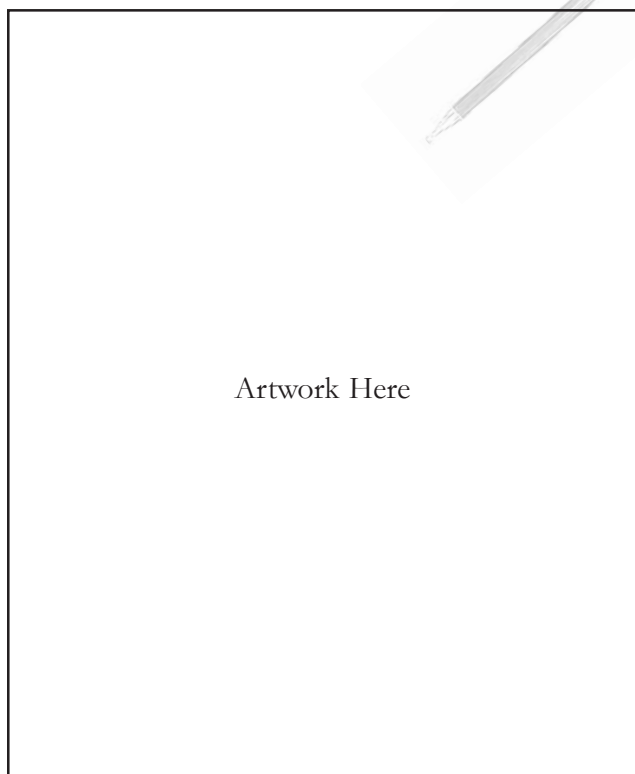
Sailing is the least consistent means of propelling a vessel. If winds are favorable, it is possible for a sailing vessel to move faster than a rowing vessel. However, if no wind exists, sailing vessels do not move. Many vessels are capable of both rowing and sailing. An advantage of sailing is stealth. It is possible for a sailing vessel to move without sound, since no oars are splashing in the water. Sails are made from wool. Waterborne ventures are rare in winter and common in spring, summer, and fall.

Current Direction

A current is moving water. Currents may exist in the ocean, seas, and rivers. Currents do not exist in lakes or ponds.

To randomly determine the direction of a current in an ocean or sea, roll 1d8. Let 1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, and 8 = NW. If a 1 is rolled, then the current is moving from from the south to the north.

To randomly determine the direction of a current in a river, roll 1d10. If a 1 is rolled, then the current is upstream. If 2-10, then the current is downstream. Otherwise, water runs downhill, so elevation is the best determinant of which direction is downhill.



Current Strength

The strength of a current is the amount of feet per round that it will carry anything in it, whether a vessel or a character.

A current does not have to exist in the ocean or the sea. To randomly determine whether or not a current exists in the ocean or the sea, roll 1d10. If 1-5, then no current exists. If 6-10, then a current exists. A current always exists in a river.

If a current exists, the strength of the current may be determined by rolling 1d100 and consulting the table below:

Roll	Feet per Round
01-20	1
21-30	1
31-35	2
36-40	2
41-45	3
46-50	3
51-55	4
56-60	4
61-65	5
66-69	6
70-73	7
74-75	8
76-77	9
78-79	10
80-81	12
82-83	14
84-85	16
86-87	18
88-89	20
90-91	23
92-93	27
94-95	30
96	40
97	50
98	60
99	80
100	100

The strength of the current, in feet per round, is added to the movement of the vessel if the vessel is moving with the current. The strength of the current is subtracted from the movement of the vessel if the vessel is moving against the current. If the vessel is moving 90 degrees to the current, then the current will move the vessel accordingly, and the vessel will still move in the intended direction at its normal movement. If the vessel is moving 45 degrees with the current, then the vessel gains 50% of the feet per round of the current strength. If the vessel is moving 45 degrees against the current, then the vessel loses 50% of the feet per round of the current strength.

Wind Direction

Wind is moving air. Winds may exist over any body of water. To randomly determine the direction of the wind, roll 1d8. Let 1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, and 8 = NW. If a 1 is rolled, then the wind is moving from the south to the north.

Artwork Here

Wind Strength

The strength of the wind is the amount of feet per round that the wind moves. To randomly determine the strength of the wind, roll 1d1000 and consult the table below:

Roll	Feet per Round
001-200	10
201-400	20
401-600	30
601-749	60
750-859	100
860-887	125
888-894	150
895-932	200
933-943	230
944-953	270
954-964	300
965-972	350
973-979	400
980-985	450
986-990	500
991-994	550
995-997	600
998-999	650
1000	700

Unlike Current Strength (see above), the strength of the wind is not simply added to or subtracted from the movement of the vessel. Different types of sails catch the wind with varying success. Also, sailors vary in their effectiveness with the Sailing skill (see *Chap. 8: Skills*) when attempting to maximize the use of their sail(s).

Instead, consider the Wind Potential on the movement table listed previously. This is the maximum percent of the wind that this vessel is able to capture and use for propulsion.

Next, whoever is in charge of manipulating the sail(s), usually the commander or a sailor, must make a Sailing skill check. The result of this check is the percent of effectiveness with which they manipulate the sail(s).

For example, if a cog is in waters with no current and a wind of 100 feet per round that moves from the south to the north, then since a cog has 40% Wind Potential, the cog has the potential to capture 40% of the wind's 100 feet per round. Since 40% of 100 is 40, the cog may move at 40 feet per round if the cog is moving to the north. However, the sailor in charge of the sails may roll an 83 for their Sailing skill check. In this case, 83% of 40 is 33. Therefore, a cog traveling north moves at 33 feet per round in calm waters with a north wind of 100 feet per round when its sailor rolls an 83 for their skill check.

Wind Duration

No character ever truly knows which way the wind will blow. For this reason, once a direction of wind is determined, its duration is also important. To determine the duration of the current wind, roll percentile dice and consult the table below:

Roll	Wind Duration
01-45	3d20 minutes
46-90	1d20 hours
91-100	1d20 days

Once the duration of the current wind expires, a new direction and strength must be determined.



Artwork Here

Appendix 1: Character Sheets

Character sheets are provided so that all relevant information may be recorded regarding each character. Each player should photocopy the pages of this appendix for their character so that the information pertinent to their character may be adequately organized and accessible. With a set of blank character sheets in hand, progress through the chapters of this book and follow the instructions to create a character.

The relevant information for a character is the responsibility of the player, though the MM may complete character sheets for prominent characters under their control. Always record the information with a pencil and have a good eraser handy. From experience, it is suggested that a player should write softly to preserve the paper of the character sheet, since the act of erasing occurs often.

Once the character is created and all relevant information is recorded, staple the sheets together so that they do not become confused with the character of another player. Seeking realism, some players draw a sketch of their character and attach the drawing to their character sheets. Character sketches are useful, though certainly not required, since they allow the MM and other players a better perception of the character.

When a character dies, and when the character will not be resurrected, the fate of the character sheets for the dead character are left to the player's whim. Sometimes, the character sheets are donated to the MM, who stores them for either future reference (such as regarding possessions or wealth) or future use as a character which, after only minor modifications, may be reintroduced into the game as someone new. In this way, MM's have been known to accumulate stockpiles of characters. Some players prefer to honor their fallen character, giving the character a symbolic funeral by setting the character sheets ablaze outdoors. Other players simply prefer tossing the character sheets in the trash. Finally, it is common for MM's to have a houserule that the character sheets of dead characters must be destroyed, usually torn to pieces, to prevent the player from fraudulently reintroducing the character in a future game or to another MM.

In any case, players are not obligated to use the character sheets provided in this appendix, though using these sheets is probably the easiest and least confusing method to organizing the information of a character.

F.A.T.A.L.

Appendix I:
Character
Sheets

Character Name:		Gender:	Race:
Player Name:		Occupation:	
Homeland:		Level:	Religion:
Height:	Weight:	Siblings:	Social Class:
Age:	Eyes:	Skin Color:	Birth Rank:
Sexuality:	Debauchery:	Marital Status:	Birth Status:
Hair Color:	Hair Thickness:	Facial Feature:	Birthplace:
Hair Length:	Hair Type:	Birthday: / /	Vision:
Most Attractive Feature:		Appearance:	
Most Repulsive Feature:			

Notes:

(Sub)Ability	Score	Skill Modifier				
PHYSIQUE						
Physical Fitness			Sprint:			
Strength			Dmg:	C&J:	Bench:	DL:
Bodily Attractiveness						
Health			Int/Vom:	All:	Ill. Im.:	
CHARISMA						
Facial			Description:			
Vocal			Description:			
Kinetic			Description:			
Rhetorical			Average Speech Rate:			
DEXTERITY						
Hand-Eye Coordination			Finger Movement Precision:			
Agility			CA Bonus:	Brawling:	Stand:	
Reaction Speed			Deep Sleep Recovery:			
Enunciation			Maximum Speech Rate:		Casting:	
INTELLIGENCE						
Language			#:	Vocabulary:		
Math			Highest Possible Math:			
Analytic						
Spatial			Unfamiliar Object Assembly (# pieces):			
WISDOM						
Drive			Hours Resting:			
Intuition						
Common Sense			Likely to:			
Reflection			Earliest Memory at:			

Life Points	Magic Points
Unconscious (at 20% L.P.)	Piety Points

Current = Base + Armor + Agility + Magic + Armor Skills + Misc.							
Armor				General Specific			

F.A.T.A.L.

Appendix 1:
Character
Sheets

Disposition	Temperament	
Ethical Points:	Sanguine	
Moral Points:	Choleric	
Disposition:	Melancholic	
	Phlegmatic	
	Primary Temperament:	
	Secondary Temperament:	

	Reaction				
INITIATIVE	Speed	Misc.	Current Weapon		
Modifier	Total	Mod.	Mod.	Delivery Penalty	
	_____	=	_____	+	_____
			-	_____	

Weapons										
Weapon	Skill Adjustment	Damage	Range/ Reach	Weight	Size	Type	Delivery Penalty	L	M	H

Armor								
Armor/Shield/ Protective Item	Type	Armor Bonus	Agility Loss	Weight	Modifier to Hide	Modifier to Silence	Spell Failure	Special Properties

Sexual Features and Rare Features		
Manhood Length:	Areola Diameter:	Areola Hue:
Manhood Circumference:	Nipple Length:	Foot Size:
Anal Circumference Potential:	Cup Size:	Handedness:
Vaginal Circumference Potential:	Tongue Size:	Head Circumference:
Vaginal Depth Potential:	Hymen Resistance:	

F.A.T.A.L.

Skills					
Skill	Related Ability	Total Modifier	Skill Modifier	Points Invested	Learning Curve
Acting, Drama	Intelligence, Charisma				
Agriculture	Common Sense				
Aim	Hand-Eye Coordination, Vision				
Ambidexterity	Hand-Eye Coordination				
Anatomy	Intelligence				
Animal Conditioning	Drive, Intuition				
Animal Handling	Intuition				
Appraise	Analytic				
Architecture	Math, Spatial				
Armor, General Type	Agility				
Armor, Specific	Agility				
Armorsmithing	Spatial				
Balance	Agility				
Basketweaving	Common Sense, Hand-Eye				
Blacksmithing	Strength, Spatial				
Blindfighting	Intuition, Agility, Reaction Spd.				
Bookbinding	Common Sense				
Brass-smithing	Strength, Spatial				
Brawling	Strength, Agility				
Brewing	Common Sense				
Brickmaking	Common Sense				
Candlemaking	Common Sense				
Carpentry	Spatial				
Cartography	Spatial				
Catching	Hand-Eye Coordination				
Charioteering	Dexterity				
Chemistry	Math, Analytic, and Intuition				
Cleaning	Common Sense				
Climb	Phys. Fitness, Strength, Agility				
Clockmaking	Spatial				
Cobbling	Common Sense				
Comedy, Buffoonery	Charisma				
Comedy, Physical	Charisma, Agility				
Comedy, Pun	Charisma				
Constellations	Reflection, Spatial, Vision				
Contortion	Physical Fitness, Agility				
Cooking	Common Sense				
Coppersmithing	Strength, Spatial				
Cosmos, General Planes	Intelligence				
Cosmos, Specific Plane	Intelligence				
Dance	Kinetic Charisma, Agility				
Delousing	Hand-Eye Coordination				
Diagnosing	Intelligence, Wisdom				
Direction Sense	Intuition				
Disarm	Hand-Eye Coordination, Agility				
Disguise	Charisma, Common Sense				
Dismemberment	Strength, Agility				
Divination, Alectromancy	Intuition				
Divination, Anthropomancy	Intuition				
Divination, Aspidomancy	Intuition				
Divination, Astrology	Intuition				

F.A.T.A.L.

Appendix 1:
Character
Sheets

Skills					
Skill	Related Ability	Total Modifier	Skill Modifier	Points Invested	Learning Curve
Divination, Austromancy	Intuition				
Divination, Axinomancy	Intuition				
Divination, Belomancy	Intuition				
Divination, Ceraunoscopy	Intuition				
Divination, Chiromancy	Intuition				
Divination, Cleromancy	Intuition				
Divination, Crystalomancy	Intuition				
Divination, Dririmancy	Intuition				
Divination, Gastromancy	Intuition				
Divination, Gyromancy	Intuition				
Divination, Hydromancy	Intuition				
Divination, Libanomancy	Intuition				
Divination, Lithomancy	Intuition				
Divination, Lunomancy	Intuition				
Divination, Necromancy	Intuition				
Divination, Numerology	Intuition				
Divination, Omphalomancy	Intuition				
Divination, Oneiromancy	Intuition				
Divination, Onomancy	Intuition				
Divination, Oomancy	Intuition				
Divination, Ornithomancy	Intuition				
Divination, Pyromancy	Intuition				
Divination, Scatomancy	Intuition				
Divination, Sortilege	Intuition				
Divination, Stichomancy	Intuition				
Divination, Urimancy	Intuition				
Divination, Xenomancy	Intuition				
Dying	Hand-Eye Coordination				
Enameling	Hand-Eye Coordination				
Engraving	Hand-Eye Coordination				
Etiquette	Intuition, Common Sense, Refle.				
Fishing	Common Sense				
Fletching	Spatial				
Foresting	Common Sense				
Forgery	Hand-Eye Coordination				
Gambling	Math, Common Sense				
Gemcutting	Spatial				
Genealogy	Common Sense				
Girdlemaking	Common Sense				
Glassblowing	Spatial				
Glovemaking	Spatial				
Goldsmithing	Spatial				
Grooming	Common Sense				
Haggling	Rhetorical Charisma, Intuition				
Hatmaking	Common Sense				
Heraldry	Common Sense				
Herbalism	Intelligence				
Hewing	Strength				
Hide	Agility, Common Sense				
History, Cultural	Intelligence				
History, Legendary	Intelligence				

F.A.T.A.L.

Skills					
Skill	Related Ability	Total Modifier	Skill Modifier	Points Invested	Learning Curve
History, Local	Intelligence				
History, Military	Intelligence				
Hunting	Hand-Eye Coordination, Vision				
Hurl	Strength, Agility, Vision				
Impaling	Strength, Agility				
Inkmaking	Common Sense				
Intimidation	Physique, Charisma				
Juggling	Hand-Eye Coordination, Agility				
Jump	Physical Fitness				
Language, Read/Write	Language				
Language, Speak	Language				
Law	Intelligence				
Locksmithing	Spatial				
Lock-picking	Hand-Eye Coordination				
Logic	Analytic				
Mangling	Strength, Agility				
Massage	Kinetic Charisma, Hand-Eye				
Math, Algebra	Math				
Math, Fundamental	Math				
Math, Geometry	Math				
Milking	Hand-Eye Coord., Common Se.				
Milling	Common Sense				
Mining	Common Sense				
Minting	Common Sense				
Mountaineering	Phys. Fitness, Strength, Agility				
Mounted Archery	Hand-Eye Coordination, Agility				
Music, Counterpoint	Math, Analytic				
Music, Theory	Math				
Musical Instrument	Hand-Eye Coordination, Spatial				
Nature, Animals	Intelligence				
Nature, Beasts	Intelligence				
Nature, Birds	Intelligence				
Nature, Fish	Intelligence				
Nature, Geography	Intelligence				
Nature, Humanoids	Intelligence				
Nature, Minerals	Intelligence				
Nature, Mycology	Intelligence				
Nature, Plants	Intelligence				
Nature, Trees	Intelligence				
Painting	Hand-Eye Coordination, Spatial				
Papermaking	Spatial				
Parry	Hand-Eye Coordination, Agility				
Perfumemaking	Common Sense				
Persuasion	Charisma				
Pewtersmithing	Common Sense				
Philosophy	Intelligence				
Pick Pocket	Hand-Eye Coordination				
Pottery	Common Sense				
Pursemaking	Common Sense				
Read Lips	Intuition				

F.A.T.A.L.

Appendix 1:
Character
Sheets

Skills					
Skill	Related Ability	Total Modifier	Skill Modifier	Points Invested	Learning Curve
Religion, Cultural	Intelligence				
Religion, Specific	Intelligence				
Remember Detail	Reflection				
Research, Library	Intelligence				
Riding	Agility				
Ritual, Complex	Hand-Eye Coordination, Intell.				
Ropemaking	Common Sense				
Rope Use	Hand-Eye Coordination				
Saddlemaking	Common Sense				
Sailing	Intelligence, Vision				
Sailmaking	Spatial				
Sculpture	Hand-Eye Coord., Intuition				
Search	Intuition, Common Sense				
Seduction	Bodily Attract., Charisma				
Sexual Adeptness	Bodily Attract., Facial, Kinetic				
Sheathmaking	Common Sense				
Shipwright	Spatial				
Sight	Vision				
Silence	Agility, Common Sense				
Silversmithing	Strength, Spatial				
Skinning	Common Sense				
Soapmaking	Common Sense				
Sound	Health				
Spellcasting, Combat	Drive				
Spellcasting, Famiarity	Intelligence				
Spellcasting, Specific	-				
Spitting	Enunciation				
Sprint	Physical Fitness				
Stonemasonry	Strength, Spatial				
Storytelling	Charisma				
Surgery	Hand-Eye Coord., Intelligence				
Swim	Physical Fitness, Strength				
Symbology	Intelligence				
Tailoring	Hand-Eye Coord., Spatial				
Tanning	Common Sense				
Taste	Intuition				
Teaching	Intellig., Intuition, Comn. Sense				
Thatching	Common Sense				
Tilemaking	Common Sense				
Tinkering	Common Sense				
Touch	Intuition				
Toxicology	Intelligence				
Tracking	Intelligence				
Transcribing	Language				
Trapping	Common Sense				
Trickery	Charisma				
Tumble	Agility				
Urinating	Health, Hand-Eye Coord.				
Ventriloquism	Intelligence, Enunciation				
Wainwrighting	Common Sense				

F.A.T.A.L.

Spell Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Spells Known										

Describe Spellbook: _____

Spell: _____	Discipline: _____
Level: _____	Range: _____
Duration: _____	Area: _____
Effect: _____	
Chant: _____	Skill Points Invested: _____
Ingredients: _____	
Pages in Spellbook: _____	Ingredients stored where: _____

Spell: _____	Discipline: _____
Level: _____	Range: _____
Duration: _____	Area: _____
Effect: _____	
Chant: _____	Skill Points Invested: _____
Ingredients: _____	
Pages in Spellbook: _____	Ingredients stored where: _____

Spell: _____	Discipline: _____
Level: _____	Range: _____
Duration: _____	Area: _____
Effect: _____	
Chant: _____	Skill Points Invested: _____
Ingredients: _____	
Pages in Spellbook: _____	Ingredients stored where: _____

Spell: _____	Discipline: _____
Level: _____	Range: _____
Duration: _____	Area: _____
Effect: _____	
Chant: _____	Skill Points Invested: _____
Ingredients: _____	
Pages in Spellbook: _____	Ingredients stored where: _____

Appendix 2: Spell Lists

Artwork Here

This appendix consists of several lists of spells. First, spells are indexed alphabetically according to discipline. Second, spells are indexed alphabetically according to level. Spells belonging to ceremonial magic are italicized, such as *Evil Sleep I*, while spells belonging to chaos magic have a normal type set.

Annihilation

1. *Charm to Subject*
2. Conflagration
3. Cryogenics
4. Cryoprobe
5. Detonation
6. Divine Maul
7. Electrical Field
8. *Evil Sleep III*
9. Fatal
10. Fierce Fire
11. Force Ballista
12. Force Missile
13. Greater Electrical Discharge
14. Greater Holocaust
15. Inferno
16. Internal Explosion
17. Ionic Attack
18. Lesser Electrical Discharge
19. Lesser Holocaust
20. Meltdown
21. Myotomy
22. Pillars of Salt
23. Random Mangling
24. *Recipe for Blistering Death*
25. *Recipe for Death*
26. Spermicidal Sphere
27. Symbol of Ethicality
28. Symbol of Immorality
29. Symbol of Morality
30. Symbol of Unethicality
31. Truncheon

Convocation

1. Burning Bush
2. Call Acid Rain
3. Call Animals
4. Call Avalanche
5. Call Ball Lightning
6. Call Blizzard
7. Call Chilly Gust
8. Call Comet
9. Call Familiar
10. Call Flood
11. Call Fog
12. Call Gale Wind
13. Call God

14. Call Greater Item
15. Call Guard Dog
16. Call Lesser Being
17. Call Light
18. Call Lightning
19. Call Maggots
20. Call Magic Mail
21. Call Object
22. Call Quake
23. Call Termites
24. Call Tidal Wave
25. Call Vermin
26. *Charm for Direct Vision*
27. *Charm to Break Enchantment*
28. *Divination by Means of a Boy*
29. Drawn and Quartered
30. *Evil Sleep II*
31. *Fetching Charm*
32. *Fetching Charm for an Unmanageable Woman*
33. Internal Infestation
34. Palfrey
35. Pillar of Smoke
36. Pillars of Lightning
37. *Prayer of Deliverance*
38. Puddle of Crud
39. Random Impaling
40. *Request for a Dream Oracle*
41. *Restraining Rite for Anything*
42. *Resurrection of a Dead Body*
43. *Rite for Acquiring an Assistant Demon*
44. *Rite to Produce an Epiphany of Kore*
45. *Spell for Questioning Corpses*
46. True Name
47. Wishbone

Deterioration

1. All for One
2. Bestow Aching Back
3. Bestow Aeon
4. Bestow Allergy
5. Bestow Asphyxiation
6. Bestow Blindness
7. Bestow Blistering Boils
8. Bestow Century
9. Bestow Convulsion
10. Bestow Deafness
11. Bestow Decade

43. Predilection
44. *Pudenda Key Spell*
45. *Recipe for Making a Woman Mad After a Man*
46. *Spell for Causing Talk while Asleep*
47. *Spell for Restraining Anger*
48. *Spell to Subject and Silence*
49. *Spell to Cause a Woman to Hate a Man*
50. Trance
51. Wet Dream

Eradication

1. *An Excellent Spell for Silencing, for Subjecting, and for Restraining*
2. *Charm to Induce Insomnia II*
3. *Coercive Spell for Restraining*
4. *Contraceptive Spell*
5. Greater Vulnerability to Acid
6. Greater Vulnerability to Air
7. Greater Vulnerability to Armor
8. Greater Vulnerability to Bases
9. Greater Vulnerability to Choleric
10. Greater Vulnerability to Cold
11. Greater Vulnerability to Discipline
12. Greater Vulnerability to Earth
13. Greater Vulnerability to Electricity
14. Greater Vulnerability to Ethicality
15. Greater Vulnerability to Fire
16. Greater Vulnerability to Immorality
17. Greater Vulnerability to Melancholic
18. Greater Vulnerability to Morality
19. Greater Vulnerability to Phlegmatic
20. Greater Vulnerability to Poison
21. Greater Vulnerability to Sanguine
22. Greater Vulnerability to Skill
23. Greater Vulnerability to Sonics
24. Greater Vulnerability to Unethicality
25. Greater Vulnerability to Weapon
26. Lesser Vulnerability to Acid
27. Lesser Vulnerability to Air
28. Lesser Vulnerability to Armor
29. Lesser Vulnerability to Bases
30. Lesser Vulnerability to Choleric
31. Lesser Vulnerability to Cold
32. Lesser Vulnerability to Discipline
33. Lesser Vulnerability to Earth
34. Lesser Vulnerability to Electricity
35. Lesser Vulnerability to Ethicality

36. Lesser Vulnerability to Fire
37. Lesser Vulnerability to Immorality
38. Lesser Vulnerability to Melancholic
39. Lesser Vulnerability to Morality
40. Lesser Vulnerability to Phlegmatic
41. Lesser Vulnerability to Poison
42. Lesser Vulnerability to Sanguine
43. Lesser Vulnerability to Skill
44. Lesser Vulnerability to Sonics
45. Lesser Vulnerability to Unethicality
46. Lesser Vulnerability to Weapon
47. Mass Vulnerability to Acid
48. Mass Vulnerability to Air
49. Mass Vulnerability to Armor
50. Mass Vulnerability to Bases
51. Mass Vulnerability to Choleric
52. Mass Vulnerability to Cold
53. Mass Vulnerability to Discipline
54. Mass Vulnerability to Earth
55. Mass Vulnerability to Electricity
56. Mass Vulnerability to Ethicality
57. Mass Vulnerability to Fire
58. Mass Vulnerability to Immorality
59. Mass Vulnerability to Melancholic
60. Mass Vulnerability to Morality
61. Mass Vulnerability to Phlegmatic
62. Mass Vulnerability to Poison
63. Mass Vulnerability to Sanguine
64. Mass Vulnerability to Skill
65. Mass Vulnerability to Sonics
66. Mass Vulnerability to Unethicality
67. Mass Vulnerability to Weapon
68. *Restraining Spell*
69. *Rite for Driving out Demons*

Hallucination

1. Bestow Aura
2. *Dream Spell*
3. Evanescence
4. False Alchemy
5. Greater Hologram
6. Greater Perpetual Hologram
7. Have Her Cadaver
8. Headless
9. *Indispensable Invisibility*
10. *Invisibility*
11. Lesser Hologram

12. Mass Evanescence
13. Near Death Experience
14. Perpetual Hologram
15. Putrid Portrait
16. Worst Nightmare

Prognostication

1. *Demokritos' Sphere*
2. Detect Air
3. Detect Choleric Temperament
4. Detect Earth
5. Detect Emotion
6. Detect Ether
7. Detect Ethicality
8. Detect Evanescence
9. Detect Fire
10. Detect Immorality
11. Detect Inferiority
12. Detect Lie
13. Detect Melancholic Temperament
14. Detect Morality
15. Detect Object
16. Detect Phlegmatic Temperament
17. Detect Sanguine Temperament
18. Detect Scent
19. Detect Superiority
20. Detect Surface Thoughts
21. Detect Thoughts
22. Detect Unethicality
23. Detect Water
24. *Foreknowledge Charm I*
25. *Foreknowledge Charm II*
26. Hearing Voices
27. Nous
28. Omniscience
29. *Orade*
30. *Spell to Catch a Thief*
31. *Test of Pregnancy*

Reformation

1. Ablation
2. Acclimation
3. Acidic Touch
4. Alchemy
5. Alter Temperature
6. Arachnid Feet
7. Audio Range

8. Cloak
9. Cocoon
10. Cover Tracks
11. Create Species
12. Decortication
13. Defenestration
14. Develop Breasts
15. Ejaculate Acid
16. Ejaculate Blood
17. Ejaculate Poison
18. Faceless
19. Flight
20. Flyweight
21. Force Fart
22. Frosty Touch
23. Happy Cleaver
24. Heating
25. Hover
26. Hurl Voice
27. Immutable Wound
28. Impotence
29. Intestinal Wreathe
30. Mass Teleportation
31. Modify Molecules
32. Ondontoloxia
33. Oophagous
34. Oroanal
35. Perpetual Burn
36. Perpetual Orgasm
37. Phlogistic Augmentation
38. Preservation
39. Preserve Forest
39. Prognathism
40. Random Dismemberment
41. Rivers Run Red
42. Seal Item
43. Seal Orifice
44. *Strength*
45. Stronger than Before
46. Teleportation
47. Tenesmus
48. Transmogrification
49. Transmogrify Dirt and Mud
50. Transmogrify Flesh to Stone
51. Transmogrify Life
52. Transmogrify Metal and Wood
53. Transmogrify Object

54. *Unattractive*
55. Vanish
56. Varicose Veins
57. Walk on Water
58. Waves Be Still
59. Wooden Carapace

Restoration

1. *Aching Feet*
2. *Against Menstruation*
3. Anti-venom
4. Banish Allergy
5. Banish Disease
6. Banish Intoxication
7. Banish Paralysis
8. Banish Poison
9. Complete Healing
10. Cryotherapy
11. *De Medicamentis*
12. *For Coughs*
13. *For Discharge of the Eyes*
14. *For Fever with Shivering Fits*
15. Greater Healing
16. Greater Mending
17. *Heal Dislocation or Fracture*
18. Healing
19. Lesser Healing
20. Lesser Mending
21. Mass Complete Healing
22. Mass Greater Healing
23. Mass Healing
24. Mass Lesser Healing
25. Perpetual Healing
26. Pleasure Berry
27. Re-animation
28. Regeneration
29. Revivification
30. Sanitize Food/Beverage
31. *Spell for Removal of Poison*
32. Spermatozoa Rejuvenation

Supportation

1. *Against every Wild Animal, Aquatic Creature and Robbers*
2. *Against Evil Sleep*
3. Augment Charisma
4. Augment Debauchery

5. Augment Dexterity
6. Augment Intelligence
7. Augment Magic
8. Augment Physique
9. Augment Piety
10. Augment Vision
11. Augment Wisdom
12. *Business Spell*
13. Coal Foot
14. *Favor and Victory Charm*
15. *For an Erection*
16. Invincibility
17. Invincibility to Acid
18. Invincibility to Air
19. Invincibility to Bases
20. Invincibility to Cold
21. Invincibility to Earth
22. Invincibility to Electricity
23. Invincibility to Fire
24. Invincibility to Gaze
25. Invincibility to Poison
26. Invincibility to Water
27. Magical Warning
28. Mass Protection from Acid
29. Mass Protection from Air
30. Mass Protection from Bases
31. Mass Protection from Choleric
32. Mass Protection from Cold
33. Mass Protection from Discipline
34. Mass Protection from Earth
35. Mass Protection from Electricity
36. Mass Protection from Ethicality
37. Mass Protection from Fire
38. Mass Protection from Gaze
39. Mass Protection from Immorality
40. Mass Protection from Melancholics
41. Mass Protection from Morality
42. Mass Protection from Phlegmatics
43. Mass Protection from Physical Harm
44. Mass Protection from Poison
45. Mass Protection from Sanguines
46. Mass Protection from Sonics
47. Mass Protection from Unethicality
48. Mass Protection from Water
49. Multiplication of Loaves and Fish
50. Protection from Acid
51. Protection from Air

52. Protection from Bases
53. Protection from Choleric
54. Protection from Cold
55. Protection from Discipline
56. Protection from Earth
57. Protection from Electricity
58. Protection from Ethicality
59. Protection from Fire
60. Protection from Gaze
61. Protection from Immorality
62. Protection from Melancholics
63. Protection from Morality
64. Protection from Phlegmatics
65. Protection from Physical Harm
66. Protection from Poison
67. Protection from Sanguines
68. Protection from Sonics
69. Protection from Unethicality
70. Protection from Water
71. Raise Prowess

Universal

1. Ascertain Properties
2. *Charm to Break Spells*
3. *Charm to Open a Door*
4. *Demokritos' Table Gimmicks*
5. Detect Magic
6. Determine Magic
7. Imbue Item
8. Immutability
9. *To Keep Bugs Out of the House*
10. *To Win at Dice*
11. Reverse Magic
12. Transference
13. Wish

Level One

Annihilation:

1. Cryoprobe
2. Detonation
3. Electrical Field
4. Fierce Fire
5. Force Missile
6. Ionic Attack
7. Lesser Electrical Discharge
8. Spermicidal Sphere

Convocation:

1. Call Chilly Gust
2. Call Familiar
3. Call Fog
4. Call Gale Wind
5. Call Light
6. Call Maggots
7. Call Magic Mail
8. Call Termites
8. *Fetching Charm*
9. Puddle of Crud

Deterioration:

1. All for One
2. Bestow Aching Back
3. Bestow Earache
4. Bestow Fatigue
5. Bestow Headache
6. Bestow Ingrown Nail
7. Bestow Intoxication
8. Bestow Lesser Harm
9. Bestow Numbness
10. Bestow Sniffles
11. Bestow Toothache
12. Bestow Ulcer
13. Bestow Virus
14. Brittlebone
15. *For Ascent of the Uterus*
16. One for All
17. Pain Berry
18. Rot

Domination:

1. Beguile Enemy
2. Charm Small Mammal
3. *Charm to Induce Insomnia I*
4. *Evil Sleep I*
5. *For a Sleeping Woman to Confess the Name of the Man she Loves*
6. Force Inferiority Complex
7. Force Oblation
8. Force Rancor
9. Force Scream
10. Force Slumber
11. *Love Spell I*
12. *Spell to Cause a Woman to Hate a Man*

Eradication:

1. Lesser Vulnerability to Air
2. Lesser Vulnerability to Armor
3. Lesser Vulnerability to Cold
4. Lesser Vulnerability to Discipline
5. Lesser Vulnerability to Earth
6. Lesser Vulnerability to Electricity
7. Lesser Vulnerability to Fire
8. Lesser Vulnerability to Weapon

Hallucination:

1. *Dream Spell*
2. Headless
3. Lesser Hologram
4. Putrid Portrait

Prognostication:

1. Detect Air
2. Detect Earth
3. Detect Ether
4. Detect Fire
5. Detect Scent
6. Detect Water
7. *Orade*
8. *Test of Pregnancy*

Reformation:

1. Acidic Touch
2. Alter Temperature
3. Arachnid Feet
4. Audio Range
5. Cover Tracks
6. Defenistration
7. Ejaculate Acid
8. Ejaculate Blood
9. Faceless
10. Flyweight
11. Force Fart
12. Frosty Touch
13. Heating
14. Hurl Voice
15. Impotence
16. Ondontoloxia
17. Phlogistic Augmentation
18. Preservation
19. Seal Item
20. Seal Orifice
21. Tenesmus
22. Vanish
23. Varicose Veins
24. Wooden Carapace

Restoration:

1. *Against Menstruation*
2. Anti-venom
3. Cryotherapy
4. *For Coughs*
5. *For Discharge of the Eyes*
6. Lesser Healing
7. Pleasure Berry
8. Sanitize Food/Beverage
9. Spermatozoa Rejuvenation

Supportation:

1. *Against Evil Seep*
2. *Business Spell*
3. Coal Foot
4. *Favor and Victory Charm*
5. *For an Erection*
6. Magical Warning
7. Protection from Air
8. Protection from Cold
9. Protection from Discipline
10. Protection from Earth
11. Protection from Electricity
12. Protection from Fire
13. Protection from Water
14. Raise Prowess

Universal:

1. Asertain Properties
2. *Demokritos' Table Gimmicks*
3. Detect Magic
4. Determine Magic
5. *To Keep Bugs Out of the House*
6. *To Win at Dice*

Level Two

Annihilation:

1. Force Ballista
2. Internal Explosion
3. Random Mangling
4. Symbol of Ethicality
5. Symbol of Immorality
6. Symbol of Morality
7. Symbol of Unethicality

Convocation:

1. Call Animals
2. Call Ball Lightning
3. Call Guard Dog
4. Call Lesser Being
5. Call Object
6. *Fetching Charm for an Unmanageable Woman*
7. Internal Infestation

Deterioation:

1. Bestow Allergy
2. Bestow Blistering Boils
3. Bestow Dislocation
4. Bestow Harm
5. Bestow Loss of Appetite
6. Bestow Paralysis
7. *Charm to Inflict Harm I For Swollen Testicles*
8. Living Monstrosity
9. *Recipe for Skin Disease*

Domination:

1. Agelast
2. *Charm for Causing Separation*
3. Force Favor
4. Force Feed
5. *Love Spell II*
6. *Love Spell of Attraction I*
7. Predilection
8. *Recipe for Making a Woman Mad After a Man*
9. *Spell for Restraining Anger*
10. Trance
11. Wet Dream

Eradication:

1. *An Excellent Spell for Silencing for Subjecting, and for Restraining*
2. Lesser Vulnerability to Acid
3. Lesser Vulnerability to Bases
4. Lesser Vulnerability to Choleric
5. Lesser Vulnerability to Melancholics
6. Lesser Vulnerability to Phlegmatics
7. Lesser Vulnerability to Sanguines
8. Lesser Vulnerability to Sonics

Hallucination:

1. Bestow Aura
2. False Alchemy
3. Near Death Experience

Prognostication:

1. *Demokritos' Sphere*
2. Detect Choleric Temperament
3. Detect Melancholic Temperament
4. Detect Phlegmatic Temperament
5. Detect Sanguine Temperament

Reformation:

1. Acclimation
2. Develop Breasts
3. Ejaculate Poison
4. Modify Molecules
5. Oophagous
6. Prognathism
7. *Strength*
8. Stronger than Before
9. *Unattractive*

Restoration:

1. *Aching Feet*
2. Banish Intoxication
3. *Heal Dislocation or Fracture*
4. Healing
5. Lesser Mending
6. Re-animation
7. *Spell for Removal of Poison*

Supportation:

1. *Against every Wild Animal, Aquatic Creature and Robbers*
2. Protection from Acid
3. Protection from Bases
4. Protection from Choleric
5. Protection from Gaze
6. Protection from Melancholics
7. Protection from Phlegmatics
8. Protection from Sanguines
9. Protection from Sonics

Universal:

1. *Charm to Open a Door*

Level Three

Annihilation:

1. Cryogenics
2. Divine Maul
3. Greater Electrical Discharge

Convocation:

1. Call Acid Rain
2. *Request for a Dream Orade*
3. *Spell for Questioning Corpses*
4. Random Impaling

Deterioration:

1. Bestow Disease
2. Bestow Greater Harm
3. Bestow Tooth-Rot
4. *Madness*
5. *Recipe for Blindness*

Domination:

1. Convert to Cannibal
2. Discursivity
3. *Eternal Spell for Binding a Lover*
4. Force Falsity
5. Force Fear
6. Force Fearlessness
7. Lesser Bidding
8. *Love Spell III*
9. *Love Spell of Attraction II*
10. *Love Spell of Attraction III*
11. *Love Spell of Attraction through Touch*
12. Odium Theologicum
13. Ordained by God
14. *Spell for Causing Talk while Asleep*

Eradication:

1. *Coercive Spell for Restraining*
2. *Contraceptive Spell*
3. Lesser Vulnerability to Ethicality
4. Lesser Vulnerability to Immorality
5. Lesser Vulnerability to Morality
6. Lesser Vulnerability to Poison
7. Lesser Vulnerability to Skill
8. Lesser Vulnerability to Unethicality

Hallucination:

1. Evanescence
2. Have Her Cadaver
3. Greater Hologram
4. *Invisibility*

Prognostication:

1. Detect Ethicality
2. Detect Immorality
3. Detect Morality
4. Detect Unethicality
5. *Spell to Catch a Thief*

Reformation:

1. Happy Cleaver
2. Hover
3. Intestinal Wreathe
4. Walk on Water

Restoration:

1. Banish Allergy
2. Greater Healing

Supportation:

1. Protection from Ethicality
2. Protection from Immorality
3. Protection from Morality
4. Protection from Physical Harm
5. Protection from Poison
6. Protection from Unethicality

Universal:

1. *Charm to Break Spells*

Level Four**Annihilation:**

1. Myotomy
2. *Recipe for Blistering Death*
3. *Recipe for Death*
4. Truncheon

Convocation:

1. Call Greater Item
2. Call Lightning
3. *Charm to Break Enchantment*
4. *Divination by Means of a Boy*
5. Drawn and Quartered
6. *Evil Sleep II*
7. *Resurrection of a Dead Body*
8. Palfrey

Deterioration:

1. Bestow Blindness
2. Bestow Convulsion
3. Bestow Deafness
4. Bestow Decade
5. Bestow Leprosy
6. Bestow Muteness
7. *Charm to Inflict Harm II*
8. Pestilential Penis

Domination:

1. *Cup Spell*
2. Greater Bidding
3. *Love Spell IV*
4. *Love Spell of Attraction IV*
5. Perpetual Slumber
6. Possession

Eradication:

1. *Charm to Induce Insomnia II*
2. Greater Vulnerability to Air
3. Greater Vulnerability to Armor
4. Greater Vulnerability to Cold
5. Greater Vulnerability to Discipline
6. Greater Vulnerability to Earth
7. Greater Vulnerability to Electricity
8. Greater Vulnerability to Fire
9. Greater Vulnerability to Weapon

Hallucination:

1. Mass Evanescence
2. Worst Nightmare

Prognostication:

1. Detect Emotion
2. Detect Inferiority
3. Detect Lie
4. Detect Superiority
5. Detect Surface Thoughts
6. *Hearing Voices*

Reformation:

1. Decortication
2. Flight
3. Immutable Wound
4. Oroanal
5. Preserve Forest
6. Transmogrify Dirt and Mud
7. Transmogrify Metal and Wood

Restoration:

1. Banish Disease
2. Banish Paralysis
3. Banish Poison
4. Mass Lesser Healing
5. Greater Mending

Supportation:

1. Mass Protection from Air
2. Mass Protection from Cold
3. Mass Protection from Discipline
4. Mass Protection from Earth
5. Mass Protection from Electricity
6. Mass Protection from Fire
7. Mass Protection from Water
8. Multiplication of Loaves and Fish

Universal:

1. Reverse Magic
2. Transference

Level Five**Annihilation:**

1. Pillars of Salt

Convocation:

1. Call Avalanche
2. Call Tidal Wave
3. Call Vermin
4. *Charm for Direct Vision*

Deterioration:

1. Bestow Asphyxiation
2. Bestow Century
3. *Charm to Inflict Harm III*
4. Diminish Charisma
5. Diminish Debauchery
6. Diminish Dexterity
7. Diminish Intelligence
8. Diminish Magic
9. Diminish Physique
10. Diminish Piety
11. Diminish Wisdom
12. Miasma
13. Pestilential Host
14. Pestilential Pudenda

Domination:

1. *Love Spell V*
2. Mass Bidding

Eradication:

1. Greater Vulnerability to Acid
2. Greater Vulnerability to Bases
3. Lesser Vulnerability to Choleric
4. Lesser Vulnerability to Melancholics
5. Lesser Vulnerability to Phlegmatics
6. Lesser Vulnerability to Sanguines
7. Greater Vulnerability to Sonics

Hallucination:

1. *Indispensible Invisibility*
2. Perpetual Hologram

Prognostication:

1. Detect Thoughts

Reformation:

1. Ablation
2. Cocoon
3. Perpetual Burn
4. Perpetual Orgasm
5. Random Dismemberment
6. Transmogrify Flesh to Stone

Restoration:

1. *For Fever with Shivering Fits*
2. Mass Healing
3. Regeneration

Supportation:

1. Mass Protection from Acid
2. Mass Protection from Bases
3. Mass Protection from Choleric
4. Mass Protection from Gaze
5. Mass Protection from Melancholics
6. Mass Protection from Phlegmatics
7. Mass Protection from Sanguines
8. Mass Protection from Sonics

Universal:

1. Imbue Item

Level Six

Annihilation:

1. *Charm to Subject*
2. *Evil Sleep III*

Convocation:

1. Call Quake
2. Pillars of Lightning
3. True Name

Deterioration:

1. Bestow Millennium
2. Perpetual Bleeding

Domination:

1. Akeldama
2. Mass Greater Bidding
3. *Pudenda Key Spell*
4. *Spell to Subject and Silence*

Eradication:

1. Greater Vulnerability to Ethicality
2. Greater Vulnerability to Immorality
3. Greater Vulnerability to Morality
4. Greater Vulnerability to Poison
5. Greater Vulnerability to Skill
6. Greater Vulnerability to Unethicality

Hallucination:

Prognostication:

1. *Foreknowledge Charm I*
2. Detect Object

Reformation:

1. Alchemy
2. Rivers Run Red
3. Transmogrify Object

Restoration:

1. Complete Healing
2. *De Medicamentis*
3. Mass Greater Healing

Supportation:

1. Augment Charisma
2. Augment Debauchery
3. Augment Dexterity
4. Augment Intelligence
5. Augment Magic
6. Augment Physique
7. Augment Piety
8. Augment Vision
9. Augment Wisdom
10. Mass Protection from Ethicality
11. Mass Protection from Immorality
12. Mass Protection from Morality
13. Mass Protection from Physical Harm
14. Mass Protection from Poison
15. Mass Protection from Unethicality

Universal:

1. Immutability

Level Seven

Annihilation:

1. Conflagration

Convocation:

1. Call Blizzard
2. *Rite for Acquiring an Assistant Demon*
3. *Rite to Produce an Epiphany of Kore*
4. Wishbone

Deterioration:

1. Bestow Aeon

Domination:

1. Force Mass Fear

Eradication:

1. Mass Vulnerability to Air
2. Mass Vulnerability to Armor
3. Mass Vulnerability to Cold
4. Mass Vulnerability to Discipline
5. Mass Vulnerability to Earth
6. Mass Vulnerability to Electricity
7. Mass Vulnerability to Fire
8. Mass Vulnerability to Weapon
9. *Restraining Spell*
10. *Rite for Driving out Demons*

Hallucination:

1. Greater Perpetual Hologram

Prognostication:

1. Detect Evanescence

Reformation:

1. Transmogrify Life

Restoration:

1. Revivification

Supportation:

1. Invincibility to Air
2. Invincibility to Cold
3. Invincibility to Earth
4. Invincibility to Electricity
5. Invincibility to Fire
6. Invincibility to Water

Universal:

Level Eight

Annihilation:

1. Inferno

Convocation:

Deterioration:

1. Fatal Fable

Domination:

1. Martyrization

Eradication:

1. Mass Vulnerability to Acid
2. Mass Vulnerability to Bases
3. Lesser Vulnerability to Choleric
4. Lesser Vulnerability to Melancholics
5. Lesser Vulnerability to Phlegmatics
6. Lesser Vulnerability to Sanguines
7. Mass Vulnerability to Sonics

Hallucination:

Prognostication:

Reformation:

1. Teleportation

Restoration:

2. Mass Complete Healing

Supportation:

1. Invincibility to Acid
2. Invincibility to Bases
3. Invincibility to Gaze

Universal:

Level Nine

Annihilation:

1. Lesser Holocaust

Convocation:

1. Burning Bush
2. *Prayer of Deliverance*
3. *Restraining Rite for Anything*

Deterioration:

Domination:

Eradication:

1. Mass Vulnerability to Ethicality
2. Mass Vulnerability to Immorality
3. Mass Vulnerability to Morality
4. Mass Vulnerability to Poison
5. Mass Vulnerability to Skill
6. Mass Vulnerability to Unethicality

Hallucination:

Prognostication:

1. *Foreknowledge Charm II*
2. Nous

Reformation:

1. Cloak
2. Mass Teleportation

Restoration:

Supportation:

1. Invincibility to Poison

Universal:

Level Ten

Annihilation:

1. Fatal
2. Greater Holocaust

Convocation:

1. Call Comet
2. Call Flood
3. Call God
4. Pillar of Smoke

Deterioration:

1. Soulstealer's Black Bolt

Domination:

Eradication:

Hallucination:

Prognostication:

1. Omniscience

Reformation:

1. Create Species
2. Transmogrification
3. Waves Be Still

Restoration:

1. Perpetual Healing

Supportation:

1. Invincibility

Universal:

1. Wish

Appendix 3: Random Magical Effects

Under certain conditions, random magical effects are possible. Sometimes these effects are the result of obscure or powerful magical items; sometimes they result from an incorrect chant, ingredient, or ritual; sometimes they are actively sought by experimental casters.

Regarding the table below, 'caster' refers to either the caster of a spell, trigger of an effect, or if not applicable, to the original source such as with a magical item. To determine a random magical effect, roll 2d1000 and consult the table below:

- 0002 Caster's skin hardens & looks like tree bark. Caster gains a permanent + 20 bonus to CA.
- 0003 Caster immediately tries to rape the target creature for 1d20 rounds and has amnesia about it.
- 0004 Caster's eyes turn jet black with animate lightning images. Permanent immunity to lightning.
- 0005 Caster grows an extra fully functioning eye on a random body part.
- 0006 Caster's bones become brittle. Take 1.5x damage from pounding weapons from now on.
- 0007 Caster immediately gains Weapon Master skill of the next weapon with which they are struck.
- 0008 Caster gives birth to a clone through their penis/vagina. The new clone is 1d3 levels higher.
- 0009 Caster permanently loses one casting level.
- 0010 Every time the caster casts a spell from now on, chunky defecation squirts down their leg.
- 0011 Random magical item, already identified, appears in caster's hands.
- 0012 Caster grows two 12-inch horns from each hand, sprouting out as daggers -- 2d6 stabbing dmg.
- 0013 Caster gains an attack bonus of 3 per level.
- 0014 Target falls deeply in love with caster permanently.
- 0015 Target becomes a loyal henchman of a random party member.
- 0016 The next successful hit in a battle causes 2d100 damage + all modifiers, if any.
- 0017 Caster gains the body, CA, and Sprint of a random monster from Grimoirium Monstrum.
- 0018 Caster's body gives off a blinding-white aura whenever enemies attempt to surprise attack.
- 0019 Caster's entire living family appears in the battle.
- 0020 Caster and target each swap weapons and instantly become specialized in its use.
- 0021 Caster's arm falls off and begins attacking at random for d4 rds.: + 25 to hit, 1d4 damage, 2 LP.
- 0022 Spell bounces off of target and hits random party member.

- 0023 Target contracts disease. Target twitches as if it were lying on its deathbed.
- 0024 Target's genitalia are swapped with random party member.
- 0025 Caster's genitalia grow by 2d20 percent in size.
- 0026 Multi-effect; roll for 1d3 more Random Magical Effects that take effect instantly.
- 0027 Caster gains a permanent 25% chance of a Random Magical Effect every time a spell is cast.
- 0028 Battleground (or next one, if not in battle) becomes a pool of sulfuric acid: 15' deep, 100' diameter.
- 0029 Caster and target each become immune to fire. Their heads are permanently ablaze.
- 0030 Every weapon being used in battle must pass a check at TH 80 or disintegrate.
- 0031 A random Bestow spell is cast on a random entity in battle.
- 0032 Caster and target each become immune to normal weapons.
- 0033 Target immediately begins to sniff and lick the ass of the caster for 1d4 rounds.
- 0034 Caster gains the genitalia of the opposite sex on a random body part.
- 0035 Nearest enemy's head explodes -- enemy dies unless able to regenerate.
- 0036 Caster gains the ability to regenerate 1 LP every hour permanently.
- 0037 Random party member gains 20 skill points to allocate as they please without restriction.
- 0038 Target must pass a Health check at TH 60 or become a quadriplegic.
- 0039 Next set of enemies seen by caster begin to fight each other until death after taking damage.
- 0040 Caster gains a breath weapon of hydrochloric acid: 30' long, 30' diameter., 3/day, 6d10 LP damage.
- 0041 Caster gains a fecal breath weapon: 30' long, 30' diameter, 3/day, results in -10 TH for 1d4 rounds.
- 0042 Random party member gains night-vision, if already able, it doubles in effectiveness.
- 0043 Caster's buttocks are singed for 1d4 LP instantaneously.
- 0044 Entire party sprouts random-colored wings: 4d3' in length, 4d10 move.
- 0045 Caster gains random spell useable once per day.
- 0046 Target attempts to kill itself for 2 rounds.
- 0047 Random party member becomes immune to all mind attacks and Domination spells.
- 0048 Caster's height and weight increase by 1d20 in. and 1d100 lbs., respectively.
- 0049 Caster swaps attack bonuses/penalties with the target permanently.
- 0050 Caster's spell ability is raised by one level permanently.
- 0051 Caster and other random party member gains 1d100 percent immunity to magic.
- 0052 A huge 20-ton container of bile appears over battle scene and pours itself for 10 rounds.
- 0053 Caster's legs now bend the opposite direction, granting a + 30 to their Sprint skill.
- 0054 Caster permanently gives off an odor identical to a rotten corpse, suffer - 35 Charisma.
- 0055 Caster's sperm becomes magical: it can impregnate ANYTHING and make half-breeds.
- 0056 Caster is able to shoot flames out of their ass 1d100 feet at will, 1d6 LP damage.
- 0057 Caster ages 6d10 years.
- 0058 Caster ages 3d10 years.
- 0059 Caster loses 6d10 years.
- 0060 Caster loses 3d10 years.
- 0061 Caster has a permanent hard-on -- penis or nipple, depending on gender.
- 0062 Caster must drink everyday, the next liquid they touch, or suffer random insanity roll.
- 0063 Target gains additional 5d8 Strength for the next 1d10 rounds.
- 0064 Caster stops and stares incessantly (unaware of anything) for 1d4 hours.
- 0065 The next hypothetical statement said by the caster immediately comes true.
- 0066 Caster's eye pops out, but is still fully functional. They feel no pain. Suffer - 4d10 Facial Charisma.
- 0067 Caster grows webs between fingers and toes, and a dorsal fin. Can now swim at rate of 75 feet/round.
- 0068 Caster's blood becomes random poison type. Now immune to ALL poison.
- 0069 Caster suffers an itching frenzy. Common Sense check at TH 85 or scratch for 3 rounds, bleed for 2 LP.
- 0070 Caster's heart pumps twice as fast. They now age at twice the normal rate and suffer twice bleeding dmg.
- 0071 Caster gains ability to jump as a giant insect: 50 feet horizontally, 20 feet vertically.
- 0072 Caster is 100% silent as they walk, is also mute, but makes the noise of 100 soldiers when running.
- 0073 Caster gains the ability to mimic a voice.

- 0074 Caster shifts to a random occupation equal to current level and with extra 1d3 magical items.
- 0075 Caster's touch can raise dead 1d3 times, making the undead servants when raised.
- 0076 Caster gets random spell usable once per day for free, regardless of the spell's level.
- 0077 Any unidentified magical item with the party is now fully understood.
- 0078 Caster begins to repeatedly punch themselves and is unable to function in battle for 2 rounds.
- 0079 Target grows a tongue from its forehead.
- 0080 To the caster, all the stars in the night sky seem to be purple now.
- 0081 Target's skin is magically peeled like a banana; innards are exposed and it dies.
- 0082 Every time the caster performs a magical action, they say "I love you, you lil'...whore!"
- 0083 Caster feels remorse for every immoral act committed, and seeks forgiveness right now.
- 0084 Caster contracts Leprosy. In next 1d4 weeks, a random body part falls off.
- 0085 Two gay ogres appear within 30' radius and begin to butt-fuck as if there is no tomorrow.
- 0086 Caster grows fangs of a wolf.
- 0087 The next character to whom the caster speaks will turn to stone for 1d6 hours.
- 0088 Each party member becomes, as per the spell, *Evanescence* for 3 days, regardless of their actions.
- 0089 Caster grows a hole in their forehead, though somewhat similar to a lubricated vagina.
- 0090 Next time caster defecates, their intestines fall out of their ass, though still loosely attached.
- 0091 An illusory disembodied 3d10' long schlong appears, trying to fuck whoever has the most LP in 500'.
- 0092 Illusion appears of a male human pulling his pants down, cutting off his scrotum, and offering some...
- 0093 Caster attracts the next member of the opposite sex in sight as if they have a Charisma of 300.
- 0094 Caster's pubic hair grows 10d10 feet in length instantly.
- 0095 A gerbil pops out of the target's ass.
- 0096 Caster's and target's noses are turned upside down.
- 0097 Caster can now hear earthworms crawling.
- 0098 Caster becomes fascinated with rubies.
- 0099 Caster develops necrophilia.
- 0100 Caster becomes color blind.
- 0101 Caster thinks they are 100 years old.
- 0102 Caster thinks the nearest human(oid) is a demon.
- 0103 Caster develops a foot fetish.
- 0104 Caster thinks it is their birthday.
- 0105 Caster is terrified of birds.
- 0106 Caster thinks they are 6 months pregnant, regardless of their sex.
- 0107 Caster smells like lilacs.
- 0108 Caster believes they are the leader of a powerful army.
- 0109 Caster becomes nocturnal.
- 0110 Caster will now only eat raw meat.
- 0111 Caster begins to masturbate to completion after the current spell expires.
- 0112 Caster grows a prehensile tail.
- 0113 Caster now knows how to speak Demon.
- 0114 Caster becomes an elf supremacist.
- 0115 Caster thinks they can fly.
- 0116 Caster must now skip instead of walk.
- 0117 Caster screams "I'm blind!" for 6 rounds.
- 0118 Caster's eyes turn red.
- 0119 Caster believes they are a housecat for 24 hours.
- 0120 Caster does cartwheels for 4 rounds.
- 0121 Caster is unbelievably happy and does not know why.
- 0122 Caster's Sprint speed increases 50%.
- 0123 Caster grows gills.
- 0124 Caster's ears become pointed.

- 0125 Caster is starving for pudding.
- 0126 Caster becomes flexible enough to kiss their own ass.
- 0127 Caster drools uncontrollably for 4 hours.
- 0128 Caster grows a 6th finger on each hand.
- 0129 Caster does nothing but artistically draw dragons for 24 hours.
- 0130 Target develops asthma.
- 0131 Nearest party member becomes alcoholic.
- 0132 Target becomes a whore.
- 0133 It begins to snow and doesn't stop for the next 6 hours.
- 0134 Ground for 20' radius centered underneath the caster becomes ice.
- 0135 All involved in encounter or within 20' radius of caster dance for the next hour.
- 0136 Target and caster believe that they are long lost best friends.
- 0137 Caster believes that the nearest female of same or similar race is their sister.
- 0138 Caster becomes extremely arrogant.
- 0139 Caster's hair grows one foot in length.
- 0140 Day becomes night, or vice versa.
- 0141 Lightning strikes the nearest tree.
- 0142 Nearest priest believes target is a blasphemer.
- 0143 Nearest female believes the caster is trying to rape her.
- 0144 All involved in encounter or 10' radius go take baths together.
- 0145 Caster is now an acrobat.
- 0146 Target hops on one foot for 24 hours.
- 0147 Every rodent in a one-mile radius runs to the caster and stares at them.
- 0148 Caster becomes a troll (Strength and appearance of troll, all else of caster).
- 0149 Caster is afraid of the dark.
- 0150 Caster climbs the nearest tree and sings "Ring around the Rosie."
- 0151 Caster retires from adventuring to become a gardener.
- 0152 Caster becomes a serial rapist.
- 0153 Caster becomes narcissistic.
- 0154 Caster believes they must repair the nearest carriage.
- 0155 Caster can now speak with animals twice per day.
- 0156 All backpacks within a 10' radius become wild dogs.
- 0157 All involved in combat must continue to fight on their knees.
- 0158 Caster grows 6 inches taller.
- 0159 Target gains 100 pounds in weight.
- 0160 Caster's shoes glow in the dark.
- 0161 Target thinks their foot is broken.
- 0162 Caster can now read/write a random language.
- 0163 Target trips and falls.
- 0164 Enemies fail their next Drive check.
- 0165 Caster craves oral sex uncontrollably.
- 0166 Caster's weapons turn to silver.
- 0167 Caster's next spell automatically fails.
- 0168 Caster's appetite doubles.
- 0169 Caster buys a tiara and wears it everywhere.
- 0170 Caster thinks their name is Rufus Pinkwinkle.
- 0171 Caster grabs the nearest female's breasts.
- 0172 Caster grabs the nearest male's genitals.
- 0173 Caster experiences pain while urinating for a week.
- 0174 Target grows wings like a dove and flies away.
- 0175 Target transmogrifies into a pixie.

- 0176 A black steed that breathes flames appears and is violently angry.
- 0177 The nearest building catches fire.
- 0178 The nearest body of water floods.
- 0179 Caster's clothes turn to silk.
- 0180 Caster insults the next stranger they see.
- 0181 The caster now sniffs asses like a dog.
- 0182 Target believes they are on fire.
- 0183 Caster's weapons turn to paper.
- 0184 Caster goes and flies a kite, literally.
- 0185 Caster develops perma-grin; no matter what they do, they will smile forever.
- 0186 Caster drops their pants.
- 0187 Caster is fully replenished regarding Magic Points.
- 0188 Caster loses ability to cast spells.
- 0189 Target is instantly teleported 50 feet away in a random direction.
- 0190 Caster starts digging and doesn't stop until hole is 2' x 2' x 10'.
- 0191 Caster now buries everything they kill.
- 0192 Caster becomes a klepto for silverware.
- 0193 Caster can now play the flute.
- 0194 Caster combs their hair.
- 0195 Caster now orgasms in the presence of candles.
- 0196 Caster develops obsessive-compulsive washing behavior.
- 0197 Caster now wants to kill everything wearing the color blue.
- 0198 Caster now only wants to have sex with old characters.
- 0199 Caster now only wants to have sex with pre-teens.
- 0200 Caster tries to fist-fuck the next sleeping female they see, no matter when or where.
- 0201 Caster now prefers mating with farm animals, and is now a zoophiliac.
- 0202 Caster develops a fetish to drink their own sperm once at each meal.
- 0203 The next female with Charisma over 120 orgasms upon seeing the caster.
- 0204 Caster strokes or fingers themselves, as is appropriate to their gender, once in each direction in public.
- 0205 Caster only wants to have sex, especially oral, with women on their rag.
- 0206 Caster's buttocks itch for the next entire day. Suffer - 10 initiative.
- 0207 Caster immediately attempts to perform oral sex upon themselves-even if it brakes their back.
- 0208 Caster's penis/nipple appears in target's mouth for 1 round; target teleports before the caster.
- 0209 Caster immediately farts and diarrhea squirts out.
- 0210 Target gets freckles all over their body for a - 1d10 permanent Bodily Attractiveness penalty.
- 0211 Target gains the ability to smell and identify live blood within 60 feet.
- 0212 Caster literally shits a fucking brick—instantly!
- 0213 Caster gains ability to devour and digest metallic objects.
- 0214 Target will attempt to suck the tongue of the next entity in sight, no matter what gender.
- 0215 Target begins speaking in tongues for 1d6 rounds.
- 0216 Caster develops a fatal attraction for red-headed, trashy courtesans.
- 0217 Caster gains ability to burp at will with perfect pitch (able to create any musical note).
- 0218 Caster gains ability to fart arpeggios up to 240 beats per minute in 16th notes.
- 0219 Caster learns to use the next skill they see being used without penalty.
- 0220 Caster must play with his cock n' balls in front of 10+ characters 1x/day or acquire a random insanity.
- 0221 Huge veracious vein pops out of targets forehead. Suffer - 10 permanent Facial Charisma.
- 0222 Caster orgasms on sight every time they see defecation.
- 0223 Next time the target takes a dump, it'll be 1d6 + 2 feet long and $[4d4 + 2(p/2)]$ inches in girth.
- 0224 Caster's breath smells like akki-poo-poo permanently. Suffer - 35 penalty to Charisma.
- 0225 Caster's asshole dilates to 9 inches in circumference every time they smell rain.
- 0226 One arm of the caster grows 1d6 inches in girth, the other shrinks 1d6 inches. +/- 20% damage.

- 0227 Caster vomits 96 times in a row, all within 2 minutes.
- 0228 Caster immediately begins to give head to the next axe in sight (even if in battle).
- 0229 Target and caster each believe themselves to be divinity for 1 day.
- 0230 The next spell cast by anyone in battle (even an enemy) will be targeted on caster.
- 0231 The next time the caster eats in a bar, they fart, burp, puke, and cough, all at the same time.
- 0232 Caster's and Target's head falls off and they die.
- 0233 Caster immediately attacks the next commoner who insults them.
- 0234 The next female at whom the caster looks will queef 6d12 times in a row (and LOUDLY).
- 0235 Caster's blood turns into water; caster is now immune to water-based attacks.
- 0236 Caster's blood turns into ale; caster is now permanently intoxicated -- suffer appropriate penalties.
- 0237 Caster's hands lose the thumbs. MM thinks of appropriate penalty.
- 0238 Target begins to make sexual noises in the presence of 10+ characters for the next 2 weeks.
- 0239 Caster sticks their finger in their ass, and then sniffs it for 2d4 rounds.
- 0240 Target's buttocks grow 1d4 feet in width and gains 4d20 lbs.
- 0241 Caster develops a phobia of old wenches.
- 0242 Caster's head grows 2d10 lbs. and they suffer a penalty of - 20 to Facial Charisma.
- 0243 Next time the target is struck for any damage, they immediately masturbate until orgasm.
- 0244 Caster's testes/clitoris grow by 1d3 times in proportion.
- 0245 Caster accidentally casts random 5th level spell on target.
- 0246 Caster becomes the opposite disposition and gender.
- 0247 Caster acquires Tourettes Syndrome for 2d6 rounds; they spasm violently and NO attack is allowed.
- 0248 Caster attempts to pinch the buttocks of the next animal in sight.
- 0249 Target loses 1/3rd of height and weight. MM decides the appropriate penalties.
- 0250 Target attempts to butt-slam the next being in sight.
- 0251 Scratch n' Sniff magical symbol of a smelly vagina appears on the forehead of each party member.
- 0252 Caster's attack TH increases by 2d10 permanently.
- 0253 Eyeball appears on the caster's cockhead. It can determine truth/falsity of 1 statement once per day.
- 0254 Caster's and target's cock n' balls are turned upside-down, or if female, their vagina and ass switch places.
- 0255 Target gains ability to read minds 3x per day.
- 0256 Caster's nails turn into steel and can cause 1d3 Hacking damage.
- 0257 Nutsack of caster swells to 10d1000 in volume for 3d3 days.
- 0258 Next time caster poops, the turd comes alive, attacks caster: +80 TH, for 1 LP B dmg, CA 20, & 3 LP.
- 0259 Target turns into a fat, dark, female. MM decides appropriate penalties.
- 0260 Entire party knows the entire future for 2 days.
- 0261 Caster's defecation is forever white in color.
- 0262 Caster and target attack the next being to insult either one of them.
- 0263 Target magically gains magical silence with only a 25% TH. Armor penalties still apply.
- 0264 Caster has an inexplicable love for ogres. MM decides how the ogres are loved.
- 0265 Caster accidentally casts Recipe for Death.
- 0266 Caster and target gain a random skill.
- 0267 Caster and target gain the ability to vomit at will.
- 0268 Caster becomes more ethical and more immoral.
- 0269 Target refuses to wear anything but pink clothing, except for magical items.
- 0270 Caster can transmogrify at will for one day into a dragon.
- 0271 Caster's and target's main weapon turns into a random magical weapon + 5.
- 0272 Caster's and target's main weapon turns into a random magical weapon + 10.
- 0273 Caster gains perfect night vision.
- 0274 Target gains the ability to roar like a lion 3 times per day.
- 0275 Next spell the caster attempts to learn is automatically successful.
- 0276 Caster gains the ability to pass through walls less than 2 feet thick and made from stone.
- 0277 Caster CANNOT resist insulting each and every being with an EM disposition whom they meet.

- 0278 Target immediately becomes middle-aged if they fail a Health check at TH 80.
- 0279 Target gains a moderate phobia for water.
- 0280 “For an Erection” is accidentally cast, centered on either the caster or the nearest male.
- 0281 Caster attracts random follower next time in town.
- 0282 Caster gains the ability to plane travel as an 18th level druid.
- 0283 Caster and target gain the ability to re-animate the dead, as per the spell re-animation.
- 0284 Every single rock within a 1,000’ radius is hurled at a random entity.
- 0285 For every level of the caster, 3 LP is healed to the caster and also given to the target.
- 0286 Next spell cast by the caster will no longer require ingredients.
- 0287 Caster vomits bile through their mouth and blood through nose (violently) for one round.
- 0288 Caster and target each fall asleep for 2 rounds.
- 0289 Caster falls asleep and an unknown goddess appears in a dream, giving the caster 3 wishes.
- 0290 Caster and target gain +20 TH to attacks and Reaction Speed whenever around unethical beings.
- 0291 Caster will always laugh uncontrollably and eyes will glow red for 4 rounds whenever insulted.
- 0292 Caster can now track as a ranger of the same level.
- 0293 Closest being to caster must pass a Health check with a TH of 90 or implode -- instant death w/o regen.
- 0294 Caster will forever call themselves Curly G. and will always attempt to rhyme whenever they speak.
- 0295 Target’s penis/breasts grow(s) to 4d12” in length, can be used for 1d2 LP damage for every 1’ in length.
- 0296 1d6 party members instantly catch fire for 1d4 rounds at 1d10 damage per round.
- 0297 Target lays an egg that instantly hatches into a baby dragon.
- 0298 Caster’s party immediately dies, (but not caster) from lightning bolts from the sky.
- 0299 Target’s genitalia grow 3-fold and attack 1d3 damage with 12 LP.
- 0300 Target is immediately trampled by a pride of 12 lions for 3d4 damage.
- 0301 Target farts, covering an area of 3d20 cubic feet.
- 0302 The next time the caster is in town, 2 militiamen become provoked and attack the party.
- 0303 Caster’s sperm becomes acidic when it meets air: 2 rds to jerk-off, 1d6’ range & it does 4d6 dmg.
- 0304 Caster’s ass spontaneously combusts -- 2d6 LP damage.
- 0305 Caster’s middle finger is eternally “giving the bird.”
- 0306 Caster will attempt to kill on sight the next character they see who is cooking.
- 0307 Every time the target lies, their penis/nipples grow(s) an inch.
- 0308 Caster now has a permanent twitch in their left eye.
- 0309 Next time caster is hit, it is 4x damage.
- 0310 Target is struck by lightning the very 1st thing the next day as they wake up for 10d6 damage.
- 0311 Caster and target forget how to read and write.
- 0312 Caster must pass Health check at TH 70 or take 1 LP dmg/round for 10 rounds from unknown poison.
- 0313 Every time a spell is cast by the caster, an eyelash (of the caster) turns to stone.
- 0314 Caster falls every time they finish casting a spell.
- 0315 Caster belches out loud every time they casts a spell.
- 0316 Caster can smell their own blood from within their body.
- 0317 A random magical effect happens every time a spell is cast from the caster for a week.
- 0318 Caster’s cock n’ balls/clitoris fall(s) off for one rd. and then reattach...Health check at TH80 or die.
- 0319 Caster falls and takes 1 LP damage every time they cast a spell.
- 0320 Caster transmogrifies into a cock of 1d8 + 3 inches for two rounds -- pass Health check at TH 80 or die.
- 0321 Caster forgets their name and goes by whatever the next character calls them.
- 0322 Target and nearest 2 beings must pass a Health TH 85 or take 1d6 acid damage for the next 3 rounds.
- 0323 Caster mysteriously learns a random spell on accident.
- 0324 Random 8th level spell is cast accidentally.
- 0325 Caster’s eyes are permanently yellow.
- 0326 Caster’s eyes are permanently purple.
- 0327 Caster’s eyes are permanently red.
- 0328 Caster’s eyes are permanently pink.

- 0329 Caster's eyes are permanently black.
0330 Caster's eyes are permanently plaid.
0331 Caster's entire body is branded with the names of previous sexual partners.
0332 Caster worships and entire body is branded with the symbol of Abaddon
0333 Caster worships and entire body is branded with the symbol of Abattur
0334 Caster worships and entire body is branded with the symbol of Abigor
0335 Caster worships and entire body is branded with the symbol of Abraxas
0336 Caster worships and entire body is branded with the symbol of Abu
0337 Caster worships and entire body is branded with the symbol of Abundantia
0338 Caster worships and entire body is branded with the symbol of Adad
0339 Caster worships and entire body is branded with the symbol of Adiririon
0340 Caster worships and entire body is branded with the symbol of Adramalech
0341 Caster worships and entire body is branded with the symbol of Aegir
0342 Caster worships and entire body is branded with the symbol of Aesculapius
0343 Caster worships and entire body is branded with the symbol of Aesma Daeva
0344 Caster worships and entire body is branded with the symbol of Aeternitas
0345 Caster worships and entire body is branded with the symbol of Afi
0346 Caster worships and entire body is branded with the symbol of Agares
0347 Caster worships and entire body is branded with the symbol of Agas
0348 Caster worships and entire body is branded with the symbol of Agnostos Theos
0349 Caster worships and entire body is branded with the symbol of Ahriman
0350 Caster worships and entire body is branded with the symbol of Aim
0351 Caster worships and entire body is branded with the symbol of Aion
0352 Caster worships and entire body is branded with the symbol of Aitvaras
0353 Caster worships and entire body is branded with the symbol of Akerbeltz
0354 Caster worships and entire body is branded with the symbol of Alastor
0355 Caster worships and entire body is branded with the symbol of Alloces
0356 Caster worships and entire body is branded with the symbol of Alpan
0357 Caster worships and entire body is branded with the symbol of Amdusias
0358 Caster worships and entire body is branded with the symbol of Ana
0359 Caster worships and entire body is branded with the symbol of Anael
0360 Caster worships and entire body is branded with the symbol of Anahita
0361 Caster worships and entire body is branded with the symbol of Ananke
0362 Caster worships and entire body is branded with the symbol of Anael
0363 Caster worships and entire body is branded with the symbol of Andras
0364 Caster worships and entire body is branded with the symbol of Andromalius
0365 Caster worships and entire body is branded with the symbol of Angerboda
0366 Caster worships and entire body is branded with the symbol of Antaios
0367 Caster worships and entire body is branded with the symbol of Ardat-lili
0368 Caster worships and entire body is branded with the symbol of Ariel
0369 Caster worships and entire body is branded with the symbol of Arimanius
0370 Caster worships and entire body is branded with the symbol of Artio
0371 Caster worships and entire body is branded with the symbol of Asag
0372 Caster worships and entire body is branded with the symbol of Asasel
0373 Caster worships and entire body is branded with the symbol of Asmodeus
0374 Caster worships and entire body is branded with the symbol of Astaroth
0375 Caster worships and entire body is branded with the symbol of Astlik
0376 Caster worships and entire body is branded with the symbol of Asto Vidatu
0377 Caster worships and entire body is branded with the symbol of Ataaccina
0378 Caster worships and entire body is branded with the symbol of Aurora
0379 Caster worships and entire body is branded with the symbol of Ays

- 0380 Caster worships and entire body is branded with the symbol of Bael
- 0381 Caster worships and entire body is branded with the symbol of Balaam
- 0382 Caster worships and entire body is branded with the symbol of Balder
- 0383 Caster worships and entire body is branded with the symbol of Baltazard
- 0384 Caster worships and entire body is branded with the symbol of Bardha
- 0385 Caster worships and entire body is branded with the symbol of Barkiel
- 0386 Caster worships and entire body is branded with the symbol of Baubo
- 0387 Caster worships and entire body is branded with the symbol of Bechard
- 0388 Caster worships and entire body is branded with the symbol of Beelzebub
- 0389 Caster worships and entire body is branded with the symbol of Befana
- 0390 Caster worships and entire body is branded with the symbol of Behemoth
- 0391 Caster worships and entire body is branded with the symbol of Berherit
- 0392 Caster worships and entire body is branded with the symbol of Beleth
- 0393 Caster worships and entire body is branded with the symbol of Beletseri
- 0394 Caster worships and entire body is branded with the symbol of Belial
- 0395 Caster worships and entire body is branded with the symbol of Belili
- 0396 Caster worships and entire body is branded with the symbol of Belphegor
- 0397 Caster worships and entire body is branded with the symbol of Beng
- 0398 Caster worships and entire body is branded with the symbol of Bercht
- 0399 Caster worships and entire body is branded with the symbol of Berith
- 0400 Caster worships and entire body is branded with the symbol of Beshter
- 0401 Caster worships and entire body is branded with the symbol of Bifrons
- 0402 Caster worships and entire body is branded with the symbol of Bilwis
- 0403 Caster worships and entire body is branded with the symbol of Boldogasszony
- 0404 Caster worships and entire body is branded with the symbol of Bolla
- 0405 Caster worships and entire body is branded with the symbol of Bragi
- 0406 Caster worships and entire body is branded with the symbol of Brigit
- 0407 Caster worships and entire body is branded with the symbol of Bune
- 0408 Caster worships and entire body is branded with the symbol of Butator
- 0409 Caster worships and entire body is branded with the symbol of Caacrindlass
- 0410 Caster worships and entire body is branded with the symbol of Cacus
- 0411 Caster worships and entire body is branded with the symbol of Caim
- 0412 Caster worships and entire body is branded with the symbol of Camael
- 0413 Caster worships and entire body is branded with the symbol of Candamius
- 0414 Caster worships and entire body is branded with the symbol of Cariociecus
- 0415 Caster worships and entire body is branded with the symbol of Carnivean
- 0416 Caster worships and entire body is branded with the symbol of Cassiel
- 0417 Caster worships and entire body is branded with the symbol of Charun
- 0418 Caster worships and entire body is branded with the symbol of Choronzon
- 0419 Caster worships and entire body is branded with the symbol of Chutriel
- 0420 Caster worships and entire body is branded with the symbol of Concordia
- 0421 Caster worships and entire body is branded with the symbol of Cresil
- 0422 Caster worships and entire body is branded with the symbol of Crocell
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- 0685 Caster worships and entire body is branded with the symbol of Tuchulcha
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- 0693 Caster worships and entire body is branded with the symbol of Urakabameel
- 0694 Caster worships and entire body is branded with the symbol of Uriel
- 0695 Caster worships and entire body is branded with the symbol of Utgard-Loki
- 0696 Caster worships and entire body is branded with the symbol of Vadatajs
- 0697 Caster worships and entire body is branded with the symbol of Vahagn
- 0698 Caster worships and entire body is branded with the symbol of Valac
- 0699 Caster worships and entire body is branded with the symbol of Valafar
- 0700 Caster worships and entire body is branded with the symbol of Vanth
- 0701 Caster worships and entire body is branded with the symbol of Veles
- 0702 Caster worships and entire body is branded with the symbol of Velnias
- 0703 Caster worships and entire body is branded with the symbol of Velu mate
- 0704 Caster worships and entire body is branded with the symbol of Venus
- 0705 Caster worships and entire body is branded with the symbol of Vepar
- 0706 Caster worships and entire body is branded with the symbol of Verbti
- 0707 Caster worships and entire body is branded with the symbol of Vertumnus
- 0708 Caster worships and entire body is branded with the symbol of Victoria
- 0709 Caster worships and entire body is branded with the symbol of Vidar
- 0710 Caster worships and entire body is branded with the symbol of Vine
- 0711 Caster worships and entire body is branded with the symbol of Virtus
- 0712 Caster worships and entire body is branded with the symbol of Vodnik
- 0713 Caster worships and entire body is branded with the symbol of Vor
- 0714 Caster worships and entire body is branded with the symbol of Vulcanus
- 0715 Caster worships and entire body is branded with the symbol of Wyrd
- 0716 Caster worships and entire body is branded with the symbol of Xaphan
- 0717 Caster worships and entire body is branded with the symbol of Yekum
- 0718 Caster worships and entire body is branded with the symbol of Yomael
- 0719 Caster worships and entire body is branded with the symbol of Zavebe
- 0720 Reroll for 1d4 random magical effects to occur at the same time.
- 0721 Reroll for 1d6 random magical effects to occur at the same time.
- 0722 Reroll for 1d8 random magical effects to occur at the same time.
- 0723 Reroll for 1d10 random magical effects to occur at the same time.
- 0724 Reroll for 1d12 random magical effects to occur at the same time.
- 0725 Reroll for 1d20 random magical effects to occur at the same time.
- 0726 Caster is able to perfectly recite any message up to 200 words only by reading or hearing once.
- 0727 Caster gains ability to dance with the dead in their dreams at will.
- 0728 Caster gains ability to read minds once per day.
- 0729 Caster gains ability to speak 1,000 words per minute.
- 0730 Caster gains ability to write 3 times normal rate.
- 0731 Caster gains ability to play a random instrument.
- 0732 Caster gains ability to scream once per day, others nearby must pass Health TH 60 or go deaf.
- 0733 Caster gains ability to appear as though dead at will.
- 0734 Caster loses ability to speak softly.
- 0735 Caster loses ability to tell the truth.

- 0736 Caster loses ability to lie.
- 0737 Caster loses ability to go to the bathroom on their own.
- 0738 Caster loses ability to cast spells.
- 0739 Caster loses ability to reason.
- 0740 Caster loses ability to control their temper.
- 0741 Caster loses ability to regain Magic Points.
- 0742 Caster loses ability to remember faces more than a day.
- 0743 Caster loses ability to use proper etiquette.
- 0744 Caster loses ability to hold a conversation more than 100 words.
- 0745 Caster loses ability to dress themselves.
- 0746 Caster loses the emotion of guilt.
- 0747 Caster loses the emotion of mercy.
- 0748 Caster loses the emotion of fear.
- 0749 Caster loses the emotion of hate.
- 0750 Caster loses the emotion of anger.
- 0751 Caster loses the emotion of happiness.
- 0752 Caster loses the emotion of praise.
- 0753 Caster loses the emotion of sadness.
- 0754 Caster loses all emotions. They only do things on command -- no facial expression ever again.
- 0755 Target becomes insanely jealous of the caster and attempts to kill them for 2 rounds.
- 0756 Target's skin turns black. MM may decide to levy appropriate penalties.
- 0757 Target's skin turns brown.
- 0758 Target's skin turns gray.
- 0759 Target's skin turns green.
- 0760 Target's skin turns red.
- 0761 Target's skin turns yellow.
- 0762 Target's skin turns blue.
- 0763 Target's skin turns orange.
- 0764 Target's skin turns purple.
- 0765 Target's skin turns pink.
- 0766 Target's skin turns peach.
- 0767 Target's skin turns white (REAL white).
- 0768 Target's skin turns salmon.
- 0769 Target's skin turns magenta.
- 0770 Target's skin turns topaz.
- 0771 Target's skin turns black with yellow polk-a-dots.
- 0772 Target's skin turns blue and pink plaid.
- 0773 Target's skin turns red with black lightning bolts going down their arms.
- 0774 Target's skin turns into bile, along with the same skin texture.
- 0775 Target's skin turns into the color of zebra stripes.
- 0776 Target's skin turns into the color of tiger stripes.
- 0777 Target's skin turns into the color of leopard skin.
- 0778 Target's skin turns into the color brown with the stench of defecation.
- 0779 Target's skin turns gray with a green pentagram on their forehead.
- 0780 Target's skin turns orange with the magical inscription of "777" in pink on their cheek.
- 0781 Target's skin turns into the color of gold.
- 0782 Target's skin turns into the color of silver.
- 0783 Target's skin turns into the color of copper.
- 0784 Target's skin turns into the color of hazel.
- 0785 Target's skin turns into the color gray with red polk-a-dots.
- 0786 Target's skin turns into the color pink with yellow trapezoids on their body.

- 0787 Target's skin turns into the color of bronze.
- 0788 Caster's body emits an odor that smells like burning flesh.
- 0789 Caster's body emits an odor that smells like rotting flesh.
- 0790 Caster's body emits an odor that smells like diarrhea.
- 0791 Caster's body emits an odor, forcing all hostile enemies to suffer -5 to attack rolls.
- 0792 Caster's body emits an odor that charms the opposite sex for 1 day (Drive check TH 60).
- 0793 Caster's body emits an odor that makes invisible creatures visible within 20 feet.
- 0794 Caster's body emits an odor that makes the caster hungry forever.
- 0795 Caster's body emits an odor that makes hostile enemies within 30 feet burn for 1 LP per round.
- 0796 Caster's body emits an odor that makes all hostile creatures vomit uncontrollably for 2 rounds.
- 0797 Caster's body emits an odor that smells like fish.
- 0798 Caster's body emits an odor that smells like sweaty nuts.
- 0799 Caster's body emits an odor that makes all enemies in a 20' radius freeze in fear for 1 round.
- 0800 Caster's body emits an odor that attracts unethical beings, with +20 to reactions.
- 0801 Caster's body emits an odor that attracts ethical beings, with +20 to reactions.
- 0802 Caster's body emits an odor that attracts moral beings, with +20 to reactions.
- 0803 Caster's body emits an odor that attracts immoral beings, with +20 to reactions.
- 0804 Caster's body emits an odor that kills all plant life within a 20' radius instantly.
- 0805 Caster begins to hallucinate that they are falling off a cliff. Health TH 70 or die.
- 0806 Caster begins to hallucinate that 1,000 incubi are chasing them. Flee from battle for 3 rounds.
- 0807 Caster hallucinates that an old dragon is making love to a succubus. Stare for 2 rounds.
- 0808 Caster hallucinates that a Pterodactyl's flying over the party, its name is Jobe. It is the caster's friend.
- 0809 Caster hallucinates that they are an orange and everyone is trying to peel them.
- 0810 Caster hallucinates that their flesh is melting away. Wisdom TH 80 or suffer 1d6 damage.
- 0811 Caster hallucinates that everyone's skin is turning inside out. Freeze in fear for 2 rounds.
- 0812 Caster begins to hallucinate that they are an immoral priest for 1 day.
- 0813 Caster hallucinates that the entire party is dead and that they have necrophilia for 3 rounds.
- 0814 Caster hallucinates that they know the meaning of the universe. Wisdom TH 70 or gain random insanity.
- 0815 Caster begins to hallucinate that they are growing an extra limb from their forehead for 4 rounds.
- 0816 Caster hallucinates that a giant, UI, rabid wallaby named Joe Son, is attempting to rape them.
- 0817 Caster begins to hallucinate that they have leprosy and their cock n' balls/breasts are gonna fall off.
- 0818 Caster hallucinates their cock has turned to steel and will wield it in battle for 1d6 LP damage.
- 0819 Caster begins to hallucinate that their urine is liquid gold and they can sell it.
- 0820 Caster hallucinates that every shit they've taken will ultimately gain revenge one day by killing them.
- 0821 Caster hallucinates that they has giant strength, attempts to lift something very heavy to prove it.
- 0822 Caster hallucinates that everyone looked at instantly dies. If immoral, enjoys it; moral, hates it.
- 0823 Caster begins to hallucinate that they are blind. Wisdom TH 50 or be blind forever.
- 0824 Caster begins to hallucinate that the target of the spell is attempting to rape an ox.
- 0825 Caster begins to hallucinate that they see a succubus sucking on a bear's nipple.
- 0826 Caster hallucinates that he sees a moral and immoral god fighting each other. Attempts to join in.
- 0827 Caster hallucinates that it is the opposite season. Will attempt to wear appropriate clothing.
- 0828 Caster hallucinates that they have transmogrified into a rock, attempts to roll over enemies next battle.
- 0829 Caster hallucinates that their god has died before their own eyes. Wallow in sorrow for 1 week.
- 0830 Caster hallucinates that their head has exploded. Wisdom TH 60 or die, otherwise collect pieces.
- 0831 Caster hallucinates they've been impaled through the ass and out the mouth. Wisdom TH50 or die.
- 0832 Caster and target forever believe that they are brothers.
- 0833 Caster and target forever believe that they are sisters.
- 0834 Caster and target forever believe that they are lovers.
- 0835 Caster and target forever believe that they are homosexual lovers.
- 0836 Caster and target forever believe that they are both homosexual.
- 0837 Caster and target forever believe that they are homosexual and must "get it on" NOW!

- 0838 Caster and target forever believe that devils and demons are Ethical Moral.
- 0839 Caster and target forever believe that the earth is a rhombus.
- 0840 Caster and target forever believe that they are bounty hunters.
- 0841 Caster and target forever believe that they must run off together and make babies.
- 0842 Caster and target forever believe that they are undead.
- 0843 Caster and target forever believe that they are undead whores.
- 0844 Caster and target forever believe that they are UI.
- 0845 Caster and target forever believe that they are EM.
- 0846 Caster and target forever believe that they are EN.
- 0847 Caster and target forever believe that they are NN.
- 0849 Caster and target forever believe that they are NI.
- 0850 Caster and target forever believe that they are UM.
- 0851 Caster and target forever believe that they are UN.
- 0852 Caster and target forever believe that they are EI.
- 0853 Caster and target forever believe that they are NI.
- 0854 Caster and target forever vow to kill ANYthing that looks at them the wrong way.
- 0855 Caster and target forever believe that they will marry each other next week.
- 0856 Caster and target forever believe that they will secretly attempt to kill the rest of the party.
- 0857 Caster and target believe they're being pursued by a giant rabid chipmunk with huge nipples.
- 0858 Caster and target forever believe that life sucks and must save will power or kill themselves.
- 0859 Caster and target forever believe dogs are the top of the food chain, superior in every way.
- 0860 Caster and target forever believe that rape is wrong.
- 0861 Caster and target forever believe that rape is fun and should be exercised daily.
- 0862 Caster and target forever believe that violence with weapons is wrong.
- 0863 Caster and target forever believe that the stork brings babies to married couples.
- 0864 Caster and target forever believe that bathing in their own urine is good for the complexion.
- 0865 Caster and target forever believe that turds are an excellent source of nutrition.
- 0866 Caster and target forever believe that farting in public is what the ladies love.
- 0867 Caster and target forever believe that the taste of the "brown-eye" (the ass) is like ale.
- 0868 Caster and target forever believe that sex with living beings is gross—with dead ones is OK.
- 0869 Caster and target forever believe that talking things out is overrated. Attack first!
- 0870 Caster and target believe that dissonance and randomness are the only way of life. Become Unethical.
- 0871 Caster and target forever believe that order and necessity are the only way of life. Become Ethical.
- 0872 Caster and target forever believe that helping all is the only way of life. Become Moral.
- 0873 Caster and target forever believe that doing harm to all is the only way of life. Become Immoral.
- 0874 Caster and target forever believe that there is no such thing as bias. Become ethically neutral.
- 0875 Caster and target forever believe that there is no such thing as bias. Become morally neutral.
- 0876 Caster and target forever believe that their purpose in life is to reign in blood.
- 0877 Every time a spell is cast, the caster twitches violently.
- 0878 Every time a spell is cast, the caster screams rape.
- 0879 Every time a spell is cast, the caster screams bloody murder.
- 0880 Every time a spell is cast, the caster does a back flip (with a Dexterity check at TH60).
- 0881 Every time a spell is cast, the caster falls down.
- 0882 Every time a spell is cast, the caster farts at 125 decibels.
- 0883 Every time a spell is cast, the caster burps at 125 decibels.
- 0884 Every time a spell is cast, the caster bleeds from their ass.
- 0885 Every time a spell is cast, the caster punches themselves in the cock n' balls/gash for 2 LP of damage.
- 0886 Every time a spell is cast, the caster's eyes bug-out as if in severe constipation.
- 0887 Every time a spell is cast, the caster holds their right hand to their chest, attempts to bite their ear.
- 0888 Every time a spell is cast, the caster jumps for joy.
- 0889 Every time a spell is cast, the caster flips off the target.

- 0890 Every time a spell is cast, the caster flicks their nutsack/labia 3 times.
- 0891 Every time a spell is cast, the caster pukes bile.
- 0892 Every time a spell is cast, the caster vomits all over themselves.
- 0893 Every time a spell is cast, the caster says “fuck me in the goat-ass!”
- 0894 Every time a spell is cast, the caster says “I like it in the butt!”
- 0895 Every time a spell is cast, the caster says “I like to masturbate in front of grandma!”
- 0896 Every time a spell is cast, the caster says “Me balls are feeling mighty heavy today!”
- 0897 Every time a spell is cast, the caster says “Selohssans are ok – everyone should own one.”
- 0898 Every time a spell is cast, the caster says “My cock is very small and limp!”
- 0899 Every time a spell is cast, the caster says “Incest is best!”
- 0900 Every time a spell is cast, the caster says “I don’ want to hurt you...I just want to kill you!”
- 0901 Every time a spell is cast, the caster says “Chop the bodies!”
- 0902 Every time a spell is cast, the caster says “Decapitation!”
- 0903 Every time a spell is cast, the caster says “Oh grandma...my what a pretty pussy you have.”
- 0904 Every time a spell is cast, the caster says “I got two words for ya...SUCK IT!”
- 0905 Every time a spell is cast, the caster says “Yeah, that’s a good little cunt!”
- 0906 Every time a spell is cast, the caster says “...Stupid piece o’ trash!”
- 0907 Every time a spell is cast, the caster says “Me balls are bleeding!”
- 0908 Every time a spell is cast, the caster says “I’ll trade ya 2 silver pieces...for your fucking heart!”
- 0909 Every time a spell is cast, the caster says “You look like 50 lbs. of donkey crap in a 10 lb. bag!”
- 0910 Every time a spell is cast, the caster says “With your spells I die again!”
- 0911 Every time a spell is cast, the caster says “I spill blood!”
- 0912 Every time a spell is cast, the caster says “In rapture I’m reborn!”
- 0913 Every time a spell is cast, the caster says “Pain is a godly reward!”
- 0914 Every time a spell is cast, the caster says “Bleed for ecstasy!”
- 0915 Every time a spell is cast, the caster says “My disgust—a fever to kill a thousand more!”
- 0916 Every time a spell is cast, the caster says “Beast of earth devour!”
- 0917 Every time a spell is cast, the caster says “I am god’s holy fuck!”
- 0918 Every time a spell is cast, the caster says “To fucked human shit—I shout blasphemy!”
- 0919 Every time a spell is cast, the caster says “My hunger spawns the bloody frenzy!”
- 0920 Every time a spell is cast, the caster says “Kill them all for slander!”
- 0921 Every time a spell is cast, the caster says “Stain the world with the blood of man!”
- 0922 Every time a spell is cast, the caster says “Burn in me—I suffer your will!”
- 0923 Every time a spell is cast, the caster says “Praise the beast!”
- 0924 Every time a spell is cast, the caster says “Come and taste the fleshy pleasures!”
- 0925 Every time a spell is cast, the caster says “My heart pumps ice for all who oppose!”
- 0926 Every time a spell is cast, the caster says “Bow to me faithfully!”
- 0927 Every time a spell is cast, the caster says “Zi-Zi Badur-Ku-Ku, Kannpa!”
- 0928 Every time a spell is cast, the caster says “You worship that which means your end!”
- 0929 Every time a spell is cast, the caster says “Truth is a Weapon no pity it holds!”
- 0930 Every time a spell is cast, the caster says “Come with storm and blow the flesh from the earth!”
- 0931 Every time a spell is cast, the caster says “My dream—the continuum that devours all things!”
- 0932 Every time a spell is cast, the caster says “I am the being that erodes all things!”
- 0933 Every time a spell is cast, the caster says “Za-A-kam Me-Lam-Ma-Bi-Du, Ki-Bal-A Su-Sa!”
- 0934 Every time a spell is cast, “How can you defeat that which finds nourishment in your attack?!”
- 0935 Every time a spell is cast, the caster says “I’m the collector of souls!”
- 0936 Every time a spell is cast, the caster says “You give offering to metal and stone!”
- 0937 Every time a spell is cast, the caster says “Leeches!—You steal of our lives!”
- 0938 Every time a spell is cast, “We rise within the strength – the one who lays them to waste.”
- 0939 Every time a spell is cast, the caster says “You’ll perish within my hands!”
- 0940 Every time a spell is cast, the caster says “Now YOU live the torment!”

- 0941 Every time a spell is cast, the caster says "Now you'll reap the suffering!"
- 0942 Every time a spell is cast, the caster says "I am the Hellspawn!"
- 0943 Every time a spell is cast, the caster says "Eternal dis and torment!"
- 0944 Every time a spell is cast, the caster says "Heretics!—Taste the hunger of fire!"
- 0945 Every time a spell is cast, the caster says "Join us!" (backwards)
- 0946 Every time a spell is cast, "We speak the broken lines of the Great Abyssal Planes!"
- 0947 Every time a spell is cast, the caster says "May you decay upon your mothers' feces!"
- 0948 Every time a spell is cast, the caster says "No mercy! Kill them! Kill them!"
- 0949 Every time a spell is cast, the caster says "I must die while suffering!"
- 0950 Every time a spell is cast, the caster says "I want to be one with the dead!"
- 0951 Every time a spell is cast, the caster says "Blood shall flow because killing is all we know!"
- 0952 Every time a spell is cast, the caster says "The cruelty has just begun!"
- 0953 Every time a spell is cast, the caster says "Pull their flesh from bone!"
- 0954 Every time a spell is cast, the caster says "Split their spines!"
- 0955 Every time a spell is cast, the caster says "May all rejoice in grisly disgust!"
- 0956 Every time a spell is cast, the caster says "I seek pervasion of viscera!"
- 0957 Every time a spell is cast, the caster says "Now you're standing in my killing field!"
- 0958 Every time a spell is cast, the caster says "By the power of debauchery!"
- 0959 Every time a spell is cast, the caster says "Beheading sustains my desire!"
- 0960 Every time a spell is cast, the caster says "I feel no remorse!"
- 0961 Every time a spell is cast, the caster says "Conflagration through my veins!"
- 0962 Every time a spell is cast, the caster says "Butcher the helpless!"
- 0963 Every time a spell is cast, the caster says "In pain I revel!"
- 0964 Every time a spell is cast, the caster says "Slicing the flesh, sculptured wounds my catharsis!"
- 0965 Every time a spell is cast, the caster says "Feel the fucking pain!"
- 0966 Every time a spell is cast, the caster says "The executioner I was meant to be!"
- 0967 Every time a spell is cast, the caster says "Darkness is the only light!"
- 0968 Every time a spell is cast, the caster says "Unite the dead, revel in death!"
- 0969 Every time a spell is cast, the caster says "Kill to create whores of our own!"
- 0970 Every time a spell is cast, the caster says "You must die for me to survive!"
- 0971 Every time a spell is cast, the caster says "I believe in sacrifice!"
- 0972 Every time a spell is cast, the caster says "Odium—embedded in my skull!"
- 0973 Every time a spell is cast, the caster says "You will plead for your scourge!"
- 0974 Every time a spell is cast, the caster says "Enter the chambers of blood!"
- 0975 Every time a spell is cast, the caster says "Die, shattered you'll die!"
- 0976 Every time a spell is cast, the caster says "Every bone broken is my only goal!"
- 0977 Every time a spell is cast, the caster says "The stench of decay overwhelms my brain!"
- 0978 Every time a spell is cast, the caster says "Whores long for my flesh and my desire!"
- 0979 Every time a spell is cast, the caster says "Civilized I shall not be, by this holy strain of laws!"
- 0980 Every time a spell is cast, the caster says "And again you must die!"
- 0981 Every time a spell is cast, the caster says "Rejoice as the blood flows!"
- 0982 Every time a spell is cast, the caster says "Breathe in the pain, blackened souls remain!"
- 0983 Every time a spell is cast, the caster says "I am insAAAAAAAAAAAAAAAAAne!"
- 0984 Every time a spell is cast, the caster says "Ea!"
- 0985 Every time a spell is cast, the caster says "Pain I crave is pain I save!"
- 0986 Every time a spell is cast, the caster says "I despise what I see in the mirror!"
- 0987 Every time a spell is cast, the caster says "I am lost and sickened!"
- 0988 Every time a spell is cast, the caster says "I shall hear rushing liquid!"
- 0989 Every time a spell is cast, the caster says "Stab, hack, slash, kill!"
- 0990 Every time a spell is cast, the caster says "I see only red!"
- 0991 Every time a spell is cast, the caster says "I must achieve my revenge through hatred!"

- 0992 Every time a spell is cast, the caster says “Suffer to survive, instinct I despise!”
- 0993 Every time a spell is cast, must chant “You’re as ugly as the poo I left in your mama’s mouth!”
- 0994 Every time a spell is cast, the caster says “My balls are tastier than all of yours combined!”
- 0995 Caster grows a piece of fruit from their dickhole/cuntpipe that ripens in 10 days. If eaten, +1 to Drive.
- 0996 Caster grows a piece of fruit from their dickhole/cuntpipe that ripens in 10 days. If eaten, -1 to Drive.
- 0997 Caster grows a piece of fruit from their dickhole/cuntpipe that ripens every 10 days. If eaten, +1 CA.
- 0998 Caster grows a piece of fruit from their dickhole/cuntpipe that ripens every 10 days. If eaten, -1 CA.
- 0999 Caster and target begin copulating instantly for 2d10 rounds. Target enjoys it thoroughly.
- 1000 Caster and target begin copulating instantly for 2d10 rounds. Target becomes a loyal henchman.
- 1001 Caster and target begin copulating instantly for 2d10 rounds. Target bites caster’s cock, 2d4 dmg.
- 1002 Caster and target begin copulating instantly for 2d10 rounds. Target laughs like madman and runs off.
- 1003 Caster now requires an additional ingredient for this spell just cast: apple skin.
- 1004 Caster now requires an additional ingredient for this spell just cast: fire ant.
- 1005 Caster now requires an additional ingredient for this spell just cast: slain cat.
- 1006 Caster now requires an additional ingredient for this spell just cast: pig nut hair.
- 1007 Caster now requires an additional ingredient for this spell just cast: severed horse cock.
- 1008 Caster now requires an additional ingredient for this spell just cast: severed cow tongue.
- 1009 Caster now requires an additional ingredient for this spell just cast: blade of grass.
- 1010 Caster now requires an additional ingredient for this spell just cast: goat milk.
- 1011 Caster now requires an additional ingredient for this spell just cast: 3 drops fresh blood.
- 1012 Caster now requires an additional ingredient for this spell just cast: metal spike.
- 1013 Caster now requires an additional ingredient for this spell just cast: piece of thread.
- 1014 Caster now requires an additional ingredient for this spell just cast: squirrel’s eye.
- 1015 Caster now requires an additional ingredient for this spell just cast: 3 seedless grapes.
- 1016 Caster now requires an additional ingredient for this spell just cast: a dart.
- 1017 Caster now requires an additional ingredient for this spell just cast: fresh, smelly turd.
- 1018 Caster now requires an additional ingredient for this spell just cast: mold.
- 1019 Caster now requires an additional ingredient for this spell just cast: brown rock.
- 1020 Caster now requires an additional ingredient for this spell just cast: piece of their own skin.
- 1021 Caster now requires an additional ingredient for this spell just cast: dab of ink.
- 1022 Caster now requires an additional ingredient for this spell just cast: poison ivy leaf.
- 1023 Caster now requires an additional ingredient for this spell just cast: silver spoon.
- 1024 Caster now requires an additional ingredient for this spell just cast: 1 gram of cane sugar.
- 1025 Caster now requires an additional ingredient for this spell just cast: tail of any animal.
- 1026 Caster now requires an additional ingredient for this spell just cast: wing of any animal.
- 1027 Caster now requires an additional ingredient for this spell just cast: rotten flesh.
- 1028 Caster now requires an additional ingredient for this spell just cast: burnt flesh.
- 1029 Caster requires an additional ingredient for spell just cast: fly larvae (maggots)—teaspoonful.
- 1030 Caster requires an additional ingredient for spell just cast: 1 ounce of human fecal matter.
- 1031 Caster now requires an additional ingredient for this spell just cast: 1 ounce of a female’s urine.
- 1032 Caster now requires an additional ingredient for this spell just cast: snake’s fang.
- 1033 Caster now requires an additional ingredient for this spell just cast: 1 strand of their pubic hair.
- 1034 Caster now requires an additional ingredient for this spell just cast: wombat fur.
- 1035 Caster now requires an additional ingredient for this spell just cast: gum.
- 1036 Caster now requires an additional ingredient for this spell just cast: earthworm.
- 1037 Caster now requires an additional ingredient for this spell just cast: dried-up toad.
- 1038 Caster now requires an additional ingredient for this spell just cast: a tadpole.
- 1039 Caster now requires an additional ingredient for spell just cast: a dude (elephant’s ass hair).
- 1040 Caster now requires an additional ingredient for this spell just cast: a shaving of ivory.
- 1041 Caster now requires an additional ingredient for this spell just cast: fish gills.
- 1042 Caster now requires an additional ingredient for this spell just cast: spider legs.

- 1043 Caster now requires an additional ingredient for this spell just cast: snakeskin.
- 1044 Caster requires an additional ingredient for spell cast: handful of sweat from any cock n' balls.
- 1045 Caster's and Target's CA gain +35 for the next battle
- 1046 Caster's and Target's CA gain +30 for the next battle
- 1047 Caster's and Target's CA gain +25 for the next battle
- 1048 Caster's and Target's CA gain +20 for the next battle
- 1049 Caster's and Target's CA gain +15 for the next battle
- 1050 Caster's and Target's CA gain +10 for the next battle
- 1051 Caster's and Target's CA gain +5 for the next battle
- 1052 Caster's and Target's CA suffer -5 for the next battle
- 1053 Caster's and Target's CA suffer -10 for the next battle
- 1054 Caster's and Target's CA suffer -15 for the next battle
- 1055 Caster's and Target's CA suffer -20 for the next battle
- 1056 Caster's and Target's CA suffer -25 for the next battle
- 1057 Caster's and Target's CA suffer -30 for the next battle
- 1058 Caster's and Target's CA suffer -35 for the next battle
- 1059 Random nearby enemy or party member gains +35 to hit in this battle
- 1060 Random nearby enemy or party member gains +30 to hit in this battle
- 1061 Random nearby enemy or party member gains +25 to hit in this battle
- 1062 Random nearby enemy or party member gains +20 to hit in this battle
- 1063 Random nearby enemy or party member gains +15 to hit in this battle
- 1064 Random nearby enemy or party member gains +10 to hit in this battle
- 1065 Random nearby enemy or party member gains +5 to hit in this battle
- 1066 Random nearby enemy or party member suffers -5 to hit in this battle
- 1067 Random nearby enemy or party member suffers -10 to hit in this battle
- 1068 Random nearby enemy or party member suffers -15 to hit in this battle
- 1069 Random nearby enemy or party member suffers -20 to hit in this battle
- 1070 Random nearby enemy or party member suffers -25 to hit in this battle
- 1071 Random nearby enemy or party member suffers -30 to hit in this battle
- 1072 Random nearby enemy or party member suffers -35 to hit in this battle
- 1073 Caster shits a random gem once per day if meat is consumed.
- 1074 Caster has 50% chance 2 random gems are shit per day if meat is consumed.
- 1075 Caster has 25% chance 4 random gems are shit per day if meat is consumed. Lose 1 LP
- 1076 Caster has 12% chance 8 random gems are shit per day if meat is consumed. Lose 2 LP
- 1077 Caster has 6% chance 16 random gems are shit per day if meat is consumed. Lose 4 LP
- 1078 Caster has 3% chance 32 random gems are shit per day if meat is consumed. Lose 8 LP
- 1079 Caster has 1% chance 5000 gp gem is shit per day if meat is consumed. Lose 16 LP
- 1080 Same as #1079, but a jewel.
- 1081 Same as #1079, but a jewel and lose twice the LP.
- 1082 Cumulative 1% chance per spell level of 10 copper appearing.
- 1083 Cumulative 1% chance per spell level of 100 copper appearing.
- 1084 Cumulative 1% chance per spell level of 1000 copper appearing.
- 1085 Cumulative 1% chance per spell level of 10 silver appearing.
- 1086 Cumulative 1% chance per spell level of 100 silver appearing.
- 1087 Cumulative 1% chance per spell level of 1000 silver appearing.
- 1088 Cumulative 1% chance per spell level of 10 gold appearing.
- 1089 Cumulative 1% chance per spell level of 100 gold appearing.
- 1090 Cumulative 1% chance per spell level of 1000 gold appearing.
- 1091 Cumulative 1% chance per spell level of 10 bronze appearing.
- 1092 Cumulative 1% chance per spell level of 100 bronze appearing.
- 1093 Cumulative 1% chance per spell level of 1000 bronze appearing.

- 1094 5% chance the caster's urine hardens into liquid gold pieces after 1 hour.
- 1095 5% chance/week to puke-up a random gem; pass Health check TH 80 or die.
- 1096 3% chance/week to puke-up a random jewel; pass Health check TH 80 or die.
- 1097 1% chance/day of blowing a wad of liquid pearl.
- 1098 A suit of armor appears on a random party member: +5 platemail.
- 1099 A suit of armor appears on a random party member: +10 leather.
- 1100 A suit of armor appears on a random party member: +5 platemail.
- 1101 A suit of armor appears on a random party member: +10 4-in-1 chainmaille.
- 1102 A suit of armor appears on a random party member: +5 6-in-1 chainmaille.
- 1103 A suit of armor appears on a random party member: +10 scalemail.
- 1104 A suit of armor appears on a random party member: +5 brigandine.
- 1105 A suit of armor appears on a random party member: +10 ceremonial platemail.
- 1106 A suit of armor appears on a random party member: +5 studded leather.
- 1107 A suit of armor appears on a random party member: platemail.
- 1108 A suit of armor appears on a random party member: leather.
- 1109 A suit of armor appears on a random party member: platemail.
- 1110 A suit of armor appears on a random party member: 4-in-1 chainmaille.
- 1111 A suit of armor appears on a random party member: 6-in-1 chainmaille.
- 1112 A suit of armor appears on a random party member: scale mail.
- 1113 A suit of armor appears on a random party member: brigandine.
- 1114 A suit of armor appears on a random party member: ceremonial platemail.
- 1115 A suit of armor appears on a random party member: studded leather.
- 1116 A random weapon appears in the hands of a random enemy: +5 long spear.
- 1117 A random weapon appears in the hands of a random enemy: +5 long bow.
- 1118 A random weapon appears in the hands of a random enemy: +5 short sword.
- 1119 A random weapon appears in the hands of a random enemy: +5 long sword.
- 1120 A random weapon appears in the hands of a random enemy: +5 footman's flail.
- 1121 A random weapon appears in the hands of a random enemy: +10 ranseur.
- 1122 A random weapon appears in the hands of a random enemy: +5 halberd.
- 1123 A random weapon appears in the hands of a random enemy: +10 scourge.
- 1124 A random weapon appears in the hands of a random enemy: +5 voulge.
- 1125 A random weapon appears in the hands of a random enemy: +5 glaive.
- 1126 A random weapon appears in the hands of a random enemy: +10 footman's war hammer.
- 1127 A random weapon appears in the hands of a random enemy: +5 falchion.
- 1128 A random weapon appears in the hands of a random enemy: +15 awl pike.
- 1129 A random weapon appears in the hands of a random enemy: +10 zwei-hander.
- 1130 A random weapon appears in the hands of a random enemy: +15 maul.
- 1131 A random weapon appears in the hands of a random enemy: +5 trident.
- 1132 A random weapon appears in the hands of a random enemy: +10 whip.
- 1133 A random weapon appears in the hands of a random enemy: +5 hand crossbow.
- 1134 A random weapon appears in the hands of a random enemy: +10 dagger.
- 1135 A random weapon appears in the hands of a random enemy: +5 bipennis.
- 1136 A random weapon appears in the hands of a random enemy: +15 footman's military pick.
- 1137 A random weapon appears in the hands of a random enemy: +5 sling.
- 1138 A random weapon appears in the hands of a random enemy: +10 horseman's military pick.
- 1139 All coins vanish from the possession of a random party member.
- 1140 This trained animal becomes henchman for random party member: Boar.
- 1141 This trained animal becomes henchman for random party member: Bull.
- 1142 This trained animal becomes henchman for random party member: Camel.
- 1143 This trained animal becomes henchman for random party member: Guard dog.
- 1144 This trained animal becomes henchman for random party member: Hunting dog.

- 1145 This trained animal becomes henchman for random party member: War dog.
1146 This trained animal becomes henchman for random party member: Ass.
1147 This trained animal becomes henchman for random party member: Falcon.
1148 This trained animal becomes henchman for random party member: Draft horse.
1149 This trained animal becomes henchman for random party member: Homing pigeon.
1150 This trained animal becomes henchman for random party member: Bear.
1151 This trained animal becomes henchman for random party member: Ox.
1152 Caster attempts to sniff the target's asshole.
1153 Target gets a 6' erection for the battle and Sprint speed is halved while CA drops by 20.
1154 Caster's entire face shrivels like a prune for 2 rounds.
1155 Caster and target's legs are twisted until broken. MM decides penalties and damage.
1156 Whenever the caster opens their mouth, everyone can see eternity.
1157 Caster gains the tongue of a snake.
1158 Caster runs in a triangular pattern of 10 yards each side for 3 rounds.
1159 Target does somersaults in a 20' radius for 2 rounds.
1160 Caster and target play paper rock scissors (2 out of 3). Winner climbs up a tree and jumps.
1161 Caster runs to the nearest enemy and screams to its face "I fucked your mama last night!"
1162 Target is afflicted with suicidal mania for 2 hours.
1163 Caster is stricken with homicidal mania for 2 hours.
1164 Caster attempts to flick the genitalia of every party member.
1165 Target pleads to the nearest enemy: "It's all the caster's fault!—He did it! He did it!"
1166 Caster writes 100x on the next tree they see: "My name is George...I eat shit for breakfast!"
1167 Caster picks up a strange habit: fondling their balls/breasts in public, deliberately in front of bar-maids.
1168 Caster picks up a strange habit: slapping themselves in the head whenever they say the word 'the.'
1169 Caster picks up a strange habit: picking their ass in their spare time in the evening.
1170 Caster picks up a strange habit: speaking to walls in public places as if their lover.
1171 Caster picks up a strange habit: mooning everyone that has a Charisma of 120 or better.
1172 Caster picks up a strange habit: violent eye-twitching all day, everyday.
1173 Caster picks up a strange habit: eating a mouthful of dirt immediately after hearing the word 'hello.'
1174 Caster picks up a strange habit: humping inanimate objects in public places after in the afternoon.
1175 Caster picks up a strange habit: exposing themselves to characters who mention money at all.
1176 Caster picks up a strange habit: self-induced vomiting in times of financial crises.
1177 Caster picks up a strange habit: yelling at their left hand in any tavern.
1178 Caster picks up a strange habit: slapping their own ass constantly as if swatting a fly.
1179 Caster picks up a strange habit: "Riding the Bull" during battle.
1180 Caster picks up a strange habit: screaming at their weapon if they miss.
1181 Caster picks up a strange habit: purposely twitching their entire head and arms while in town.
1182 Caster picks up a strange habit: tripping themselves constantly in residential areas for attention.
1183 Caster picks up a strange habit: speak backwards in an attempt to impress women with Charisma 120+.
1184 Caster picks up a strange habit: screaming at random males "I can smell your balls!"
1185 Caster picks up a strange habit: screaming at random females "I can smell your cunt!"
1186 Caster picks up a strange habit: Humping church stairs whenever encountered.
1187 Caster picks up a strange habit: Masturbating in the faces of sleeping street bums.
1188 Caster picks up a strange habit: Defecate as normal, but waits to wipe their ass until in public.
1189 Caster picks up a strange habit: Using their fingers to "quote" everything said.
1190 Caster picks up a strange habit: playing catch by themselves with a rock and screaming "foul!"
1191 Caster picks up a strange habit: making loud orgasmic sounds while in a tavern.
1192 Target's body part falls off: genitalia.
1193 Target's body part falls off: left ear.
1194 Target's body part falls off: 1d6 front teeth.
1195 Target's body part falls off: tongue (no more chanting spells if a spellcaster).

- 1196 Target's body part falls off: head (dead).
1197 Target's body part falls off: right hand ("no more palming it").
1198 Target's body part falls off: nose.
1199 Target's body part falls off: lips.
1200 Target's body part falls off: buttocks.
1201 Target's body part falls off: left eye (-20 to hit, -50 Vision).
1202 Accidentally casts Ablation.
1203 Accidentally casts Acclimation.
1204 Accidentally casts Acidic Touch.
1205 Accidentally casts Aching Feet.
1206 Accidentally casts Against every Wild Animal, Aquatic Creature, and Robbers.
1207 Accidentally casts Against Evil Sleep.
1208 Accidentally casts Against Menstruation.
1209 Accidentally casts Agelast.
1210 Accidentally casts Akeldama.
1211 Accidentally casts Alchemy.
1212 Accidentally casts Alter Temperature.
1213 Accidentally casts An Excellent Spell for Silencing, for Subjecting, and for Restraining.
1214 Accidentally casts Anti-venom.
1215 Accidentally casts Arachnid Feet.
1216 Accidentally casts Ascertain Properties.
1217 Accidentally casts Audio Range.
1218 Accidentally casts Augment Charisma.
1219 Accidentally casts Augment Dexterity.
1220 Accidentally casts Augment Intelligence.
1221 Accidentally casts Augment Physique.
1222 Accidentally casts Augment Wisdom.
1223 Accidentally casts Banish Allergy.
1224 Accidentally casts Banish Disease.
1225 Accidentally casts Banish Intoxication.
1226 Accidentally casts Banish Paralysis.
1227 Accidentally casts Banish Poison.
1228 Accidentally casts Beguile Enemy.
1229 Accidentally casts Bestow Aching Back.
1230 Accidentally casts Bestow Aeon.
1231 Accidentally casts Bestow Allergy.
1232 Accidentally casts Bestow Asphyxiation.
1233 Accidentally casts Bestow Aura.
1234 Accidentally casts Bestow Blindness.
1235 Accidentally casts Bestow Blistering Boils.
1236 Accidentally casts Bestow Century.
1237 Accidentally casts Bestow Contortion.
1238 Accidentally casts Bestow Convulsion.
1239 Accidentally casts Bestow Deafness.
1240 Accidentally casts Bestow Decade.
1241 Accidentally casts Bestow Disease.
1242 Accidentally casts Bestow Fatigue.
1243 Accidentally casts Bestow Greater Harm.
1244 Accidentally casts Bestow Harm.
1245 Accidentally casts Bestow Intoxication.
1246 Accidentally casts Bestow Leprosy.

1247 Accidentally casts Bestow Lesser Harm.
1248 Accidentally casts Bestow Loss of Appetite.
1249 Accidentally casts Bestow Millennium.
1250 Accidentally casts Bestow Muteness.
1251 Accidentally casts Bestow Numbness.
1252 Accidentally casts Bestow Paralysis.
1253 Accidentally casts Bestow Virus.
1254 Accidentally casts Brittlebone.
1255 Accidentally casts Burning Bush.
1256 Accidentally casts Business Spell.
1257 Accidentally casts Call Acid Rain.
1258 Accidentally casts Call Animals.
1259 Accidentally casts Call Avalanche.
1260 Accidentally casts Call Ball Lightning.
1261 Accidentally casts Call Blizzard.
1262 Accidentally casts Call Chilly Gust.
1263 Accidentally casts Call Familiar.
1264 Accidentally casts Call Flood.
1265 Accidentally casts Call Fog.
1266 Accidentally casts Call Gale Wind.
1267 Accidentally casts Call Greater Item.
1268 Accidentally casts Call Guard Dog.
1269 Accidentally casts Call Lesser Being.
1270 Accidentally casts Call Light.
1271 Accidentally casts Call Lightning.
1272 Accidentally casts Call Maggots.
1273 Accidentally casts Call Magic Mail.
1274 Accidentally casts Call Object.
1275 Accidentally casts Call Quake.
1276 Accidentally casts Call Tidal Wave.
1277 Accidentally casts Call Vermin.
1278 Accidentally casts Charm for Causing Separation.
1279 Accidentally casts Charm for Direct Vision.
1280 Accidentally casts Charm Small Mammal.
1281 Accidentally casts Charm to Break Enchantment.
1282 Accidentally casts Charm to Break Spells.
1283 Accidentally casts Charm to Induce Insomnia I.
1284 Accidentally casts Charm to Induce Insomnia II.
1285 Accidentally casts Charm to Inflict Harm I.
1286 Accidentally casts Charm to Inflict Harm II.
1287 Accidentally casts Charm to Inflict Harm III.
1288 Accidentally casts Charm to Open a Door.
1289 Accidentally casts Charm to Subject.
1290 Accidentally casts Coal Foot.
1291 Accidentally casts Cocoon.
1292 Accidentally casts Coercive Spell for Restraining.
1293 Accidentally casts Complete Healing.
1294 Accidentally casts Conflagration.
1295 Accidentally casts Contraceptive Spell.
1296 Accidentally casts Convert to Cannibal.
1297 Accidentally casts Cover Tracks.

- 1299 Accidentally casts Create Species.
- 1300 Accidentally casts Cryogenics.
- 1301 Accidentally casts Cryoprobe.
- 1302 Accidentally casts Cryotherapy.
- 1303 Accidentally casts Cup Spell.
- 1304 Accidentally casts De Medicamentis.
- 1305 Accidentally casts Decortication.
- 1306 Accidentally casts Demokritos' Sphere.
- 1307 Accidentally casts Demokritos' Table Gimmicks.
- 1308 Accidentally casts Detect Air.
- 1309 Accidentally casts Detect Choleric Temperament.
- 1310 Accidentally casts Detect Earth.
- 1311 Accidentally casts Detect Emotion.
- 1312 Accidentally casts Detect Ether.
- 1313 Accidentally casts Detect Ethicality.
- 1314 Accidentally casts Detect Evanescence.
- 1315 Accidentally casts Detect Fire.
- 1316 Accidentally casts Detect Immorality.
- 1317 Accidentally casts Detect Lie.
- 1318 Accidentally casts Detect Magic.
- 1319 Accidentally casts Detect Melancholic Temperament.
- 1320 Accidentally casts Detect Morality.
- 1321 Accidentally casts Detect Object.
- 1322 Accidentally casts Detect Phlegmatic Temperament.
- 1323 Accidentally casts Detect Sanguine Temperament.
- 1324 Accidentally casts Detect Surface Thoughts.
- 1325 Accidentally casts Detect Thoughts.
- 1326 Accidentally casts Detect Unethicality.
- 1327 Accidentally casts Detect Water.
- 1328 Accidentally casts Determine Magic.
- 1329 Accidentally casts Detonation.
- 1330 Accidentally casts Develop Breasts.
- 1331 Accidentally casts Diminish Charisma.
- 1332 Accidentally casts Diminish Dexterity.
- 1333 Accidentally casts Diminish Intelligence.
- 1334 Accidentally casts Diminish Physique.
- 1335 Accidentally casts Diminish Wisdom.
- 1336 Accidentally casts Discursivity.
- 1337 Accidentally casts Divination by Means of a Boy.
- 1338 Accidentally casts Divine Maul.
- 1339 Accidentally casts Drawn and Quartered.
- 1340 Accidentally casts Dream Spell.
- 1341 Accidentally casts Ejaculate Acid.
- 1342 Accidentally casts Ejaculate Blood.
- 1343 Accidentally casts Ejaculate Poison.
- 1344 Accidentally casts Electrical Field.
- 1345 Accidentally casts Eternal Spell for Binding a Lover.
- 1346 Accidentally casts Evanescence.
- 1347 Accidentally casts Evil Sleep I.
- 1348 Accidentally casts Evil Sleep II.
- 1349 Accidentally casts Evil Sleep III.

- 1350 Accidentally casts False Alchemy.
- 1351 Accidentally casts Fatal.
- 1352 Accidentally casts Fatal Fable.
- 1353 Accidentally casts Favor and Victory Charm.
- 1354 Accidentally casts Fetching Charm.
- 1355 Accidentally casts Fetching Charm for an Unmanageable Woman.
- 1356 Accidentally casts Fierce Fire.
- 1357 Accidentally casts Flight.
- 1358 Accidentally casts Flyweight.
- 1359 Accidentally casts For a Sleeping Woman to Confess the Name of the Man she Loves.
- 1360 Accidentally casts For an Erection.
- 1361 Accidentally casts For Ascent of the Uterus.
- 1362 Accidentally casts For Coughs.
- 1363 Accidentally casts For Discharge of the Eyes.
- 1364 Accidentally casts For Fever with Shivering Fits.
- 1365 Accidentally casts For Swollen Testicles.
- 1366 Accidentally casts Force Ballista.
- 1367 Accidentally casts Force Falsity.
- 1368 Accidentally casts Force Fart.
- 1369 Accidentally casts Force Favor.
- 1370 Accidentally casts Force Fear.
- 1371 Accidentally casts Force Fearlessness.
- 1372 Accidentally casts Force Mass Fear.
- 1373 Accidentally casts Force Missile.
- 1374 Accidentally casts Force Rancor.
- 1375 Accidentally casts Force Scream.
- 1376 Accidentally casts Force Slumber.
- 1377 Accidentally casts Foreknowledge Charm I.
- 1378 Accidentally casts Foreknowledge Charm II.
- 1379 Accidentally casts Frosty Touch.
- 1380 Accidentally casts Greater Bidding.
- 1381 Accidentally casts Greater Electrical Discharge.
- 1382 Accidentally casts Greater Healing.
- 1383 Accidentally casts Greater Holocaust.
- 1384 Accidentally casts Greater Hologram.
- 1385 Accidentally casts Greater Mass Bidding.
- 1386 Accidentally casts Greater Mending.
- 1387 Accidentally casts Greater Perpetual Hologram.
- 1388 Accidentally casts Greater Vulnerability to Acid.
- 1389 Accidentally casts Greater Vulnerability to Air.
- 1390 Accidentally casts Greater Vulnerability to Armor.
- 1391 Accidentally casts Greater Vulnerability to Bases.
- 1392 Accidentally casts Greater Vulnerability to Cold.
- 1393 Accidentally casts Greater Vulnerability to Discipline.
- 1394 Accidentally casts Greater Vulnerability to Earth.
- 1395 Accidentally casts Greater Vulnerability to Electricity.
- 1396 Accidentally casts Greater Vulnerability to Ethicality.
- 1397 Accidentally casts Greater Vulnerability to Fire.
- 1398 Accidentally casts Greater Vulnerability to Immorality.
- 1399 Accidentally casts Greater Vulnerability to Morality.
- 1400 Accidentally casts Greater Vulnerability to Poison.

- 1401 Accidentally casts Greater Vulnerability to Skill.
- 1402 Accidentally casts Greater Vulnerability to Sonics.
- 1403 Accidentally casts Greater Vulnerability to Unethicality.
- 1404 Accidentally casts Greater Vulnerability to Weapon.
- 1405 Accidentally casts Happy Cleaver.
- 1406 Accidentally casts Heal Dislocation or Fracture.
- 1407 Accidentally casts Healing.
- 1408 Accidentally casts Hearing Voices.
- 1409 Accidentally casts Heating.
- 1410 Accidentally casts Hover.
- 1411 Accidentally casts Hurl Voice.
- 1412 Accidentally casts Imbue Item.
- 1413 Accidentally casts Immutability.
- 1414 Accidentally casts Immutable Wound.
- 1415 Accidentally casts Indispensable Invisibility.
- 1416 Accidentally casts Inferno.
- 1417 Accidentally casts Internal Explosion.
- 1418 Accidentally casts Intestinal Wreathe.
- 1419 Accidentally casts Invincibility.
- 1420 Accidentally casts Invincibility to Acid.
- 1421 Accidentally casts Invincibility to Air.
- 1422 Accidentally casts Invincibility to Bases.
- 1423 Accidentally casts Invincibility to Cold.
- 1424 Accidentally casts Invincibility to Earth.
- 1425 Accidentally casts Invincibility to Electricity.
- 1426 Accidentally casts Invincibility to Fire.
- 1427 Accidentally casts Invincibility to Gaze.
- 1428 Accidentally casts Invincibility to Poison.
- 1429 Accidentally casts Invincibility to Water.
- 1430 Accidentally casts Invisibility.
- 1431 Accidentally casts Ionic Attack.
- 1432 Accidentally casts Lesser Bidding.
- 1433 Accidentally casts Lesser Electrical Discharge.
- 1434 Accidentally casts Lesser Healing.
- 1435 Accidentally casts Lesser Holocaust.
- 1436 Accidentally casts Lesser Hologram.
- 1437 Accidentally casts Lesser Mending.
- 1438 Accidentally casts Lesser Vulnerability to Acid.
- 1439 Accidentally casts Lesser Vulnerability to Air.
- 1440 Accidentally casts Lesser Vulnerability to Armor.
- 1441 Accidentally casts Lesser Vulnerability to Bases.
- 1442 Accidentally casts Lesser Vulnerability to Choleric.
- 1443 Accidentally casts Lesser Vulnerability to Cold.
- 1444 Accidentally casts Lesser Vulnerability to Discipline.
- 1445 Accidentally casts Lesser Vulnerability to Earth.
- 1446 Accidentally casts Lesser Vulnerability to Electricity.
- 1447 Accidentally casts Lesser Vulnerability to Ethicality.
- 1448 Accidentally casts Lesser Vulnerability to Fire.
- 1449 Accidentally casts Lesser Vulnerability to Immorality.
- 1450 Accidentally casts Lesser Vulnerability to Melancholics.
- 1451 Accidentally casts Lesser Vulnerability to Morality.

- 1452 Accidentally casts Lesser Vulnerability to Phlegmatics.
- 1453 Accidentally casts Lesser Vulnerability to Poison.
- 1454 Accidentally casts Lesser Vulnerability to Sanguines.
- 1455 Accidentally casts Lesser Vulnerability to Skill.
- 1456 Accidentally casts Lesser Vulnerability to Unethicality.
- 1457 Accidentally casts Lesser Vulnerability to Weapon.
- 1458 Accidentally casts Living Monstrosity.
- 1459 Accidentally casts Love Spell I.
- 1460 Accidentally casts Love Spell II.
- 1461 Accidentally casts Love Spell III.
- 1462 Accidentally casts Love Spell IV.
- 1463 Accidentally casts Love Spell V.
- 1464 Accidentally casts Love Spell of Attraction I.
- 1465 Accidentally casts Love Spell of Attraction II.
- 1466 Accidentally casts Love Spell of Attraction III.
- 1467 Accidentally casts Love Spell of Attraction IV.
- 1468 Accidentally casts Love Spell of Attraction through Touch.
- 1469 Accidentally casts Madness.
- 1470 Accidentally casts Magical Warning.
- 1471 Accidentally casts Martyrization.
- 1472 Accidentally casts Mass Bidding.
- 1473 Accidentally casts Mass Complete Healing.
- 1474 Accidentally casts Mass Evanescence.
- 1475 Accidentally casts Mass Greater Healing.
- 1476 Accidentally casts Mass Lesser Healing.
- 1477 Accidentally casts Mass Healing.
- 1478 Accidentally casts Mass Protection from Acid.
- 1479 Accidentally casts Mass Protection from Air.
- 1480 Accidentally casts Mass Protection from Bases.
- 1481 Accidentally casts Mass Protection from Choleric.
- 1482 Accidentally casts Mass Protection from Cold.
- 1483 Accidentally casts Mass Protection from Discipline.
- 1484 Accidentally casts Mass Protection from Earth.
- 1485 Accidentally casts Mass Protection from Electricity.
- 1486 Accidentally casts Mass Protection from Ethicality.
- 1487 Accidentally casts Mass Protection from Fire.
- 1488 Accidentally casts Mass Protection from Gaze.
- 1489 Accidentally casts Mass Protection from Immorality.
- 1490 Accidentally casts Mass Protection from Melancholics.
- 1491 Accidentally casts Mass Protection from Morality.
- 1492 Accidentally casts Mass Protection from Phlegmatics.
- 1493 Accidentally casts Mass Protection from Physical Harm.
- 1494 Accidentally casts Mass Protection from Poison.
- 1495 Accidentally casts Mass Protection from Sanguines.
- 1496 Accidentally casts Mass Protection from Sonics.
- 1497 Accidentally casts Mass Protection from Unethicality.
- 1498 Accidentally casts Mass Protection from Water.
- 1499 Accidentally casts Mass Teleportation.
- 1500 Accidentally casts Mass Vulnerability to Acid.
- 1501 Accidentally casts Mass Vulnerability to Air.
- 1502 Accidentally casts Mass Vulnerability to Armor.

- 1503 Accidentally casts Mass Vulnerability to Bases.
- 1504 Accidentally casts Mass Vulnerability to Choleric.
- 1505 Accidentally casts Mass Vulnerability to Cold.
- 1506 Accidentally casts Mass Vulnerability to Discipline.
- 1507 Accidentally casts Mass Vulnerability to Earth.
- 1508 Accidentally casts Mass Vulnerability to Electricity.
- 1509 Accidentally casts Mass Vulnerability to Ethicality.
- 1510 Accidentally casts Mass Vulnerability to Fire.
- 1511 Accidentally casts Mass Vulnerability to Immorality.
- 1512 Accidentally casts Mass Vulnerability to Melancholics.
- 1513 Accidentally casts Mass Vulnerability to Morality.
- 1514 Accidentally casts Mass Vulnerability to Phlegmatics.
- 1515 Accidentally casts Mass Vulnerability to Poison.
- 1516 Accidentally casts Mass Vulnerability to Sanguines.
- 1517 Accidentally casts Mass Vulnerability to Skill.
- 1518 Accidentally casts Mass Vulnerability to Sonics.
- 1519 Accidentally casts Mass Vulnerability to Unethicality.
- 1520 Accidentally casts Mass Vulnerability to Weapon.
- 1521 Accidentally casts Meltdown.
- 1522 Accidentally casts Miasma.
- 1523 Accidentally casts Modify Molecules.
- 1524 Accidentally casts Multiplication of Loaves and Fish.
- 1525 Accidentally casts Oracle.
- 1526 Accidentally casts Pain Berry.
- 1527 Accidentally casts Palfrey.
- 1528 Accidentally casts Perpetual Bleeding.
- 1529 Accidentally casts Perpetual Burn.
- 1530 Accidentally casts Perpetual Healing.
- 1531 Accidentally casts Perpetual Hologram.
- 1532 Accidentally casts Perpetual Orgasm.
- 1533 Accidentally casts Perpetual Slumber.
- 1534 Accidentally casts Pestilential Host.
- 1535 Accidentally casts Pestilential Penis.
- 1536 Accidentally casts Pestilential Pudenda.
- 1537 Accidentally casts Phlogistic Augmentation.
- 1538 Accidentally casts Pillar of Smoke.
- 1539 Accidentally casts Pillars of Lightning.
- 1540 Accidentally casts Pillars of Salt.
- 1541 Accidentally casts Pleasure Berry.
- 1542 Accidentally casts Possession.
- 1543 Accidentally casts Prayer of Deliverance.
- 1544 Accidentally casts Predilection.
- 1545 Accidentally casts Preservation.
- 1546 Accidentally casts Protection from Acid.
- 1547 Accidentally casts Protection from Air.
- 1548 Accidentally casts Protection from Bases.
- 1549 Accidentally casts Protection from Choleric.
- 1550 Accidentally casts Protection from Cold.
- 1551 Accidentally casts Protection from Discipline.
- 1552 Accidentally casts Protection from Earth.
- 1553 Accidentally casts Protection from Electricity.

- 1554 Accidentally casts Protection from Ethicality
- 1555 Accidentally casts Protection from Fire.
- 1556 Accidentally casts Protection from Gaze.
- 1557 Accidentally casts Protection from Immorality.
- 1558 Accidentally casts Protection from Melancholics.
- 1559 Accidentally casts Protection from Morality.
- 1560 Accidentally casts Protection from Phlegmatics.
- 1561 Accidentally casts Protection from Physical Harm.
- 1562 Accidentally casts Protection from Poison.
- 1563 Accidentally casts Protection from Sanguines.
- 1564 Accidentally casts Protection from Sonics.
- 1565 Accidentally casts Protection from Unethicality.
- 1566 Accidentally casts Protection from Water.
- 1567 Accidentally casts Puddle of Crud.
- 1568 Accidentally casts Pudenda Key Spell.
- 1569 Accidentally casts Putrid Portrait.
- 1570 Accidentally casts Raise Prowess.
- 1571 Accidentally casts Random Dismemberment.
- 1572 Accidentally casts Random Impaling.
- 1573 Accidentally casts Random Mangling.
- 1574 Accidentally casts Re-animation.
- 1575 Accidentally casts Recipe for Blindness.
- 1576 Accidentally casts Recipe for Blistering Death.
- 1577 Accidentally casts Recipe for Death.
- 1578 Accidentally casts Recipe for Making a Woman Mad After a Man.
- 1579 Accidentally casts Recipe for Skin Disease.
- 1580 Accidentally casts Regeneration.
- 1581 Accidentally casts Rend Asunder.
- 1582 Accidentally casts Request for a Dream Oracle.
- 1583 Accidentally casts Restraining Rite for Anything.
- 1584 Accidentally casts Restraining Spell.
- 1585 Accidentally casts Resurrection of a Dead Body.
- 1586 Accidentally casts Revivification.
- 1587 Accidentally casts Rite for Acquiring an Assistant Demon.
- 1588 Accidentally casts Rite for Driving out Demons.
- 1589 Accidentally casts Rite to Produce an Epiphany of Kore.
- 1590 Accidentally casts Rot.
- 1591 Accidentally casts Sanitize Food/Beverage.
- 1592 Accidentally casts Seal Item.
- 1593 Accidentally casts Seal Orifice.
- 1594 Accidentally casts Soulstealer's Black Bolt.
- 1595 Accidentally casts Spell for Causing Talk while Asleep.
- 1596 Accidentally casts Spell for Questioning Corpses.
- 1597 Accidentally casts Spell for Removal of Poison.
- 1598 Accidentally casts Spell for Restraining Anger.
- 1599 Accidentally casts Spell to Catch a Thief.
- 1600 Accidentally casts Spell to Subject and Silence.
- 1601 Accidentally casts Spell to Cause a Woman to Hate a Man.
- 1602 Accidentally casts Spermatozoa Rejuvenation.
- 1603 Accidentally casts Spermicidal Sphere.
- 1604 Accidentally casts Strength.

- 1605 Accidentally casts Symbol of Ethicality.
1606 Accidentally casts Symbol of Immorality.
1607 Accidentally casts Symbol of Morality.
1608 Accidentally casts Symbol of Unethicality.
1609 Accidentally casts Teleportation.
1610 Accidentally casts Tenesmus.
1611 Accidentally casts Test of Pregnancy.
1612 Accidentally casts To Keep Bugs Out of the House.
1613 Accidentally casts To Win at Dice.
1614 Accidentally casts Trance.
1615 Accidentally casts Transmogrification.
1616 Accidentally casts Transmogrify Dirt and Mud.
1617 Accidentally casts Transmogrify Flesh to Stone.
1618 Accidentally casts Transmogrify Life.
1619 Accidentally casts Transmogrify Metal and Wood.
1620 Accidentally casts Transmogrify Object.
1621 Accidentally casts True Name.
1622 Accidentally casts Truncheon.
1623 Accidentally casts Unattractive.
1624 Accidentally casts Vanish.
1625 Accidentally casts Walk on Water.
1626 Accidentally casts Waves Be Still.
1627 Accidentally casts Wish.
1628 Accidentally casts Wishbone.
1629 Accidentally casts Wooden Carapace.
1630 Accidentally casts Worst Nightmare.
1631 Caster is forever able to speak only while having sex.
1632 Target creature is forever able to speak only while having sex.
1633 Caster is forever able to feel sexual excitement only while speaking.
1634 Target creature is forever able to feel sexual excitement only while speaking.
1635 Caster is forever able to urinate only while doing a hand-stand.
1636 Target creature is forever able to urinate only while doing a hand-stand.
1637 Caster is forever able to defecate only while sprinting.
1638 Target creature is forever able to defecate only while sprinting.
1639 Caster becomes permanently hunchbacked, effectively losing (1d10)% of their height.
1640 Target creature becomes permanently hunchbacked, effectively losing (1d10)% of their height.
1641 Caster forever urinates and defecates during each orgasm.
1642 Target creature forever urinates and defecates during each orgasm.
1643 Caster forever farts during each orgasm.
1644 Target creature forever farts during each orgasm.
1645 Caster forever belches during each orgasm.
1646 Target creature forever belches during each orgasm.
1647 Caster forever experiences an orgasm during each fart.
1648 Target creature forever experiences an orgasm during each fart.
1649 Caster forever experiences an orgasm during each belch.
1650 Target creature forever experiences an orgasm during each belch.
1651 Caster's genital hair falls out and never grows again.
1652 Target creature's genital hair falls out and never grows again.
1653 Caster forever snores during entire sleep. The snoring is as loud as possible.
1654 Target creature forever snores during entire sleep. The snoring is as loud as possible.
1655 Caster forever and coherently speaks the truth while asleep to those who ask questions.

- 1656 Target creature forever and coherently speaks the truth while asleep to those who ask questions.
- 1657 Caster forever urinates once during each deep sleep.
- 1658 Target creature forever urinates once during each deep sleep.
- 1659 Caster forever calls out the name of the previous lover during intercourse with the current lover.
- 1660 Target creature forever calls out the name of the previous lover during intercourse with the current lover.
- 1661 Caster forever becomes sexually excited for only 3d20 seconds before losing all interest.
- 1662 Target creature forever becomes sexually excited for only 3d20 seconds before losing all interest.
- 1663 Caster forever hiccups during sexual excitement.
- 1664 Target creature forever hiccups during sexual excitement.
- 1665 Caster forever experiences the orgasm of their sexual partner; the partner does not feel it.
- 1666 Target creature forever experiences the orgasm of their sexual partner; the partner does not feel it.
- 1667 Caster forever reverses the order of words in spoken sentences. The words are unaffected.
- 1668 Target creature forever reverses the order of words in spoken sentences. The words are unaffected.
- 1669 Caster forever reverse-farts, sucking air in instead of pushing it out.
- 1670 Target creature forever reverse-farts, sucking air in instead of pushing it out.
- 1671 Caster's nipples are rearranged randomly on each breast.
- 1672 Target creature's nipples are rearranged randomly on each breast.
- 1673 Caster forever produces a small, squealing fart every time they swallow food.
- 1674 Target creature forever produces a small, squealing fart every time they swallow food.
- 1675 Caster forever hiccups while telling a lie.
- 1676 Target creature forever hiccups while telling a lie.
- 1677 Caster forever hiccups while telling the truth.
- 1678 Target creature forever hiccups while telling the truth.
- 1679 Caster acquires abasiophilia.
- 1680 Target creature acquires abasiophilia.
- 1681 Caster acquires acrotomophilia.
- 1682 Target creature acquires acrotomophilia.
- 1683 Caster acquires anorexia nervosa.
- 1684 Target creature acquires anorexia nervosa.
- 1685 Caster acquires antisocial personality disorder.
- 1686 Target creature acquires antisocial personality disorder.
- 1687 Caster acquires autoabasiophilia.
- 1688 Target creature acquires autoabasiophilia.
- 1689 Caster acquires avoidant personality disorder.
- 1690 Target creature acquires avoidant personality disorder.
- 1691 Caster acquires bipolar disorder.
- 1692 Target creature acquires bipolar disorder.
- 1693 Caster acquires borderline personality disorder.
- 1694 Target creature acquires borderline personality disorder.
- 1695 Caster acquires coprophilia.
- 1696 Target creature acquires coprophilia.
- 1697 Caster acquires dementia.
- 1698 Target creature acquires dementia.
- 1699 Caster acquires dependent personality disorder.
- 1700 Target creature acquires dependent personality disorder.
- 1701 Caster acquires depersonalization disorder.
- 1702 Target creature acquires depersonalization disorder.
- 1703 Caster acquires depression.
- 1704 Target creature acquires depression.
- 1705 Caster acquires dissociative fugue.
- 1706 Target creature acquires dissociative fugue.

- 1707 Caster acquires dissociative identity disorder.
1708 Target creature acquires dissociative identity disorder.
1709 Caster acquires erotophonophilia.
1710 Target creature acquires erotophonophilia.
1711 Caster acquires exhibitionism.
1712 Target creature acquires exhibitionism.
1713 Caster acquires formicophilia.
1714 Target creature acquires formicophilia.
1715 Caster acquires frotteurism.
1716 Target creature acquires frotteurism.
1717 Caster acquires generalized anxiety disorder.
1718 Target creature acquires generalized anxiety disorder.
1719 Caster acquires histrionic personality disorder.
1720 Target creature acquires histrionic personality disorder.
1721 Caster acquires hypersomnia.
1722 Target creature acquires hypersomnia.
1723 Caster acquires hypoxyphilia.
1724 Target creature acquires hypoxyphilia.
1725 Caster acquires intermittent explosive disorder.
1726 Target creature acquires intermittent explosive disorder.
1727 Caster acquires kleptomania.
1728 Target creature acquires kleptomania.
1729 Caster acquires mania.
1730 Target creature acquires mania.
1731 Caster acquires narcissistic personality disorder.
1732 Target creature acquires narcissistic personality disorder.
1733 Caster acquires narratophilia.
1734 Target creature acquires narratophilia.
1735 Caster acquires necrophilia.
1736 Target creature acquires necrophilia.
1737 Caster acquires nymphomania.
1738 Target creature acquires nymphomania.
1739 Caster acquires obsessive-compulsive disorder.
1740 Target creature acquires obsessive-compulsive disorder.
1741 Caster acquires obsessive-compulsive personality disorder.
1742 Target creature acquires obsessive-compulsive personality disorder.
1743 Caster acquires panic disorder.
1744 Target creature acquires panic disorder.
1745 Caster acquires paranoia.
1746 Target creature acquires paranoia.
1747 Caster acquires paranoid personality disorder.
1748 Target creature acquires paranoid personality disorder.
1749 Caster acquires pathological gambling.
1750 Target creature acquires pathological gambling.
1751 Caster acquires pedophilia.
1752 Target creature acquires pedophilia.
1753 Caster acquires a phobia. (Consult both *Chapter 5: Mind* and *Appendix 4: Phobias*.)
1754 Target creature acquires a phobia. (Consult both *Chapter 5: Mind* and *Appendix 4: Phobias*.)
1755 Caster acquires post-traumatic stress disorder.
1756 Target creature acquires post-traumatic stress disorder.
1757 Caster acquires psychosis.

- 1758 Target creature acquires psychosis.
1759 Caster acquires pyromania.
1760 Target creature acquires pyromania.
1761 Caster acquires raptophilia.
1762 Target creature acquires raptophilia.
1763 Caster acquires schizoid personality disorder.
1764 Target creature acquires schizoid personality disorder.
1765 Caster acquires schizophrenia.
1766 Target creature acquires schizophrenia.
1767 Caster acquires scoptophilia.
1768 Target creature acquires scoptophilia.
1769 Caster acquires sexual masochism.
1770 Target acquires sexual masochism.
1771 Caster acquires sexual sadism.
1772 Target creature acquires sexual sadism.
1773 Caster acquires sleepwalking disorder.
1774 Target creature acquires sleepwalking disorder.
1775 Caster acquires somnophilia.
1776 Target creature acquires somnophilia.
1777 Caster acquires trichotillomania.
1778 Target creature acquires trichotillomania.
1779 Caster acquires urophilia.
1780 Target creature acquires urophilia.
1781 Caster acquires vaginismus.
1782 Target creature acquires vaginismus.
1783 Caster acquires vomerophilia.
1784 Target creature acquires vomerophilia.
1785 Caster acquires voyeurism.
1786 Target creature acquires voyeurism.
1787 Caster acquires zoophilia.
1788 Target creature acquires zoophilia.
1789 Caster immediately desires to change their occupation.
1790 Target creature immediately desires to change their occupation.
1791 Caster permanently renounces their god.
1792 Target creature permanently renounces their god.
1793 Caster must seek 1d20 sexual partners, but at the moment of truth, refuses each of them.
1794 Target creature must seek 1d20 sexual partners, but at the moment of truth, refuses each of them.
1795 Caster becomes permanently unable to orgasm, though they may still enjoy sex.
1796 Target creature becomes permanently unable to orgasm, though they may still enjoy sex.
1797 Caster is forever unable to urinate unless birds can be heard chirping.
1798 Target creature is forever unable to urinate unless birds can be heard chirping.
1799 Caster is forever unable to breathe unless their thumb is plugging up their butt.
1800 Target creature is forever unable to breathe unless their thumb is plugging up their butt.
1801 If there is grass underneath the caster's feet, it will never cease to grow.
1802 Caster is far beyond driven to steal undergarments, and must do so once per day or lose 1 LP.
1803 Target creature is far beyond driven to steal undergarments, and must do so once per day or lose 1 LP.
1804 Caster gives a vulgar display of power with their mouth for war by yelling, "I'm fucking hostile!"
1805 Target creature gives a vulgar display of power with their mouth for war by yelling "I'm fucking hostile!"
1806 Caster must end every sentence with the word 'fatal.'
1807 Target creature must end every sentence with the word 'fatal.'
1808 Caster is compelled to go to the nearest mountaintop and build a cottage.

- 1809 Target creature is compelled to go to the nearest mountaintop and build a cottage.
1810 Caster permanently has a memory of no longer than two minutes.
1811 Target creature permanently has a memory of no longer than two minutes.
1812 Caster believes that everyone met who is twenty years younger than them is their child.
1813 Target creature believes that everyone met who is twenty years younger than them is their child.
1814 Caster believes that those closest to them are full of lies.
1815 Target creature believes that those closest to them are full of lies.
1816 Caster forgets what they are doing here right now.
1817 Target creature forgets what they are doing here right now.
1818 Caster squints, remains quiet and motionless, and urinates on themselves.
1819 Target creature squints, remains quiet and motionless, and urinates on themselves.
1820 Caster vows to avenge the next thing done to anybody.
1821 Target creature vows to avenge the next thing done to anybody.
1822 Caster attempts to disembowel the next creature who annoys the caster.
1823 Target creature attempts to disembowel the next creature who annoys the caster.
1824 Caster desires to begin a collection of body parts.
1825 Target creature desires to begin a collection of body parts.
1826 Caster begins a dead anakim collection.
1827 Target creature begins a dead anakim collection.
1828 Caster begins a dead bugbear collection.
1829 Target creature begins a dead bugbear collection.
1830 Caster begins a dead human collection.
1831 Target creature begins a dead human collection.
1832 Caster begins a dead kobold collection.
1833 Target creature begins a dead kobold collection.
1834 Caster begins a dead ogre collection.
1835 Target creature begins a dead ogre collection.
1836 Caster begins a dead troll collection.
1837 Target creature begins a dead troll collection.
1838 Caster begins a dead goblin collection.
1839 Target creature begins a dead goblin collection.
1840 Caster begins a dead dwarf collection.
1841 Target creature begins a dead dwarf collection.
1842 Caster begins a dead elf collection.
1843 Target creature begins a dead elf collection.
1844 Caster is compelled to enter the nearest forest and cut down the largest tree found.
1845 Target creature is compelled to enter the nearest forest and cut down the largest tree found.
1846 Caster tries to huff, puff, and blow down a house.
1847 Target creature tries to huff, puff, and blow down a house.
1848 Caster loses all interest in spellcasting.
1849 Caster becomes obsessed with cleaning their belly button.
1850 Target creature becomes obsessed with cleaning their belly button.
1851 Caster loses all interest to bathe for 2d20 days.
1852 Target creature loses all interest to bathe for 2d20 days.
1853 Caster loses all interest to wipe after defecation for 2d20 days.
1854 Target creature loses all interest to wipe after defecation for 2d20 days.
1855 Caster loses all interest in conversation for 2d20 days.
1856 Target creature loses all interest in converstaion for 2d20 days.
1857 Caster loses all interest in sex for 2d20 days.
1858 Target creature loses all interest in sex for 2d20 days.
1859 Caster loses all interest in alcohol for 2d20 days.

- 1860 Target creature loses all interest in alcohol for 2d20 days.
- 1861 Caster is compelled to look up into the sky at least once every (1d20) minutes.
- 1862 Target creature is compelled to look up into the sky at least once every (1d20) minutes.
- 1863 Caster mumbles “I’m on a secret mission” once every (1d20) minutes.
- 1864 Caster and target creature swap Physique & Dexterity ability scores permanently.
- 1865 Caster immediately defends the target creature with their life for 1d3 rounds.
- 1866 Target creature immediately defends the caster with their life for 1d3 rounds.
- 1867 Caster must swap Sanguine and Melancholy Temperament scores.
- 1868 Caster must swap Choleric and Phlegmatic Temperament scores.
- 1869 Target creature must swap Sanguine and Melancholy Temperament scores.
- 1870 Target creature must swap Choleric and Phlegmatic Temperament scores.
- 1871 Caster receives a permanent bonus of 1d100 with the Aim skill.
- 1872 Caster receives a permanent bonus of 1d100 with the Animal Handling skill.
- 1873 Caster receives a permanent bonus of 1d100 with the Appraise skill.
- 1874 Caster receives a permanent bonus of 1d100 with the Balance skill.
- 1875 Caster receives a permanent bonus of 1d100 with the Blindfighting skill.
- 1876 Caster receives a permanent bonus of 1d100 with the Brawling skill.
- 1877 Caster receives a permanent bonus of 1d100 with the Cartography skill.
- 1878 Caster receives a permanent bonus of 1d100 with the Catching skill.
- 1879 Caster receives a permanent bonus of 1d100 with the Climb skill.
- 1880 Caster receives a permanent bonus of 1d100 with the Dance skill.
- 1881 Caster receives a permanent bonus of 1d100 with the Direction Sense skill.
- 1882 Caster receives a permanent bonus of 1d100 with the Disarm skill.
- 1883 Caster receives a permanent bonus of 1d100 with the Disguise skill.
- 1884 Caster receives a permanent bonus of 1d100 with the Fishing skill.
- 1885 Caster receives a permanent bonus of 1d100 with the Forgery skill.
- 1886 Caster receives a permanent bonus of 1d100 with the Gambling skill.
- 1887 Caster receives a permanent bonus of 1d100 with the Hagglng skill.
- 1888 Caster receives a permanent bonus of 1d100 with the Heraldry skill.
- 1889 Caster receives a permanent bonus of 1d100 with the Herbalism skill.
- 1890 Caster receives a permanent bonus of 1d100 with the Hide skill.
- 1891 Caster receives a permanent bonus of 1d100 with the Hunting skill.
- 1892 Caster receives a permanent bonus of 1d100 with the Hurl skill.
- 1893 Caster receives a permanent bonus of 1d100 with the Intimidation skill.
- 1894 Caster receives a permanent bonus of 1d100 with the Jump skill.
- 1895 Caster receives a permanent bonus of 1d100 with the Lock-picking skill.
- 1896 Caster receives a permanent bonus of 1d100 with the Persuasion skill.
- 1897 Caster receives a permanent bonus of 1d100 with the Philosophy skill.
- 1898 Caster receives a permanent bonus of 1d100 with the Pick Pocket skill.
- 1899 Caster receives a permanent bonus of 1d100 with the Read Lips skill.
- 1900 Caster receives a permanent bonus of 1d100 with the Search skill.
- 1901 Caster receives a permanent bonus of 1d100 with the Seduction skill.
- 1902 Caster receives a permanent bonus of 1d100 with the Sexual Adeptness skill.
- 1903 Caster receives a permanent bonus of 1d100 with the Sight skill.
- 1904 Caster receives a permanent bonus of 1d100 with the Silence skill.
- 1905 Caster receives a permanent bonus of 1d100 with the Sound skill.
- 1906 Caster receives a permanent bonus of 1d100 with the Spitting skill.
- 1907 Caster receives a permanent bonus of 1d100 with the Sprint skill.
- 1908 Caster receives a permanent bonus of 1d100 with the Swim skill.
- 1909 Caster receives a permanent bonus of 1d100 with the Taste skill.
- 1910 Caster receives a permanent bonus of 1d100 with the Touch skill.

- 1911 Caster receives a permanent bonus of 1d100 with the Toxicology skill.
- 1912 Caster receives a permanent bonus of 1d100 with the Tracking skill.
- 1913 Caster receives a permanent bonus of 1d100 with the Trapping skill.
- 1914 Caster receives a permanent bonus of 1d100 with the Trickery skill.
- 1915 Caster receives a permanent bonus of 1d100 with the Tumble skill.
- 1916 Caster receives a permanent bonus of 1d100 with the Urinating skill.
- 1917 Caster receives a permanent bonus of 1d100 with a random Specific Weapon skill.
- 1918 Caster receives a permanent bonus of 1d100 with the Wrestling skill.
- 1919 Caster receives a permanent penalty of 1d100 with the Aim skill.
- 1920 Caster receives a permanent penalty of 1d100 with the Animal Handling skill.
- 1921 Caster receives a permanent penalty of 1d100 with the Appraise skill.
- 1922 Caster receives a permanent penalty of 1d100 with the Balance skill.
- 1923 Caster receives a permanent penalty of 1d100 with the Blindfighting skill.
- 1924 Caster receives a permanent penalty of 1d100 with the Brawling skill.
- 1925 Caster receives a permanent penalty of 1d100 with the Cartography skill.
- 1926 Caster receives a permanent penalty of 1d100 with the Catching skill.
- 1927 Caster receives a permanent penalty of 1d100 with the Climb skill.
- 1928 Caster receives a permanent penalty of 1d100 with the Dance skill.
- 1929 Caster receives a permanent penalty of 1d100 with the Direction Sense skill.
- 1930 Caster receives a permanent penalty of 1d100 with the Disarm skill.
- 1931 Caster receives a permanent penalty of 1d100 with the Disguise skill.
- 1932 Caster receives a permanent penalty of 1d100 with the Fishing skill.
- 1933 Caster receives a permanent penalty of 1d100 with the Forgery skill.
- 1934 Caster receives a permanent penalty of 1d100 with the Gambling skill.
- 1935 Caster receives a permanent penalty of 1d100 with the Haggling skill.
- 1936 Caster receives a permanent penalty of 1d100 with the Heraldry skill.
- 1937 Caster receives a permanent penalty of 1d100 with the Herbalism skill.
- 1938 Caster receives a permanent penalty of 1d100 with the Hide skill.
- 1939 Caster receives a permanent penalty of 1d100 with the Hunting skill.
- 1940 Caster receives a permanent penalty of 1d100 with the Hurl skill.
- 1941 Caster receives a permanent penalty of 1d100 with the Intimidation skill.
- 1942 Caster receives a permanent penalty of 1d100 with the Jump skill.
- 1943 Caster receives a permanent penalty of 1d100 with the Lock-picking skill.
- 1944 Caster receives a permanent penalty of 1d100 with the Persuasion skill.
- 1945 Caster receives a permanent penalty of 1d100 with the Philosophy skill.
- 1946 Caster receives a permanent penalty of 1d100 with the Pick Pocket skill.
- 1947 Caster receives a permanent penalty of 1d100 with the Read Lips skill.
- 1948 Caster receives a permanent penalty of 1d100 with the Search skill.
- 1949 Caster receives a permanent penalty of 1d100 with the Seduction skill.
- 1950 Caster receives a permanent penalty of 1d100 with the Sexual Adeptness skill.
- 1951 Caster receives a permanent penalty of 1d100 with the Sight skill.
- 1952 Caster receives a permanent penalty of 1d100 with the Silence skill.
- 1953 Caster receives a permanent penalty of 1d100 with the Sound skill.
- 1954 Caster receives a permanent penalty of 1d100 with the Spitting skill.
- 1955 Caster receives a permanent penalty of 1d100 with the Sprint skill.
- 1956 Caster receives a permanent penalty of 1d100 with the Swim skill.
- 1957 Caster receives a permanent penalty of 1d100 with the Taste skill.
- 1958 Caster receives a permanent penalty of 1d100 with the Touch skill.
- 1959 Caster receives a permanent penalty of 1d100 with the Toxicology skill.
- 1960 Caster receives a permanent penalty of 1d100 with the Tracking skill.
- 1961 Caster receives a permanent penalty of 1d100 with the Trapping skill.

- 1962 Caster receives a permanent penalty of 1d100 with the Trickery skill.
- 1963 Caster receives a permanent penalty of 1d100 with the Tumble skill.
- 1964 Caster receives a permanent penalty of 1d100 with the Urinating skill.
- 1965 Caster receives a permanent penalty of 1d100 with a random Specific Weapon skill.
- 1966 Caster receives a permanent penalty of 1d100 with the Wrestling skill.
- 1967 Caster permanently reverses handedness.
- 1968 Target creature permanently reverses handedness.
- 1969 Caster is teleported into the middle of the nearest frontline of war.
- 1970 Target creature is teleported into the middle of the nearest frontline of war.
- 1971 Target creature feels refreshed as though born again (wounds are healed, diseases cured, etc.).
- 1972 Caster believes feels refreshed as though born again (wounds are healed, diseases cured, etc.).
- 1973 Target creature's Life Points permanently increase by (1d100)%.
- 1974 Target creature's Life Points permanently decrease by (1d100)%.
- 1975 Caster's Life Points permanently increase by (1d100)%.
- 1976 Caster's Life Points permanently decrease by (1d100)%.
- 1977 Caster believes that evil has been born all around.
- 1978 Caster's Language increases by 1d20 sub-ability points.
- 1979 Caster's Intuition increases by 1d20 sub-ability points.
- 1980 Caster's Physical Fitness increases by 1d20 sub-ability points.
- 1981 Caster's Strength increases by 1d20 sub-ability points.
- 1982 Caster's Drive increases by 1d20 sub-ability points.
- 1983 Caster returns to home to find it gone.
- 1984 Caster permanently feels as though every move they make is being watched.
- 1985 Target creature permanently feels as though every move they make is being watched.
- 1986 Caster's Agility increases by 1d20 sub-ability points.
- 1987 Caster's Hand-Eye Coordination increases by 1d20 sub-ability points.
- 1988 Caster is carefree and without stress. Health increases by 1d20 sub-ability points.
- 1989 Caster's Bodily Attractiveness increases by 1d20 sub-ability points.
- 1990 Caster graduates to the next highest occupational level of their current occupation.
- 1991 Nearest two nations declare war on each other.
- 1992 Most distant two nations declare war on each other.
- 1993 Nearest nation declares war on the most distant nation.
- 1994 Most distant nation declares war on the nearest nation.
- 1995 Caster suffers confusion for 5 years.
- 1996 Caster is happier than they should be. Sanguine Temperament increases by 1d20 points.
- 1997 Caster cares deeply for the wrong character. Roll to determine who in the vicinity.
- 1998 Cat appears before the caster and they adore each other. The name of the male cat is Hades.
- 1999 Caster is depressed. Melancholic Temperament decreases by 1d20 points.
- 2000 Caster is ostracized by those about whom they care.

Appendix 4: Phobias

The list of phobias presented in this appendix is for use with phobia as a mental illness from *Chapter 5: Mind*. To randomly determine a phobia, roll (d6-1) and treat the result as the hundreds position, and then roll percentile dice; this yields a range from 001 to 600. Consult the listing below:

001. Ablutophobia - Fear of washing or bathing.
002. Acarophobia - Fear of itching, or of the insects that cause itching.
003. Acerophobia - Fear of sourness.
004. Achluophobia - Fear of darkness.
005. Acousticophobia - Fear of noise.
006. Acrophobia - Fear of heights.
007. Aerophobia - Fear of drafts, air swallowing, or airborne noxious substances.
008. Aeroacrophobia - Fear of open, high places.
009. Aeronausiphobia - Fear of vomiting secondary to airsickness.
010. Agateophobia - Fear of insanity.
011. Agliophobia - Fear of pain.
012. Agoraphobia - Fear of open spaces, being in crowded and public places like markets, or leaving a safe place.
013. Agraphobia - Fear of sexual abuse.
014. Agrizoophobia - Fear of wild animals.
015. Agyrophobia - Fear of streets or crossing the street.
016. Aichmophobia - Fear of needles or pointed objects.
017. Ailurophobia - Fear of cats.
018. Albuminurophobia - Fear of kidney disease.
019. Alektorophobia - Fear of chickens.
020. Algophobia - Fear of pain.
021. Alliumphobia - Fear of garlic.
022. Allodoxaphobia - Fear of opinions.
023. Altophobia - Fear of heights.
024. Amathophobia - Fear of dust.
025. Ambulophobia - Fear of walking.
026. Amnesiphobia - Fear of amnesia.
027. Amychophobia - Fear of scratches or being scratched.
028. Anablephobia - Fear of looking up.
029. Ancraophobia or Anemophobia- Fear of wind.
030. Androphobia - Fear of men.

031. Anemophobia - Fear of air drafts or wind.
032. Anginophobia - Fear of angina, choking, or narrowness.
033. Angrophobia - Fear of anger or of becoming angry.
034. Ankylophobia - Fear of immobility of a joint.
035. Anthrophobia or Anthophobia - Fear of flowers.
036. Anthropophobia - Fear of characters or society.
037. Antlophobia - Fear of floods.
038. Anuptaphobia - Fear of staying single.
039. Apeirophobia - Fear of infinity.
040. Aphenphosmophobia - Fear of being touched. (Haphephobia)
041. Apiphobia - Fear of bees.
042. Apotemnophobia - Fear of characters with amputations.
043. Arachibutyrophobia - Fear of food sticking to the roof of the mouth.
044. Arachnophobia or Arachnophobia - Fear of spiders.
045. Arithmophobia - Fear of numbers.
046. Arrhenophobia - Fear of men.
047. Arsonophobia - Fear of fire.
048. Asthenophobia - Fear of fainting or weakness.
049. Astraphobia or Astrapophobia - Fear of thunder and lightning.
050. Astrophobia - Fear of stars and celestial space.
051. Asymmetriphobia - Fear of asymmetrical things.
052. Ataxiophobia - Fear of ataxia (muscular incoordination)
053. Ataxophobia - Fear of disorder or untidiness.
054. Atelophobia - Fear of imperfection.
055. Atephobia - Fear of ruin or ruins.
056. Athazagoraphobia - Fear of being forgotten, ignored, or of forgetting.
057. Atomosophobia - Fear of explosions.
058. Atychiphobia - Fear of failure.
059. Aulophobia - Fear of flutes.
060. Aurophobia - Fear of gold.
061. Auroraphobia - Fear of Northern lights.
062. Autodysomophobia - Fear of one who has a vile odor.
063. Automatonophobia- Fear of anything that falsely represents a sentient being.
064. Automysophobia - Fear of being dirty.
065. Autophobia - Fear of being alone, or of oneself.
066. Aviophobia or Aviatophobia - Fear of flying.
067. Ballistophobia - Fear of missiles or projectiles.
068. Basophobia or Basiphobia - Inability to stand. Fear of walking or falling.
069. Bathmophobia - Fear of stairs or steep slopes.
070. Bathophobia - Fear of depth.
071. Batophobia - Fear of heights or being close to high buildings.
072. Batrachophobia - Fear of amphibians, such as frogs, newts, salamanders, etc.
073. Belonephobia - Fear of pins and needles. (Aichmophobia)
074. Bibliophobia - Fear of books.
075. Blennophobia - Fear of slime.
076. Botanophobia - Fear of plants.
077. Bromidrosiphobia or Bromidrophobia - Fear of body smells.
078. Brontophobia - Fear of thunder and lightning.
079. Bufonophobia - Fear of toads.
080. Cacophobia - Fear of ugliness.
081. Cainophobia or Cainotophobia - Fear of newness, novelty.

082. Caligynephobia - Fear of beautiful women.
083. Cardiophobia - Fear of the heart.
084. Carnophobia - Fear of meat.
085. Catagelophobia - Fear of being ridiculed.
086. Catapedaphobia - Fear of jumping from high and low places.
087. Cathisophobia - Fear of sitting.
088. Catoptrophobia - Fear of mirrors.
089. Cenophobia or Centophobia - Fear of new things or ideas.
090. Ceraunophobia - Fear of thunder.
091. Chaetophobia - Fear of hair.
092. Cheimaphobia or Cheimatophobia - Fear of cold.
093. Chemophobia - Fear of chemicals or working with chemicals.
094. Cherophobia - Fear of gaiety.
095. Chionophobia - Fear of snow.
096. Chiraptophobia - Fear of being touched.
097. Chiophobia - Fear of hands.
098. Cholero-phobia - Fear of anger.
099. Chorophobia - Fear of dancing.
100. Chrometophobia or Chrematophobia - Fear of money.
101. Chromophobia or Chromatophobia - Fear of colors.
102. Chronophobia - Fear of time.
103. Chronomentrophobia - Fear of clocks.
104. Cibophobia or Sitophobia or Sitiophobia - Fear of food.
105. Claustrophobia - Fear of confined spaces.
106. Cleithrophobia or Cleisiophobia - Fear of being locked in an enclosed place.
107. Cleptophobia - Fear of stealing.
108. Climacophobia - Fear of stairs, climbing, or falling downstairs.
109. Clinophobia - Fear of going to bed.
110. Clithrophobia or Cleithrophobia - Fear of being enclosed.
111. Cnidophobia - Fear of stings.
112. Cometophobia - Fear of comets.
113. Coitophobia - Fear of coitus.
114. Contreltophobia - Fear of sexual abuse.
115. Coprastasophobia - Fear of constipation.
116. Coprophobia - Fear of feces.
117. Coulrophobia - Fear of jesters.
118. Counterphobia - The preference by a phobic for fearful situations.
119. Cremnophobia - Fear of precipices.
120. Cryophobia - Fear of extreme cold, ice, or frost.
121. Crystallophobia - Fear of crystals or glass.
122. Cymophobia - Fear of waves or wave-like motions.
123. Cynophobia - Fear of dogs or rabies.
124. Cypridophobia, Cypriphobia, Cyprianophobia, or Cyprinophobia - Fear of prostitutes or venereal disease.
125. Decidophobia - Fear of making decisions.
126. Defecaloesiophobia - Fear of painful bowels movements.
127. Deipnophobia - Fear of dining or dinner conversations.
128. Dementophobia - Fear of insanity.
129. Demonophobia or Daemonophobia - Fear of demons.
130. Demophobia - Fear of crowds. (Agoraphobia)
131. Dendrophobia - Fear of trees.
132. Dermatophobia - Fear of skin lesions.

133. Dermatosiophobia or Dermatophobia or Dermatopathophobia - Fear of skin disease.
134. Dextrophobia - Fear of objects at the right side of the body.
135. Diabetophobia - Fear of diabetes.
136. Didaskaleinophobia - Fear of going to school.
137. Dikephobia - Fear of justice.
138. Dinophobia - Fear of dizziness or whirlpools.
139. Diplophobia - Fear of double-vision.
140. Dipsophobia - Fear of drinking.
141. Dishabiliophobia - Fear of undressing in front of someone.
142. Domatophobia or Oikophobia - Fear of houses or being in a house.
143. Doraphobia - Fear of fur or skins of animals.
144. Doxophobia - Fear of expressing opinions or receiving praise.
145. Dromophobia - Fear of crossing streets.
146. Dysmorphophobia - Fear of deformity.
147. Dystychiphobia - Fear of accidents.
148. Ecclesiophobia - Fear of church.
149. Ecophobia - Fear of home.
150. Eicophobia or Oikophobia - Fear of home surroundings.
151. Eisoptrophobia - Fear of mirrors or of seeing oneself in a mirror.
152. Eleutherophobia - Fear of freedom.
153. Elurophobia - Fear of cats. (Ailurophobia)
154. Emetophobia - Fear of vomiting.
155. Enochlophobia - Fear of crowds.
156. Enosiophobia or Enissophobia - Fear of having committed an unpardonable sin, or of criticism.
157. Entomophobia - Fear of insects.
158. Eosophobia - Fear of dawn or daylight.
159. Ephebiphobia - Fear of teenagers.
160. Epistaxiophobia - Fear of nosebleeds.
161. Epistemophobia - Fear of knowledge.
162. Equinophobia - Fear of horses.
163. Eremophobia - Fear of being by oneself or of loneliness.
164. Ereuthrophobia - Fear of blushing.
165. Ergophobia - Fear of work.
166. Erotophobia - Fear of sexual love or sexual questions.
167. Euphobia - Fear of hearing good news.
168. Eurotophobia - Fear of female genitalia.
169. Erythrophobia, Erytophobia or Ereuthrophobia - Fear of red light, blushing, or red.
170. Febriphobia, Fibriphobia or Fibriophobia - Fear of fever.
171. Felinophobia - Fear of cats. (Ailurophobia, Elurophobia, Galeophobia, Gatophobia)
172. Frigophobia - Fear of cold things.
173. Galeophobia or Gatophobia - Fear of cats.
174. Gamophobia - Fear of marriage.
175. Geliophobia - Fear of laughter.
176. Geniophobia - Fear of chins.
177. Genophobia - Fear of sex.
178. Genuphobia - Fear of knees.
179. Gephyrophobia, Gephydrophobia, or Gephyrophobia - Fear of crossing bridges.
180. Gerascophobia - Fear of growing old.
181. Gerontophobia - Fear of old characters, or of growing old.
182. Geumaphobia or Geumophobia - Fear of taste.
183. Glossophobia - Fear of speaking in public or of trying to speak.

184. Gnosiophobia - Fear of knowledge.
185. Graphophobia - Fear of writing or handwriting.
186. Gymnophobia - Fear of nudity.
187. Gynephobia or Gynophobia - Fear of women.
188. Hagiophobia - Fear of saints or holy things.
189. Hamartophobia - Fear of sinning.
190. Haphophobia or Haptophobia - Fear of being touched.
191. Harpaxophobia - Fear of being robbed.
192. Hedonophobia - Fear of feeling pleasure.
193. Heliophobia - Fear of the sun.
194. Helminthophobia - Fear of being infested with worms.
195. Hemophobia or Hemaphobia or Hematophobia - Fear of blood.
196. Heresyphobia or Hereiophobia - Fear of challenges to official doctrine or of radical deviation.
197. Herpetophobia - Fear of reptiles or creepy, crawly things.
198. Heterophobia - Fear of the opposite sex. (Sexophobia)
199. Hierophobia - Fear of priests or sacred things.
200. Hippophobia - Fear of horses.
201. Hippopotomonstrosesquippedaliophobia - Fear of long words.
202. Hobophobia - Fear of bums or beggars.
203. Hodophobia - Fear of road travel.
204. Hormephobia - Fear of shock.
205. Homichlophobia - Fear of fog.
206. Homilophobia - Fear of sermons.
207. Hominophobia - Fear of men.
208. Hydrargyophobia - Fear of mercurial medicines.
209. Hydrophobia - Fear of water, or of rabies.
210. Hydrophobophobia - Fear of rabies.
211. Hyelophobia or Hyalophobia - Fear of glass.
212. Hygrophobia - Fear of liquids, dampness, or moisture.
213. Hylephobia - Fear of materialism, or epilepsy.
214. Hylophobia - Fear of forests.
215. Hypengyophobia or Hypegiaphobia - Fear of responsibility.
216. Hypnophobia - Fear of sleep.
217. Hypsiphobia - Fear of height.
218. Ichthyophobia - Fear of fish.
219. Ideophobia - Fear of ideas.
220. Illyngophobia - Fear of vertigo or feeling dizzy when looking down.
221. Iophobia - Fear of poison.
222. Insectophobia - Fear of insects.
223. Isolophobia - Fear of solitude, being alone.
224. Isopterophobia - Fear of wood-eating insects.
225. Ithyphallophobia - Fear of seeing, thinking about, or having an erect penis.
226. Kainolophobia - Fear of novelty.
227. Kainophobia - Fear of anything new, novelty.
228. Kakorrhaphiophobia - Fear of failure or defeat.
229. Katagelophobia - Fear of ridicule.
230. Kathisophobia - Fear of sitting down.
231. Kenophobia - Fear of voids or empty spaces.
232. Keraunophobia - Fear of thunder and lightning.
233. Kinetophobia or Kinesophobia - Fear of movement or motion.
234. Kleptophobia - Fear of stealing.

235. Koinoniphobia - Fear of rooms.
236. Kolpophobia - Fear of genitals, particularly female.
237. Kopophobia - Fear of fatigue.
238. Koniophobia - Fear of dust. (Amathophobia)
239. Kosmikophobia - Fear of cosmic phenomenon.
240. Kymophobia - Fear of waves.
241. Kynophobia - Fear of rabies.
242. Kyphophobia - Fear of stooping.
243. Lachanophobia - Fear of vegetables.
244. Laliophobia or Lalophobia - Fear of speaking.
245. Leprophobia or Lepraphobia - Fear of leprosy.
246. Leukophobia - Fear of the color white.
247. Levophobia - Fear of things to the left side of the body.
248. Ligyrophobia - Fear of loud noises.
249. Lilapsophobia - Fear of hurricanes.
250. Limnophobia - Fear of lakes.
251. Linonophobia - Fear of string.
252. Liticaphobia - Fear of lawsuits.
253. Lockiophobia - Fear of childbirth.
254. Logophobia - Fear of words.
255. Lygophobia - Fear of darkness.
256. Lyssophobia - Fear of rabies or of becoming mad.
257. Macrophobia - Fear of long waits.
258. Mageirocophobia - Fear of cooking.
259. Maieusiophobia - Fear of childbirth.
260. Malaxophobia - Fear of love-play. (Sarmassophobia)
261. Maniaphobia - Fear of insanity.
262. Mastigophobia - Fear of punishment.
263. Mechanophobia - Fear of machines.
264. Medomalacuphobia - Fear of losing an erection.
265. Medorthophobia - Fear of an erect penis.
266. Megalophobia - Fear of large things.
267. Melissophobia - Fear of bees.
268. Melanophobia - Fear of the color black.
269. Melophobia - Fear or hatred of music.
270. Meningitophobia - Fear of brain disease.
271. Menophobia - Fear of menstruation.
272. Merinthophobia - Fear of being bound or tied up.
273. Metallophobia - Fear of metal.
274. Metathesiophobia - Fear of changes.
275. Meteorophobia - Fear of meteors.
276. Methyphobia - Fear of alcohol.
277. Metrophobia - Fear or hatred of poetry.
278. Microphobia - Fear of small things.
279. Mnemophobia - Fear of memories.
280. Molysmophobia or Molsomophobia - Fear of dirt or contamination.
281. Monophobia - Fear of solitude or being alone.
282. Monopathophobia - Fear of definite disease.
283. Mottephobia - Fear of moths.
284. Musophobia or Murophobia - Fear of mice.
285. Mycophobia - Fear or aversion to mushrooms.

286. Mycrophobia - Fear of small things.
287. Myctophobia - Fear of darkness.
288. Myrmecophobia - Fear of ants.
289. Mysophobia - Fear of germs or contamination or dirt.
290. Mythophobia - Fear of myths stories, or false statements.
291. Myxophobia - Fear of slime. (Blennophobia)
292. Nebulaphobia - Fear of fog. (Homichlophobia)
293. Necrophobia - Fear of death or dead things.
294. Nelophobia - Fear of glass.
295. Neophobia - Fear of anything new.
296. Nephophobia - Fear of clouds.
297. Noctiphobia - Fear of the night.
298. Nomatophobia - Fear of names.
299. Nosophobia or Nosemaphobia - Fear of becoming ill.
300. Nostophobia - Fear of returning home.
301. Novercaphobia - Fear of your step-mother.
302. Nudophobia - Fear of nudity.
303. Numerophobia - Fear of numbers.
304. Nyctohylophobia - Fear of dark wooded areas such as forests at night
305. Nyctophobia - Fear of the dark or of night.
306. Obesophobia - Fear of gaining weight.(Pocrescophobia)
307. Ochlophobia - Fear of crowds or mobs.
308. Ochophobia - Fear of vehicles -- a chariot, for example.
309. Octophobia - Fear of the figure 8.
310. Odontophobia - Fear of teeth.
311. Odynophobia or Odynephobia - Fear of pain. (Algophobia)
312. Oenophobia - Fear of wine.
313. Oikophobia - Fear of home surroundings, house.
314. Olfactophobia - Fear of smells.
315. Ombrophobia - Fear of rain or of being rained on.
316. Ommetaphobia or Ommatophobia - Fear of eyes.
317. Oneirophobia - Fear of dreams.
318. Oneirogmophobia - Fear of wet dreams.
319. Onomatophobia - Fear of hearing a certain word or of names.
320. Ophidiophobia - Fear of snakes. (Snakephobia)
321. Ophthalmophobia - Fear of being stared at.
322. Optophobia - Fear of opening one's eyes.
323. Ornithophobia - Fear of birds.
324. Orthophobia - Fear of property.
325. Osmophobia or Osphresiophobia - Fear of smells or odors.
326. Ostraconophobia - Fear of shellfish.
327. Ouranophobia - Fear of paradise.
328. Pagophobia - Fear of ice or frost.
329. Panthophobia - Fear of suffering and disease.
330. Panophobia or Pantophobia - Fear of everything.
331. Papyrophobia - Fear of paper.
332. Paralipophobia - Fear of neglecting duty or responsibility.
333. Paraphobia - Fear of sexual perversion.
334. Parasitophobia - Fear of parasites.
335. Parthenophobia - Fear of virgins or young girls.
336. Pathophobia - Fear of disease.

337. Patroiophobia - Fear of heredity.
338. Parturiphobia - Fear of childbirth.
339. Peccatophobia - Fear of sinning. (imaginary crime)
340. Pediculophobia - Fear of lice.
341. Pediophobia - Fear of dolls.
342. Pedophobia - Fear of children.
343. Peladophobia - Fear of bald characters.
344. Peniaphobia - Fear of poverty.
345. Pentheraphobia - Fear of mother-in-law. (Novercaphobia)
346. Phagophobia - Fear of swallowing, eating, or being eaten.
347. Phalacrophobia - Fear of becoming bald.
348. Phallophobia - Fear of a penis, especially erect.
349. Phasmophobia - Fear of ghosts.
350. Phengophobia - Fear of daylight or sunshine.
351. Philemaphobia or Philematophobia - Fear of kissing.
352. Philophobia - Fear of falling or being in love.
353. Philosophobia - Fear of philosophy.
354. Phobophobia - Fear of phobias.
355. Photoagliaphobia - Fear of glaring lights.
356. Photophobia - Fear of light.
357. Phonophobia - Fear of noises, voices, or one's own voice.
358. Phronemophobia - Fear of thinking.
359. Phthiriophobia - Fear of lice. (Pediculophobia)
360. Phthisiophobia - Fear of tuberculosis.
361. Plutophobia - Fear of wealth.
362. Pluviophobia - Fear of rain or of being rained on.
363. Pneumatiphobia - Fear of spirits.
364. Pnigophobia or Pnigerophobia - Fear of choking or being smothered.
365. Pocriscopobia - Fear of gaining weight. (Obesophobia)
366. Pogonophobia - Fear of beards.
367. Politicophobia - Fear or abnormal dislike of politicians.
368. Polyphobia - Fear of many things. Character has 2d20 random phobias.
369. Poinophobia - Fear of punishment.
370. Ponophobia - Fear of overworking or of pain.
371. Porphyrophobia - Fear of the color purple.
372. Potamophobia - Fear of rivers or running water.
373. Potophobia - Fear of alcohol.
374. Proctophobia - Fear of rectum.
375. Prosophobia - Fear of progress.
376. Psellismophobia - Fear of stuttering.
377. Psychophobia - Fear of minds.
378. Psychrophobia - Fear of cold.
379. Pteromerhanophobia - Fear of flying.
380. Pteronophobia - Fear of being tickled by feathers.
381. Pupaphobia - fear of puppets
382. Pyrexiphobia - Fear of fever.
383. Pyrophobia - Fear of fire.
384. Ranidaphobia - Fear of frogs.
385. Rectophobia - Fear of rectums or rectal diseases.
386. Rhabdophobia - Fear of being severely punished or beaten by a rod, severely criticized, or fear of magic wands.
387. Rhyphobia - Fear of defecation.

388. Rhytiphobia - Fear of getting wrinkles.
389. Rupophobia - Fear of dirt.
390. Sarmassophobia - Fear of love-play. (Malaxophobia)
391. Scabiophobia - Fear of scabies.
392. Scatophobia - Fear of fecal matter.
393. Scelerophobia - Fear of bad characters, burglars.
394. Sciophobia or Sciaphobia - Fear of shadows.
395. Scoleciphobia - Fear of worms.
396. Scolionophobia - Fear of school.
397. Scopophobia or Scoptophobia - Fear of being seen or stared at.
398. Scotomaphobia - Fear of blindness in visual field.
399. Scotophobia - Fear of darkness. (Achluophobia)
400. Scriptophobia - Fear of writing in public.
401. Selachophobia - Fear of sharks.
402. Selaphobia - Fear of light flashes.
403. Selenophobia - Fear of the moon.
404. Seplophobia - Fear of decaying matter.
405. Sesquipedalophobia - Fear of long words.
406. Sexophobia - Fear of the opposite sex.
407. Siderophobia - Fear of stars.
408. Sinistrophobia - Fear of things to the left, left-handed.
409. Sitophobia or Sitiophobia - Fear of food or eating. (Cibophobia)
410. Snakephobia - Fear of snakes. (Ophidiophobia)
411. Soceraphobia - Fear of parents-in-law.
412. Social Phobia - Fear of being evaluated negatively in social situations.
413. Sociophobia - Fear of society or characters in general.
414. Somniphobia - Fear of sleep.
415. Sophophobia - Fear of learning.
416. Soteriophobia - Fear of dependence on others.
417. Spectrophobia - Fear of specters or ghosts.
418. Spermatophobia or Spermophobia - Fear of loads of splooge, commonly called cum.
419. Spheksophobia - Fear of wasps.
420. Stasibasiphobia or Stasiphobia - Fear of standing or walking. (Ambulophobia)
421. Staurophobia - Fear of crosses or the crucifix.
422. Stenophobia - Fear of narrow things or places.
423. Suriphobia - Fear of mice.
424. Symbolophobia - Fear of symbolism.
425. Symmetrophobia - Fear of symmetry.
426. Syngenesophobia - Fear of relatives.
427. Tachophobia - Fear of speed.
428. Taeniophobia or Teniophobia - Fear of tapeworms.
429. Taphophobia Taphophobia - Fear of being buried alive.
430. Tapinophobia - Fear of being contagious.
431. Taurophobia - Fear of bulls.
432. Teleophobia - Fear of definite plans or religious ceremony.
433. Teratophobia - Fear of bearing a deformed child, fear of monsters, or deformed characters.
434. Testophobia - Fear of taking tests.
435. Tetanophobia - Fear of lockjaw, tetanus.
436. Textophobia - Fear of certain fabrics.
437. Thaasophobia - Fear of sitting.
438. Thalassophobia - Fear of the sea.

439. Thanatophobia or Thantophobia - Fear of death or dying.
440. Theatrophobia - Fear of theaters.
441. Theologicophobia - Fear of theology.
442. Theophobia - Fear of gods or religion.
443. Thermophobia - Fear of heat.
444. Tocophobia - Fear of pregnancy or childbirth.
445. Tonitrophobia - Fear of thunder.
446. Topophobia - Fear of certain places or situations, such as stage-fright.
447. Toxiphobia or Toxophobia or Toxicophobia - Fear of poison or of being accidently poisoned.
448. Traumatophobia - Fear of injury.
449. Tremophobia - Fear of trembling.
450. Trichopathophobia or Trichophobia or Hypertrichophobia - Fear of hair. (Chaetophobia)
451. Triskaidekaphobia - Fear of the number 13.
452. Tropophobia - Fear of moving or making changes.
453. Tuberculophobia - Fear of tuberculosis.
454. Tyrannophobia - Fear of tyrants.
455. Uranophobia - Fear of paradise.
456. Urophobia - Fear of urine or urinating.
457. Venustraphobia - Fear of beautiful women.
458. Verbophobia - Fear of words.
459. Vestiphobia - Fear of clothing.
460. Virginitiphobia - Fear of rape.
461. Vitricophobia - Fear of step-father.
462. Wiccaphobia - Fear of witches (female sorcerors) and witchcraft.
463. Xanthophobia - Fear of the color yellow or the word yellow.
464. Xenoglossophobia - Fear of foreign languages.
465. Xenophobia - Fear of strangers or foreigners.
466. Xerophobia - Fear of dryness.
467. Xylophobia - Fear of wooden objects or forests.
468. Zelophobia - Fear of jealousy.
469. Zeusophobia - Fear of a god or gods.
470. Zoophobia - Fear of animals.
- 471-600 Reroll

Appendix 5: Ingredients

This appendix is a compilation of ingredients that may be selected randomly. The description will indicate whether the ingredient is expended upon casting or reusable. To randomly select an ingredient, roll 1d1000 and consult the following list.

Note that some of these ingredients are vague. For instance, ingredient #251 is the sweat of the palms of a prosperous business owner. It is the MM's discretion exactly what 'prosperous' means. In this way, spellcasters that seek ingredients should be careful to fulfill the requirements. Upon casting the spell in question, the MM may declare that the spell fails and no effect occurs. The spellcaster is then left to wonder which ingredient failed to meet the necessary criteria. Another example is that #239 is a possession from an honest man. Exactly how honest is honest? This is the MM's discretion.

Although many ingredients are common and easy for spellcasters to obtain, a large number of ingredients will pose difficulties, usually requiring the spellcaster to quest for them. MM's should not overlook the usefulness of the need for ingredients regarding plots.

Above all, it is suggested that MM's use discretion and do what is appropriate or best for their game. If a random ingredient is rolled and the results are nonsensical within context, the MM may decide to have the player reroll. Players may have concerns about the validity of many ingredients such as body parts. Vast numbers of magical texts have been burned, and so modern knowledge of ancient and medieval magic is rather limited. Apparently, collections of body parts were popular ingredients for sorcerers. For example, a tale (Fitcher's Bird in *The Complete Fairy Tales of the Brothers Grimm*) is told of a sorcerer who knocks on random homes, charms maidens, brings them home, tricks them, kills them, dismembers their bodies, and stores the body parts in a cauldron (p. 167-170). Similarly, an advanced sorceress named Pamphila maintains her magical workshop atop her roof, where among ointments and other magical ingredients, she stores a collection of stolen body parts (*Metamorphoses* by Apuleius of Madaura, Book 2, p. 20-21).

- 0001 A sacrificial female victim that is nude and must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0002 A sacrificial girl victim that is nude and must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0003 A sacrificial baby girl that is placed on a stone altar. She will die upon casting the spell.
- 0004 A sacrificial elderly victim that must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0005 A sacrificial baby boy that is placed on a stone altar. He will die upon casting the spell.
- 0006 A sacrificial boy victim that is nude and must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0007 A sacrificial male victim that is nude and must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0008 A sacrificial retarded victim that must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0009 A sacrificial lamb must be tied or chained to a stone altar. The lamb will die upon casting.
- 0010 A sacrificial anakim must be tied or chained to a stone altar. They will die upon casting.
- 0011 A sacrificial bugbear must be tied or chained to a stone altar. They will die upon casting.
- 0012 A sacrificial human must be tied or chained to a stone altar. They will die upon casting.
- 0013 A sacrificial kobold must be tied or chained to a stone altar. They will die upon casting.
- 0014 A sacrificial ogre must be tied or chained to a stone altar. They will die upon casting.
- 0015 A sacrificial troll must be tied or chained to a stone altar. They will die upon casting.
- 0016 A sacrificial dwarf must be tied or chained to a stone altar. They will die upon casting.
- 0017 A sacrificial elf must be tied or chained to a stone altar. They will die upon casting.
- 0018 A sacrificial goblin must be tied or chained to a stone altar. They will die upon casting.
- 0019 A sacrificial dragon will, as a bound victim, die upon casting.
- 0020 A sacrificial human or elven maiden with large breasts, long hair, and a thin waist, and with fresh semen implanted and seeping from three of her orifices must be tied or chained to a stone altar. She will die upon casting the spell.
- 0021 A sacrificial bird must be tied or chained to a stone altar. It will die upon casting.
- 0022 A sacrificial cat must be tied or chained to a stone altar. It will die upon casting.
- 0023 A sacrificial dog must be tied or chained to a stone altar. It will die upon casting.
- 0024 A sacrificial unicorn must be tied or chained to a stone altar. It will die upon casting.
- 0025 A sacrificial horse must be tied or chained to a stone altar. It will die upon casting.
- 0026 A sacrificial victim from the upper class must be tied or chained to a stone altar. They will die upon casting the spell.
- 0027 A sacrificial victim from the lower class must be tied or chained to a stone altar. They will die upon casting the spell.
- 0028 A sacrificial victim with an ethical disposition must be tied or chained to a stone altar. They will die upon casting the spell.
- 0029 A sacrificial victim with an unethical disposition must be tied or chained to a stone altar. They will die upon casting the spell.
- 0030 A sacrificial victim with a moral disposition must be tied or chained to a stone altar. They will die upon casting the spell.
- 0031 A sacrificial victim with an immoral disposition must be tied or chained to a stone altar. They will die upon casting the spell.
- 0032 A sacrificial victim with a predominantly sanguine temperament must be tied or chained to a stone altar. They will die upon casting the spell.

- 0033 A sacrificial victim with a predominantly melancholic temperament must be tied or chained to an altar. They will die upon casting the spell.
- 0034 A sacrificial victim with a predominantly choleric temperament must be tied or chained to an altar. They will die upon casting the spell.
- 0035 A sacrificial victim with a predominantly phlegmatic temperament must be tied or chained to an altar. They will die upon casting the spell.
- 0036 A sacrificial female victim that is an adult and a virgin must be tied or chained to a stone altar. She will die upon casting the spell.
- 0037 A family member must become a sacrificial victim and tied or chained to a stone altar. They will die upon casting the spell.
- 0038 An authority figure must become a sacrificial victim and tied or chained to a stone altar. They will die upon casting the spell.
- 0039 An adulterer or adultress (caster's preference) must become a sacrificial victim and tied or chained to a stone altar. They will die upon casting the spell.
- 0040 Altar made of earth - reusable
- 0041 Ten sacrificial victims must be bound to ten altars. They will die upon casting the spell.
- 0042 Fresh brain - expended
- 0043 Fresh brain - reusable for 1 week
- 0044 Severed limb - expended
- 0045 Severed limb - reusable for 1 week
- 0046 Decapitated head - expended
- 0047 Decapitated head - reusable for 1 week
- 0048 Severed tongue of a mouthy woman - expended
- 0049 Severed tongue of a mouthy woman - reusable for 1 week
- 0050 Severed penis - expended
- 0051 Severed penis - reusable for 1 week
- 0052 Severed penis of an adulterer - expended
- 0053 Severed penis of an adulterer - reusable for 1 week
- 0054 A lock of hair - reusable
- 0055 A lock of hair - expended
- 0056 A testicle - expended
- 0057 A testicle - reusable for 1 week
- 0058 Two testicles - expended
- 0059 Two testicles - reusable for 1 week
- 0060 Fresh breast milk - expended
- 0061 Fresh sperm - expended
- 0062 Fresh blood - expended
- 0063 Fresh urine - expended
- 0064 Fresh menstrual blood - expended
- 0065 Fresh brain juice - expended
- 0066 Fresh, wet, slimy excrement - expended
- 0067 Old, dried excrement - expended
- 0068 Fresh phlegm - expended
- 0069 Fresh stomach acid - expended
- 0070 Bone marrow - expended
- 0071 Bone marrow - reusable for 1 year
- 0072 Any bone - expended

0073 Any bone - reusable for 1 year
0074 A piece of wood - expended
0075 A piece of wood - reusable for 1 year
0076 A wooden staff - reusable
0077 Feather - expended
0078 Feather - reusable
0079 Stone - expended
0080 Stone - reusable
0081 Living plant - expended
0082 Gemstone worth at least 5 sp - expended
0083 Gemstone worth at least 5 sp - reusable
0084 Gemstone worth at least 1 gp - expended
0085 Gemstone worth at least 1 gp - reusable
0086 Gemstone worth at least 50 gp - expended
0087 Gemstone worth at least 50 gp - reusable
0088 Gemstone worth at least 100 gp - expended
0089 Gemstone worth at least 100 gp - reusable
0090 Gold - expended
0091 Gold - reusable
0092 Silver - expended
0093 Silver - reusable
0094 Copper - expended
0095 Copper - reusable
0096 Bronze - expended
0097 Bronze - reusable
0098 Carbon steel - expended
0099 Carbon steel - reusable
0100 Brass - expended
0101 Brass - reusable
0102 Pewter - expended
0103 Pewter - reusable
0104 Iron - expended
0105 Iron - reusable
0106 Mandrake root - expended
0107 Mandrake root - reusable
0108 Nightshade - expended
0109 Nightshade - reusable
0110 Cloth - expended
0111 Cloth - reusable
0112 Ice - expended
0113 Fire - expended
0114 Lump of coal - expended
0115 Lump of coal - reusable
0116 Fingernail - expended
0117 Fingernail - reusable for 6 months
0118 Severed foot
0119 A freshly severed clitoris - expended

- 0120 Live fetus - expended
- 0121 Dead fetus - reusable for 1 week
- 0122 Rag from a menstruating woman - reusable
- 0123 Thyroid from an ogre - expended
- 0124 Rope from a hanged man, it must be taken from the body - reusable for 1 week
- 0125 Urine sample from someone who partakes of marijuana - expended
- 0126 Trapped fart gas - expended
- 0127 Trapped belch - expended
- 0128 Freshly picked booger, green ones are best - expended
- 0129 Urine sample from a pregnant woman - expended
- 0130 Eggs of a lesbian - expended
- 0131 A lock of pubic hair from an 11 year-old, and the hair must be 3 inches in length - expended
- 0132 A freshly regurgitated horse turd
- 0133 An unbroken hymen - expended
- 0134 Ordinary mushroom - expended
- 0135 Magic mushroom - expended
- 0136 One ounce of marijuana; must be smoked while casting - expended
- 0137 One tankard of mead - reusable
- 0138 One tankard of ale - reusable
- 0139 One tankard of beer - reusable
- 0134 One tankard of wine - reusable
- 0135 Fresh urine from a drunk, which must be drunk by the caster - expended
- 0136 An eyeball - reusable for 1 day
- 0137 An eyeball of a blind character - expended
- 0138 The ear of a deaf character - expended
- 0139 Fingers of a blind character - expended
- 0140 Vomit - expended
- 0141 Beeswax - reusable
- 0142 Heart of a murderer - expended
- 0143 Heart of an innocent child - expended
- 0144 Eyelashes of a maiden - expended
- 0145 The scream of a wealthy character - reusable
- 0146 The blanket from a whore's bed - reusable, as often as she is
- 0147 Leather - reusable for 6 months
- 0148 Any holy symbol - expended
- 0149 Any holy symbol - reusable
- 0150 Any unholy symbol - expended
- 0151 Any unholy symbol - reusable
- 0152 Anal hair - expended
- 0153 Ear hair - expended
- 0154 Armpit hair - expended
- 0155 Gushing tears of sadness - expended
- 0156 Any meat - expended
- 0157 Cheese - expended
- 0158 Spittle from a baby - expended
- 0159 Nasal hair - expended
- 0160 Water - expended

- 0161 Milk - expended
- 0162 Marble - reusable
- 0163 String from a lute - reusable for 1 week
- 0164 Boiling water - expended
- 0165 Frozen urine - expended
- 0166 A couple in courtly love - reusable
- 0167 Large intestine - reusable for 1 week
- 0168 Small intestine - reusable for 1 week
- 0169 Stomach acid from an eagle - expended
- 0170 Static electricity - expended
- 0171 Any corpse - reusable as long as it is not fully decomposed
- 0172 Parchment - expended
- 0173 Ink - expended
- 0174 Glass - reusable
- 0175 A figurine - expended
- 0176 A figurine - reusable
- 0177 Spider web - expended
- 0178 Cricket - expended
- 0179 White teeth - reusable
- 0180 Yellow teeth - reusable
- 0181 Black teeth - expended
- 0182 Fang - reusable
- 0183 Molar tooth - reusable
- 0184 Thumb from a thief - reusable for 1 week
- 0185 Grain - expended
- 0186 Sand - expended
- 0187 Dirt - expended
- 0188 A river fish - expended
- 0189 A sea fish - expended
- 0190 Blood from the wrist of someone committing suicide - reusable
- 0191 Blood from a jugular vein - reusable
- 0192 A dozen severed nipples in a jar - reusable for 1 year if stored in wine and sealed properly
- 0193 Armpit hair of an athletic child abuser - reusable for 1 week
- 0194 Pentagram - reusable
- 0195 Inverted pentagram - reusable
- 0196 A feather dipped in fresh vaginal blood - expended
- 0197 Maggots - expended
- 0198 Veins from a fat character's leg - reusable for 1 week
- 0199 Monolithic stone - reusable
- 0200 Hairball coughed up from a cat - expended
- 0201 Eyeball of an eagle - reusable for 1 week
- 0202 Rat corpse - reusable for 6 months
- 0203 Squirrel corpse - reusable for 6 months
- 0204 Pair of dice - reusable
- 0205 Frog legs - expended
- 0206 Broom stick - reusable
- 0207 Griffon hair - expended

- 0208 Centipede - expended
- 0209 Brain of a philosopher - reusable for 1 year
- 0210 Bicep of a warrior - expended
- 0211 Spellbook of a mage - expended
- 0212 Coat of arms of a knight - reusable
- 0213 Blood from a bruise - reusable
- 0214 Pen of a sage - reusable
- 0215 Ink of an octopus - expended
- 0216 Fifty lit candles - reusable
- 0217 Scab from a wound - expended
- 0218 Bloody brown mouse - reusable for 1 month
- 0219 Severed wrinkle from a grandmother - expended
- 0220 Wings of a bat - expended
- 0221 Wings of any bird - expended
- 0222 Wings of a succubus - reusable
- 0223 Wings of an incubus - reusable
- 0224 Honey
- 0225 Part of a wing of a dragon - reusable
- 0226 Claw of a dragon - reusable
- 0227 Fang of a serpent - reusable
- 0228 Scale from a dragon's hide - reusable
- 0229 Tadpole - expended
- 0230 Woman willing to do anything for the caster, and licking the caster's foot at the moment - reusable
- 0231 Exact intended spell effect must be written on parchment - reusable
- 0232 Flax - expended
- 0233 Belt - reusable
- 0234 Caster's hair - expended
- 0235 Any possession from the home of a king - reusable
- 0236 Any possession from the home of a queen - reusable
- 0237 Any possession from the home of a prince - reusable
- 0238 Any possession from the home of a princess - reusable
- 0239 Any possession from an honest man - reusable
- 0240 Any possession from an honest woman - reusable
- 0241 Any possession of a woman - expended
- 0242 Any possession of a man - expended
- 0243 Bloodclot - expended
- 0244 Songbird - reusable
- 0245 Lizard - reusable
- 0246 Lizard - expended
- 0247 Snake - expended
- 0248 Snake - reusable
- 0249 Book - expended
- 0250 Book - reusable
- 0251 Sweat from the palms of a prosperous business owner - expended
- 0252 Ivory pawn of a chess set - reusable
- 0253 Vocal chords of a wolf - reusable for 3 months
- 0254 Bugbear testicles - reusable for 1 week

0255 Goblin testicles - reusable for 1 week
0256 Hobgoblin testicles - reusable for 1 week
0257 Grass - expended
0258 Arrow - reusable
0259 Lava - reusable
0260 Diamond - reusable
0261 Emerald - reusable
0262 Ruby - reusable
0263 Sapphire - reusable
0264 Agate - reusable
0265 A living ant - expended
0266 Green defecation from a baby - expended
0267 Plucked eyeball from a woman in heat - reusable
0268 Plucked eyebrow hair from someone who seems to have one large eyebrow instead of two - reusable
0269 Chastity belt once worn by a virgin - reusable
0270 Loaf of bread - reusable
0271 Armpit sweat from a bully - expended
0272 Severed big toe from an adult male with abnormally small feet - reusable for 6 months
0273 Sweat off of the testicles of a crucified slave - expended
0274 Oil - expended
0275 Crown of a king - reusable
0276 Elaborate wooden carving - reusable
0277 Unhatched chicken egg - expended
0278 Poisonous plant - expended
0279 Arsenic - expended
0280 Daphne berries - expended
0281 Helm - reusable
0282 Chalice - reusable
0283 Skull - reusable
0284 Jawbone - reusable
0285 Ignited lantern - reusable
0286 Ignited torch - reusable
0287 Brooch - expended
0288 Brooch - reusable
0289 Page ripped out of a book - expended
0290 Weed - expended
0291 Moss - expended
0292 Fungi - expended
0293 Vaginal yeast - expended
0294 Dye - expended
0295 Flute - reusable
0296 Troll blood - expended
0297 Pubic hair from a giant - expended
0298 Sperm from a bull - expended
0299 Wool - expended
0300 Tears of a dragon - expended
0301 Sandals of a messenger - reusable

- 0302 Mirror - reusable
- 0303 Buckle - reusable
- 0304 Rope - expended
- 0305 Lard - expended
- 0306 Water from a brook - expended
- 0307 Water from a well - expended
- 0308 Mud - expended
- 0309 Unopened wine at least 50 years old - expended
- 0310 Unopened wine at least 100 years old - expended
- 0311 Unopened wine at least 200 years old - expended
- 0312 Gemstone from the purse of a thief - reusable
- 0313 The removed heart of a knight - reusable for 1 week
- 0314 Fingernail of a bard - reusable for 6 months
- 0315 Dandruff of an anakim - expended
- 0316 Popped acne pus - expended
- 0317 Dead skin mask - reusable
- 0318 Callous forged from the heat of furious masturbation - expended
- 0319 One ounce concoction of one part cheese, one part butt-sweat - reusable
- 0320 Lute string of someone who can pluck faster than 300 b.p.m.in 4/4 time signature - reusable
- 0321 A maiden's well-used love toy - reusable
- 0322 A swallowed daphne berry - expended
- 0323 Hot wax dripped onto your own buttocks - expended
- 0324 A musical instrument of a virtuosic player - reusable
- 0325 Crushed spider - expended
- 0326 Hooked fish - expended
- 0327 Two ounces of bear saliva - reusable for 1 day
- 0328 The caster's last lover's ear - reusable for 1 month
- 0329 The bloody stump of a hermaphrodite - reusable for 3 months
- 0330 The third stomach of a cow - expended
- 0331 The cud of a cow - expended
- 0332 Some smeary remains from the caster's last sodomy victim - reusable for 3 weeks
- 0333 Ear wax from a drunk bear that currently has diarrhea - expended
- 0334 A bloody hammer that smashed someone's face - reusable for 1 year
- 0335 Tears from a maiden getting stovepiped (see Racial Hatred in *Chap. 2: Gender and Race*) - reusable
- 0336 An apple with a bee inside it - expended
- 0337 An intestinal worm - expended
- 0338 Fetal pig's jaw - reusable for 6 months
- 0339 Yeast from a smelly slut's slophole - expended
- 0340 Shackled princess - reusable
- 0341 Slave whipped with a scourge until their body is a roadmap of pain - reusable until dead
- 0342 Decapitated head whose mouth is recently filled with caster's defecation - reusable for 1 week
- 0343 Decapitated head of a moral character - reusable for 1 year
- 0344 Goopy snot from a woman battered while doing her laundry - expended
- 0345 The fingernail ripped from the left hand of a virginal maiden - reusable for 6 months
- 0346 Fractured femur bone of an anakim - reusable for 2 years
- 0347 Bloodclot from a menstruating troll - expended
- 0348 A blood splatter that brightens a room - reusable for 1 year if not cleaned

- 0349 Shoveled earth - expended
- 0350 Small intestine of a ranger tied into the shape of a dog - reusable for 1 month
- 0351 Tongue of a braggart - reusable for 1 week
- 0352 Lock of hair from a bitch (any kind works) poisoned by yew (possibly by you) - expended
- 0353 Belly button grime from guard in platemail - expended
- 0354 Mirror from a rich, fat character - reusable
- 0355 The feather of a bird that was chopped in half - expended
- 0356 The torso of a criminal that's been drawn and quartered - reusable for 6 months
- 0357 The seventh vertebrae of a seventh son - reusable
- 0358 The labia of a lovesick and lusty laundress - reusable
- 0359 The tickled twat of a trollop - reusable
- 0360 The anally-inserted mast of a ship - reusable
- 0361 An eel with rigor mortis - reusable for 1 week
- 0362 The cranium of someone who is criminally insane, locked away, and kept restrained - reusable
- 0363 A tightened tourniquet around your neck - reusable
- 0364 The taste of blood trickling through the air - expended
- 0365 The decapitated head of an executioner, who was decapitated with his own axe - reusable for 1 year
- 0366 A tooth kicked out from the last bitch that refused to fuck you - reusable until the next time
- 0367 A sliced piece of skin from a slovenly slut that was suplexed onto a stone - expended
- 0368 A gemstone that has been worn in the concave chest of a loser for one month - reusable
- 0369 The defecation remaining on an arm after full insertion into the ass of an ass - reusable for 1 day
- 0370 Slime on the caster's lips from a dragon's kiss - expended
- 0371 Ashen remains of a wicker man - reusable
- 0372 Any stick (called an ugly stick) that has lashed a trollop's face ten times - reusable
- 0373 Papyrus leaf coated with a heavy seminal load that is still very white - expended
- 0374 Corpse that has literally been pounded into dust - reusable
- 0375 Corpse of a criminal placed in a barrel with nails and rolled down a hill and into a river - reusable
- 0376 Stomach of a floating corpse - reusable for 1 month
- 0377 Any body dismembered into 69 pieces - expended
- 0378 Dismembered penis that has been drained of blood by a leech - expended
- 0379 Two abacinated (burned with a heated poker) eyeballs from the same victim - expended
- 0380 Dismembered hand of a brat that refuses to eat their porridge - reusable for 1 month
- 0381 Hand that has been flattened with a loving hammer of justice - reusable for 1 month
- 0382 A full set of teeth removed with metal pinchers - reusable
- 0383 The mouth of a whore with a pear (see Torture Devices in *Chap. 9: Equipment*) in it - reusable
- 0384 Severed arm with a compound fracture - reusable for 3 months
- 0385 Woman currently experiencing a genuine orgasm - reusable
- 0386 Dead human collection of at least 7 corpses - reusable
- 0387 Thunder heard in the sky above - reusable
- 0388 Black cat - reusable
- 0389 Possession from a woman with a nasty reputation - reusable
- 0390 Gold coin stolen or taken by force from a professional pick pocket - reusable
- 0391 Handwriting of a moral character who is a total stranger - reusable
- 0392 Handwriting of an immoral character who is a total stranger - reusable
- 0393 Handwriting of an ethical character who is a total stranger - reusable
- 0394 Handwriting of an unethical character who is a total stranger - reusable
- 0395 Severed hamstring of a bounty hunter - reusable for 2 months

- 0396 Chalice filled with blood - blood is expended
- 0397 A captured queef (vaginal belch) - expended
- 0398 Severed triceps of a berserker - reusable for 2 months
- 0399 Severed breast of a whore - expended
- 0400 Lucky rabbit's foot from an unlucky corpse - reusable
- 0401 Salt - expended
- 0402 Semen from seamen - expended
- 0403 A bowl that is full and overflowing of jism - expended
- 0404 Dried defecation from the bottom of a sandal, shoe, or boot - expended
- 0405 Human stew - expended
- 0406 A cannibalized corpse - reusable while there is still meat on the bones
- 0407 Any piece of jewelry - reusable
- 0408 Caster's wildest sexual fantasy written in detail on parchment - reusable
- 0409 Decapitated head that is ugly enough to make 9 out of 10 little children cry - reusable
- 0410 Oil that must cover the caster's body from head to toe - expended
- 0411 Beanstalk seeds - expended
- 0412 Beanstalk seeds that must be planted in fertile soil - reusable
- 0413 A fly - expended
- 0414 Wasp - expended
- 0415 Bumblebee - expended
- 0416 Firefly - expended
- 0417 Lamella (thin metal plate) - reusable
- 0418 Honey that must be smeared on the caster's genitals - expended
- 0419 A removed wart - expended
- 0420 Lard from an epileptic bugbear - expended
- 0421 A coin from a dragon's hoard - reusable
- 0422 Horn of a unicorn - reusable
- 0423 Scale from a mermaid - reusable
- 0424 Scale from a merman - reusable
- 0425 Lock of hair from a werewolf - expended
- 0426 Lock of hair from a wereboar - expended
- 0427 Lock of hair from a werebear - expended
- 0428 Smoking pipe - reusable
- 0429 Hat of a gnome - reusable
- 0430 Venom from a giant spider - expended
- 0431 Eye of a cyclops - reusable for 1 week
- 0432 Pointy ear of an elf - reusable for 1 month
- 0433 Beard of a dwarf - expended
- 0434 Beaver - reusable while still alive
- 0435 Fur from a brown bear - reusable
- 0436 Fur from a polar bear - reusable
- 0437 Badger - reusable while still alive
- 0438 Severed hoof of a centaur - reusable
- 0439 Severed hoof of a horse - reusable
- 0440 Ashen remains of a burnt bugbear - reusable
- 0441 Corpse of a bugbear who bugged the caster - reusable until fully decomposed
- 0442 Sulfur - expended

- 0443 Magical words written in the caster's blood - expended
- 0444 Cauldron - reusable
- 0445 Cauldron filled with broth of humanoids - expended
- 0446 Cauldron filled with blood of enemies - expended
- 0447 Cauldron filled with porridge - expended
- 0448 Cauldron filled with living victims - expended
- 0449 Cauldron filled with dried body parts - expended
- 0450 Cauldron filled with body parts from places of execution - expended
- 0451 Cauldron filled with boiling water - expended
- 0452 12 Monolithic stones in a grove arranged as a calendar - reusable
- 0453 28 Monolithic stones in a grove arranged as a lunar calendar - reusable
- 0454 A possessed character - reusable while possessed
- 0455 Decapitated chicken - reusable for 1 month
- 0456 Amulet - reusable
- 0457 Talisman - reusable
- 0458 Gold ring - reusable
- 0459 Silver ring - reusable
- 0460 Bronze ring - reusable
- 0461 Brass ring - reusable
- 0462 Iron ring - reusable
- 0463 Wooden ring - reusable
- 0464 Stone ring - reusable
- 0465 Leaf from a conifer - expended
- 0466 Leaf from a deciduous tree - expended
- 0467 Branch from a conifer - reusable for 1 year
- 0468 Branch from a deciduous tree - reusable for 1 year
- 0469 Twig from a conifer - reusable for 1 year
- 0470 Twig from a deciduous tree - reusable for 1 year
- 0471 Sap from a tree - expended
- 0472 Bird's nest - expended
- 0473 Knot from a tree - reusable
- 0474 Wood from a tree aged over 100 years - reusable
- 0475 Bark from a tree - reusable
- 0476 A berry from a bush - expended
- 0477 Bark from a willow tree - reusable
- 0478 Bark from a yew tree - reusable
- 0479 Bark from an oak tree - reusable
- 0480 Dark and moist earth - expended
- 0481 Dry and brown earth - expended
- 0482 Dry and reddish earth - expended
- 0483 Witch's familiar - reusable
- 0484 Warlock's familiar - reusable
- 0485 Forearm of a farmer - expended
- 0486 Finger of a fletcher - expended
- 0487 Knuckle of a knacker (harness maker) - expended
- 0488 Wrist bones of an elderly weaver - expended
- 0489 Shoulder socket of a shepherd - expended

- 0490 Collarbone of a chandler - expended
- 0491 Scapula of a shipwright - expended
- 0492 Neck vertebrae of a navigator - expended
- 0493 Vertebrae of a vintner - expended
- 0494 Spine of a sheather - expended
- 0495 Jawbone of a juggler - expended
- 0496 Cranium of a cabinetmaker - expended
- 0497 Teeth of a thatcher - expended
- 0498 Tongue of a tanner - expended
- 0499 Cheek of a carpenter - expended
- 0500 Eyeball of an enameler - expended
- 0501 Large nose of a rich business owner - expended
- 0502 Ear of a weaponsmith - expended
- 0503 Heart of an herbalist - expended
- 0504 Lung of a laborer - expended
- 0505 Stomach of a sailmaker - expended
- 0506 Intestine of an interpreter - expended
- 0507 Navel hair of a nameless character - expended
- 0508 Birth mark that has been scraped from a bashful beggar - expended
- 0509 Freckles that have been scraped from a fisherman - expended
- 0510 Blood from the broken nose of a bully - expended
- 0511 Blood from a victim of a fever or life-threatening disease - expended
- 0512 Marrow from a mermaid - expended
- 0513 Femur from a forester - expended
- 0514 Kneebone from a whore - expended
- 0516 Shin of a stonemason - expended
- 0517 Calf of a charlatan - expended
- 0518 Foot of a fuller - expended
- 0519 Toe of a troll - expended
- 0520 The black and tanned hide of an bugbear - reusable for 1 year
- 0521 Cock of a clockmaker - expended
- 0522 Balls of a barber - expended
- 0523 Puss of a perfumer - expended
- 0524 The unborn baby of a berserker queen - expended
- 0525 Red dog with rabies - expended
- 0526 Testicles of a tailor - expended
- 0527 Nipples of a good-for-nothing character - expended
- 0528 Hip of a hosier - expended
- 0529 Thigh of a tinker - expended
- 0530 Leg of a locksmith - expended
- 0531 Arm of an appraiser - expended
- 0532 Torso of a tilemaker - expended
- 0533 Hamstring of a human hewer - expended
- 0534 Urine of an undertaker - expended
- 0535 Semen of a scribe - expended
- 0536 Fibula from a flirtatious woman who is fat but also flat-chested - expended
- 0537 Skin of a character with scabies (one square inch) - expended

- 0538 Thoroughly sealed cunt-pipe of an elderly virgin - reusable until opened
- 0539 The loose chin-skin of an elderly bastard - reusable for 3 days
- 0540 A fingernail torn from the middle finger of a woman who fingers herself - reusable for 1 month
- 0541 The tongue of a woman who fantasizes about small cocks - reusable for 1 week
- 0542 The shaved pussy-hair of a smelly little trollop that has an unkempt pussy - expended
- 0543 A ring that has been lost in a fuck-hole for 3 months or more - reusable (although it reeks)
- 0544 Parchment that has been lifted so gracefully by the suction of a schoolgirl's twat - reusable
- 0545 A marble shot from the vaginal depths of a pregnant prostitute - reusable
- 0546 The juice on someone's face who has just eaten a hairy snatch - expended
- 0547 The grimoire of a mage who has raptophilia - reusable
- 0548 Gargling with cum for the duration of the spell - expended
- 0549 Fecal remains of an ogre - expended
- 0550 The "love-child" of a peasant and an aristocrat - reusable until dead
- 0551 A woman's name written on parchment by squatting over it with a feather in her puss - reusable
- 0552 A correctly proportioned map drawn by a blind character - reusable
- 0553 Blacksmith's anvil, desecrated in blood - reusable
- 0554 Religious bread made from flour and the blood of infants - expended
- 0555 Defecation from a bat - expended
- 0556 White bird shit taken from someone's shoulder - expended
- 0557 Most appropriate religious symbol smeared with dung - reusable
- 0558 A disembodied soul - reusable
- 0559 A disembodied soul - expended
- 0560 Fire from hell - reusable until extinguished
- 0561 Dirt from the underworld - reusable
- 0562 Dirt from a subterranean cavern - expended
- 0563 Anything stolen from a temple - expended
- 0564 Anything stolen from a virgin maiden - expended
- 0565 Anything stolen from the local government - expended
- 0566 Anything stolen from a prosperous local merchant - expended
- 0567 Anything stolen from a moral humanoid - expended
- 0568 Anything stolen from an immoral humanoid - expended
- 0569 Anything stolen from an ethical humanoid - expended
- 0570 Anything stolen from an unethical humanoid - expended
- 0571 Anything stolen from a neighboring community - expended
- 0572 Anything stolen from a randomly determined home - expended
- 0573 Anything stolen - expended
- 0574 Anything stolen from someone that talks too much - expended
- 0575 Anything stolen from someone that hardly ever talks - expended
- 0576 Anything stolen from a happily married couple - expended
- 0577 Anything stolen from an unhappily married couple - expended
- 0578 Anything stolen from a bugbear - expended
- 0579 Anything stolen from a goblin - expended
- 0580 Anything stolen from a kobold - expended
- 0581 Anything stolen from an ogre - expended
- 0582 Anything stolen from a troll - expended
- 0583 Anything stolen that is valued at over 100 silver pieces - expended
- 0584 One year of continual devotion to one's publicly proclaimed god - reusable while devotion lasts

- 0585 One year of continual devotion to one's god - reusable while devotion lasts
- 0586 One month of continual devotion to one's god - reusable while devotion lasts
- 0587 One week of continual devotion to one's god - reusable while devotion lasts
- 0588 One day of continual devotion to one's god - reusable while devotion lasts
- 0589 One decade of continual devotion to one's god - reusable while devotion lasts
- 0590 Caster's body must be free of injuries for at least 1 day - reusable
- 0591 Caster's body must be free of injuries for at least 1 week - reusable
- 0592 Caster's body must be free of injuries for at least 1 month - reusable
- 0593 Caster's body must be free of injuries for at least 1 year - reusable
- 0594 Caster must be a virgin, or if male, may never have experienced vaginal, oral, or anal penetration
- 0595 Caster must have abstained from all sexual relations for 1 day - reusable
- 0596 Caster must have abstained from all sexual relations for 1 week reusable
- 0597 Caster must have abstained from all sexual relations for 1 month - reusable
- 0598 Caster must have abstained from all sexual relations for 1 year - reusable
- 0599 Caster must masturbate to completion in front of a crowd and enjoy it - expended
- 0600 Caster must masturbate someone else to completion - expended
- 0601 Bile from a goat - expended
- 0602 Blood of a black sheep - expended
- 0603 Breast-milk from a soothsayer - expended
- 0604 Crystal ball - reusable
- 0605 Garment from a corpse - reusable
- 0606 Crop stolen from a farmer that couldn't care less about it - expended
- 0607 Bucket of water from a horse's trough - expended
- 0608 Saddle from a fast horse - reusable
- 0609 Whisker from a cat - expended
- 0610 Beer from the belly of a belching blonde bimbo - expended
- 0611 Wicker - expended
- 0612 Wishbone - reusable for 1 year unless broken
- 0613 Bell - reusable
- 0614 Hide from a wild animal - reusable for 6 months
- 0615 Queen bee - expended
- 0616 Olive branch from a grove - reusable for 6 months
- 0617 Ten logical reasons to cast this spell this time, written on parchment - expended
- 0618 Child who resulted from an orgy - reusable, just like the mother
- 0619 Necklace with a moonstone worn only under the moon's light - reusable
- 0620 Slobber from a sleeping soldier - expended
- 0621 Snot from a snoring sorcerer - expended
- 0622 Sapphire stolen from a snoozing slut - reusable
- 0623 Diamond drop-kicked by a dangerous derelict down in a ditch - reusable
- 0624 Book stolen from a sage - reusable
- 0625 Walking stick of a wimp - reusable
- 0626 Iron from an idiot - reusable
- 0627 Mead from a mischievous moron - expended
- 0628 Ale from an annoying anakim - expended
- 0629 Meat from a mild-mannered man - expended
- 0630 The word of a woman - expended
- 0631 Bathing in blood - expended

- 0632 Parched liver of a boy - expended
- 0633 Robes - reusable
- 0634 Full moon must be visible overhead - reusable
- 0635 New moon must be overhead - reusable
- 0636 Sun must be visible - reusable
- 0637 Sunset must be visible - reusable
- 0638 Sunrise must be visible - reusable
- 0639 Altar - reusable
- 0640 A pentagram or inverted pentagram, whichever is more appropriate - reusable
- 0641 Incense - expended
- 0642 Dagger - reusable
- 0643 Parched liver of a girl - expended
- 0644 Dead grass - expended
- 0645 An excuse verbalized under duress - expended
- 0647 Chastity belt of a woman who mysteriously became pregnant anyway - reusable
- 0648 Voice box of a habitual strangler - reusable for 1 week
- 0649 Milk that has passed through the nose of a laughing character - expended
- 0650 Shoes of a sucker - reusable for 1 year
- 0651 Wet shirt of a shivering character - reusable until dry
- 0652 Dress from a dumb damsel - reusable
- 0653 Walking stick from a wise witch - reusable
- 0654 Altar made of beeswax - reusable
- 0655 Altar made of wood - reusable
- 0656 Altar made of soap - reusable
- 0657 Altar made of wicker - reusable
- 0658 Altar made of granite - reusable
- 0659 Altar made of black stone - reusable
- 0660 Altar made of white stone - reusable
- 0661 Altar made of marble - reusable
- 0662 Altar made of compressed corpses - reusable
- 0663 Altar made of carefully-fitted teeth - reusable
- 0664 Altar made of inter-connecting bones - reusable
- 0665 Altar made of chalk - reusable
- 0666 The caster must knowingly sacrifice their life to cast the spell; the caster will die upon casting it.
- 0667 Altar made of magnetic rock - reusable
- 0668 Altar made of decapitated heads - reusable
- 0669 Altar made of gold - reusable
- 0670 Altar made of silver - reusable
- 0671 Altar made of pewter - reusable
- 0672 Altar made of brass - reusable
- 0673 Altar made of bronze - reusable
- 0674 Altar made of copper - reusable
- 0675 Altar made of petrified wood - reusable
- 0676 Altar made of at least ten different kinds of wood - reusable
- 0677 Altar made of ice - reusable
- 0678 Altar made of cooled lava - reusable
- 0679 Caster must yell "Memento Mori" (remember that you die) at the top of their lungs - expended

- 0680 A handful of the caster's own hair - expended
0681 One of the caster's own digits - reusable for one month
0682 The hide of a newborn kitty-cat - reusable
0683 A bloody rock - reusable
0684 Caster must crack a squirrel's head like a watermelon - expended
0685 Caster must swallow the brain of a squirrel, whole - expended
0686 Caster must slit own arms and bleed for their god - reusable until bleeding stops
0687 The foot of a runaway slave - reusable for one month
0688 The cocoon of a moth - reusable
0689 The tail of a horse - reusable
0690 The corpse of the mother of the caster's best friend - reusable
0691 The corpse of the father of the caster's best friend - reusable
0692 Caster must be able to do fractions in Math Intelligence - reusable
0693 A smelly, dirty, nasty, and sticky booger from a horse - expended
0694 Charred remains of a victim of the spell Inferno - reusable
0695 Girdle of a "butter-faced" wench - reusable
0696 Quarterstaff made of yew wood - reusable
0697 Grasshopper cocooned in ice - reusable until ice melts
0698 Lute with a value of at least 500 silver pieces - reusable
0699 A handful of fly-infested mutton - expended
0700 Scab of a party member's festering wound - reusable 10 times
0701 Fingernail of an ogre - reusable
0702 Kobold's head - reusable (as long as it is preserved properly)
0703 Arm of a troll - reusable
0704 Vial of blood from a comely young (under 18) trollop - reusable
0705 Pantaloon of a bard - reusable
0706 Defecation of a decorticated creature - expended
0707 Pages of a holy scripture of an opposing religion; must be wiped on caster's ass - reusable
0708 Caster must snort a pinch of salt - expended
0709 Scales of a bludgeoned fish - reusable
0710 Larynx of a loud-mouth - reusable for one week
0711 Paw of a frothing wolf - reusable
0712 Caster must personally hand-tie a poisonous snake in a square knot - reusable until decomposed
0713 Caster must squash a salamander in own hand - expended
0714 Vial of blood drawn from a cat brave enough to have attacked a dog - reusable
0715 Warm bowl of spider soup - reusable until cold
0716 Cow's tongue - reusable for one month
0717 Caster must somehow dilate own ass at moment of casting - expended
0718 Homemade poople-beater - reusable
0719 Voicebox of a back-talking whore - reusable for one week
0720 Any bone of a chicken - reusable
0721 Living bird that has pooped on a character within 24 hours - reusable
0722 Slowest tadpool in its family - reusable
0723 Fastest tadpool in its family - reusable
0724 Dried poop of a priest - reusable
0725 Gonads of a goat - reusable
0726 Beaver of a beaver - expended

0727 Knitting needle of a caring mother - reusable
0728 Egg of an endangered bird - expended
0729 Clothing from a child - reusable
0730 Maggot from the corpse of a dead bear - expended
0731 Belt from a berserker - reusable
0732 Backpack of a holy man - reusable
0733 Pubic hair of a virgin - expended
0734 Previously inserted sex toy of a 12th level or higher whore - reusable
0735 Brooch of a knight - reusable
0736 Nasal hair of a hanged man - expended
0737 Apron of an aggressive wife - reusable
0738 Book of topic boring to a boy - reusable
0739 Bowl filled with blood - bowl is reusable, blood is expended
0740 Leather bracers of a lonely berserker - reusable
0741 Leg iron of a gladiator - reusable
0742 Candle of sorcerer - reusable
0743 Semen of a just king - reusable
0744 Walking cane of a wrinkled cobbler - reusable
0745 Red chalk - expended
0746 Green ink - expended
0747 Yellow chalk - expended
0748 Yellow ink - expended
0749 White hair from a sage - expended
0750 Hair from a goblin's armpit - expended
0751 Nasal hair from an ogre - expended
0752 Hymen of a dragon - expended
0753 Hymen of a whore - expended
0754 Hymen of a diseased giant - expended
0755 Cloak from a ranger - reusable
0756 Coal - expended
0757 Flint from a fortune teller - reusable
0758 Wooden flute from a wrathful female bard - reusable
0759 Garter from a gluttonous goblin - expended
0760 Leather gloves made to fit a large goose - reusable
0761 Goblet from a greedy merchant - reusable
0762 Hat from a haggard husband - reusable
0763 Horn from a horny anakim - reusable
0764 Horseshoe from a huge horse - reusable
0765 Key to a lock from a loving king - reusable
0766 Lock to a prison cell - reusable
0767 Manacles of a falsely accused kobold - reusable
0768 Mirror of an ugly maiden - reusable
0769 Sack of a bandit - expended
0770 Sandals of a sexual pervert - reusable
0771 Sundial from a mage guild - reusable
0772 Torch lit and stuck in the tundra - reusable
0773 Empty tankard from a tavern that burned down - reusable

- 0774 Signal whistle from a mute - reusable
- 0775 Wineskin full of urine from a ferret - reusable
- 0776 A tear drop from a maiden who spilled milk - expended
- 0777 Caviar of a diseased fish - expended
- 0778 Honey from a huge hive overhanging a cliff - expended
- 0779 Chunk of rotten meat - expended
- 0780 Salt from the side of a sailboat - expended
- 0781 Blood from an egg of a chicken - expended
- 0782 A chicken egg with two yolks - expended
- 0783 A chicken egg with three yolks - expended
- 0784 Horn of a bull - expended
- 0785 Testicle of a dog - expended
- 0786 Hump of a camel - expended
- 0787 Testicle of a diseased slaveboy - expended
- 0788 Diseased ovary of a slavegirl - expended
- 0789 Tail feather from a *flying* hawk - expended
- 0790 Talon of a falcon - expended
- 0791 Tongue of a dove - expended
- 0792 Eye of a seeing-eye dog - expended
- 0793 Belly hair of a wolf - expended
- 0794 Hymen of a hare - expended
- 0795 Broken wheel of a carriage - reusable
- 0796 Broken board from a barge - reusable
- 0797 Broken oar - reusable
- 0798 Intact oar from a trireme - reusable
- 0799 Rudder from a warship - reusable
- 0800 Splinter from a main mast of a ship - expended
- 0801 Splinter from the main arm of a catapult - expended
- 0802 Splinter from a battering ram - expended
- 0803 Used and intact wheel of a catapult - reusable
- 0804 Used spike from a chair of spikes - reusable
- 0805 Thumbscrews used on an innocent man - reusable
- 0806 Hair from a convicted and killed criminal who was later discovered to be innocent - expended
- 0807 A chain link from the rack that broke during interrogation - reusable
- 0808 Feather dipped in virginal blood - expended
- 0809 Feather dipped in menstrual blood - expended
- 0810 Feather dipped in semen from a druid - expended
- 0811 Feather dipped in snot from an ogre - expended
- 0812 Feather dipped in milk from a maddened mother - expended
- 0813 Sexual fluid from the spellcaster - expended
- 0814 Feather dipped in tar - expended
- 0815 Feather used by an advisor to any king in a kinky sexual act - expended
- 0816 Club of an ogre - reusable
- 0817 Dagger of a daring drunkard - reusable
- 0818 Morgenstern of a mangled peasant - reusable
- 0819 Quarterstaff of a hierophant who is quicker on their feet than the spellcaster - reusable
- 0820 Bar for a door to a dungeon - reusable

- 0821 Penis of an impotent man - expended
- 0822 Corpse of a miscarriage - expended
- 0823 Freshly removed foreskin of a penis - expended
- 0824 Tooth from a royal food taster - reusable
- 0825 Thumb of a serving wench - reusable for 1 week
- 0826 Earwax from a stray dog - expended
- 0827 Blood from the cheek of a victim of a kitten's claw - expended
- 0828 Spear of an disabled kobold - reusable
- 0829 Spear of a goblin suffering from amnesia - reusable
- 0830 Helmet of a hero who was hacked in half - reusable
- 0831 Metal plate removed from brigandine armor from a freshly fallen mercenary - reusable
- 0832 Pauldron (shoulder plate armor) from a knight - reusable
- 0833 Sabaton (foot plate armor) - reusable
- 0834 Spike from a shield - reusable
- 0835 Chain link without rust from chainmaille - reusable
- 0836 Stud from studded leather armor - reusable
- 0837 Cup of water filled from a waterfall - expended
- 0838 Water from river rapids - expended
- 0839 Freshly tilled soil - expended
- 0840 Snow brushed off of a tree branch on which it fell naturally - expended
- 0841 Frost from the eyebrow of a recently killed soldier - expended
- 0842 Bangs of a maiden when the hair always gets in her face and irritates her - expended
- 0843 Comb of a carpenter - reusable
- 0844 Tick filled with blood from a rabid dog - expended
- 0845 Skin from an infant born no less than one hour ago - expended
- 0846 Eight broken blades of grass - expended
- 0847 Wart removed from a giant - expended
- 0848 Toenail of a depressed bugbear - expended
- 0849 Womb from a worthless woman - expended
- 0850 Marrow from a mindless man - expended
- 0851 Phlegm from a rodent with hiccups - expended
- 0852 Robust rib from a rancid rabbit - expended
- 0853 Spark resulting from two stones being rubbed together - expended
- 0854 Spit that has been in at least seven mouths - expended
- 0855 Urine that traveled at least ten feet before it hit the ground - expended
- 0856 Urine combined from at least eleven different creatures - expended
- 0857 Urine combined from at least four different species - expended
- 0858 Leaf blown about by wind for at least one minute without contacting a solid object - expended
- 0859 Bark from a tree that still stands, yet has been dead for ten years - expended
- 0860 Chestnuts roasted over an open fire - expended
- 0861 Hat of a hosier unhappy with her husband - reusable while she is unhappy with him
- 0862 Wineskin from a wagoner wishing he was without his wife - expended
- 0863 Dandruff from a girl who has been spanked by her father thrice this week - expended
- 0864 Naval hair from a boy who has been spanked by his father thrice this week - expended
- 0865 An object frequently used to spank children - reusable
- 0866 An object frequently used to spank an adult - reusable
- 0867 Domestic dog that has run away from home six times - reusable while alive

- 0868 Rose that was given to a female by a lovesick male - expended
- 0869 Feather that has been dipped in ink and used to write a love poem - expended
- 0870 Hair from a dog sleeping by the bed of its master - expended
- 0871 Olives taken out of an ornate cup - expended
- 0872 Whisker from a weak warrior - expended
- 0873 Sand from an hourglass stolen from a temple - expended
- 0874 Open wound of the spellcaster with plenty of salt rubbed into it - reusable
- 0875 Self-inflicted wound on the spellcaster that bleeds enough to be life-threatening - reusable
- 0876 Living insect though its wings have been torn off - reusable while alive
- 0877 Living spider though its legs have been torn off - reusable while alive
- 0878 Lint from a belly button of a boisterous boy - expended
- 0879 Oil that has been splashed all over the body of a virgin - expended
- 0880 Magical item stolen from the dwelling of a subterranean troll - expended
- 0881 Silver from a mine within ten miles of a kobold city - reusable
- 0882 Tooth taken from a tailor with a temper - reusable
- 0883 Rock glowing red with heat - reusable while glowing red
- 0884 Grass frozen solid - expended
- 0885 Leaf that is perfectly symmetrical - expended
- 0886 Bark from a tree at least thirty feet tall - expended
- 0887 Bark from a tree no taller than ten feet - expended
- 0888 Bark from a tree with roots thicker than the spellcaster's wrist ten feet from the tree - expended
- 0889 Bark from a tree that was chopped down by a human boy no older than six years old - reusable
- 0890 Branch of a dead tree - expended
- 0891 Branch of a living tree - expended
- 0892 Byproduct of a bimbo and a boy - expended
- 0893 Twig from a warm nest - expended
- 0894 Baby born under duress (such as during the attack of an enemy) - reusable while an infant
- 0895 Dirt from the ground on which a demon walked - expended
- 0896 Holy symbol once held by an unholy creature - reusable
- 0897 Unholy symbol once held by a holy creature - reusable
- 0898 Dirt from the ground on which an angel walked - expended
- 0899 An object that has been on another plane of existence - reusable at the MM's discretion
- 0900 Sweat formed during a nightmare - expended
- 0901 Wedding ring from an unfaithful husband - reusable
- 0902 Wedding ring from an unfaithful wife - reusable
- 0903 Tablet that has been read by over one hundred sentient and literate beings - reusable
- 0904 Scroll that has been read by over one hundred sentient and literate beings - reusable
- 0905 Book that has been read by over fifty sentient and literate beings - reusable
- 0906 Pubic hair of a vagina that has entertained at least fifty different males - expended
- 0907 Pubic hair of a penis that has entertained at least fifty different females - expended
- 0908 Testicular hair of a male who has launched sperm over three feet horizontally today - expended
- 0909 Body hair plucked from an area affected by a rash - expended
- 0910 Hair from a woman who has caused twenty males to smile widely in the last hour - expended
- 0911 Hair from a woman whose crotch may be smelled five feet away - expended
- 0912 Hair from a man whose body odor may be smelled five feet away - expended
- 0913 Hair from the back of the neck of a male who stands over seven feet tall - expended
- 0914 Defecation from a pregnant female - expended

0915 Urine from a pregnant female - expended
0916 Defecation from a castrated male - expended
0917 Defecation from a humanoid vegetarian - expended
0918 Defecation from an omnivore - expended
0919 Defecation form an herbivore - expended
0920 Defecation from a carnivore - expended
0921 Defecation from a creature who has larger genitals than the spellcaster - expended
0922 Defecation from a creature who has smaller genitals than the spellcaster - expended
0923 Defecation from a slave who has pleased their master - expended
0924 Defecation from a heterosexual - expended
0925 Defecation from a homosexual - expended
0926 Defecation from a bisexual - expended
0927 Urine from a castrated male - expended
0928 Urine from a humanoid vegetarian - expended
0929 Urine from an omnivore - expended
0930 Urine from an herbivore - expended
0931 Urine from a carnivore - expended
0932 Urine from a creature who has larger genitals than the spellcaster -expended
0933 Urine from a creature who has smaller genitals than the spellcaster - expended
0934 Urine from a slave who has pleased their master - expended
0935 Urine from a heterosexual - expended
0936 Urine from a homosexual - expended
0937 Urine from a bisexual - expended
0938 Defecation from a mother who values the life of her child more than their own - expended
0939 Defecation from a father who values the life of his child more than their own - expended
0940 Urine from a mother who values the life of her child more than their own - expended
0941 Urine from a father who values the life of his child more than their own - expended
0942 Semen from a humanoid vegetarian - expended
0943 Semen from an omnivore - expended
0944 Semen from an herbivore - expended
0945 Semen from a carnivore - expended
0946 Semen from a heterosexual - expended
0947 Semen from a homosexual - expended
0948 Semen from a bisexual - expended
0949 Blood from a humanoid vegetarian - expended
0950 Blood from an omnivore -expended
0951 Blood from an herbivore - expended
0952 Blood from a carnivore - expended
0953 Blood from a heterosexual - expended
0954 Blood from a homosexual - expended
0955 Blood from a bisexual - expended
0956 Phlegm from a humanoid vegetarian - expended
0957 Phlegm from an omnivore - expended
0958 Phlegm from an herbivore - expended
0959 Phlegm from a carnivore - expended
0960 Phlegm from a heterosexual - expended
0961 Phlegm from a homosexual - expended

- 0962 Phlegm from a bisexual - expended
- 0963 Marrow from a humanoid vegetarian - expended
- 0964 Marrow from an omnivore - expended
- 0965 Marrow from an herbivore - expended
- 0966 Marrow from a carnivore - expended
- 0967 Marrow from a heterosexual - expended
- 0968 Marrow from a homosexual - expended
- 0969 Marrow from a bisexual - expended
- 0970 Sworn oath of obedience and allegiance signed by an infant - reusable
- 0971 Sworn oath of obedience and allegiance signed by a child - reusable
- 0972 Sworn oath of obedience and allegiance signed by a child in puberty - reusable
- 0973 Sworn oath of obedience and allegiance signed by a young adult - reusable
- 0974 Sworn oath of obedience and allegiance signed by a middle-aged adult - reusable
- 0975 Sworn oath of obedience and allegiance signed by an adult in old-age - reusable
- 0976 Sworn oath of obedience and allegiance signed by a venerable adult - reusable
- 0977 Sworn oath of obedience and allegiance signed by a retard - reusable
- 0978 Sworn oath of obedience and allegiance signed by an illiterate character - reusable
- 0979 Sworn oath of obedience and allegiance signed by an ethical moral character - reusable
- 0980 Sworn oath of obedience and allegiance signed by an ethical neutral character - reusable
- 0981 Sworn oath of obedience and allegiance signed by an ethical immoral character - reusable
- 0982 Sworn oath of obedience and allegiance signed by a neutral moral character - reusable
- 0983 Sworn oath of obedience and allegiance signed by a neutral neutral character - reusable
- 0984 Sworn oath of obedience and allegiance signed by a neutral immoral character - reusable
- 0985 Sworn oath of obedience and allegiance signed by an unethical moral character - reusable
- 0986 Sworn oath of obedience and allegiance signed by an unethical neutral character - reusable
- 0987 Sworn oath of obedience and allegiance signed by an unethical immoral character - reusable
- 0988 Sworn oath of obedience and allegiance signed by a sanguine character - reusable
- 0989 Sworn oath of obedience and allegiance signed by a choleric character - reusable
- 0990 Sworn oath of obedience and allegiance signed by a melancholic character - reusable
- 0991 Sworn oath of obedience and allegiance signed by a phlegmatic character - reusable
- 0992 Sworn oath of obedience and allegiance signed by an character with mental illness - reusable
- 0993 A ring retrieved from the bottom of a creek - reusable
- 0994 A ring retrieved from the bottom of a river - reusable
- 0995 A ring retrieved from the bottom of a pond - reusable
- 0996 A ring retrieved from the bottom of a lake - reusable
- 0997 A ring retrieved from the bottom of an ocean - reusable
- 0998 A ring retrieved from the bottom of a patch of quicksand - reusable
- 0999 Stardust - reusable
- 1000 Solid rock from the center of the world - reusable

Appendix 6: Maim Master Characters

Creating characters is the most time-consuming element of F.A.T.A.L. The purpose of this appendix is to supply pre-rolled characters for the MM, not the players. MM's already spend enough time in game preparation. The characters provided in this appendix are arranged by race. In this way, should the MM need a particular MMC (Maim Master Character) when they have not pre-rolled one prior to the adventure, a MMC may be easily selected. This collection of MMC's has been designed to offer wide variety. For example, within each race, at least one of each disposition has been presented when appropriate. Further, ten of the twelve temperaments have been offered when appropriate. Each variable has been manipulated to offer balance, except for abilities and sub-abilities, which were rolled according to the rules in *Chapter 1: Abilities*.

All MMC's are presented as occupational level one. To increase the level of a MMC, the MM may adjust pertinent information accordingly, such as LP, MP, Wealth, or change their weapons and armor to magical weapons and armor. This data is presented so that it may be easily manipulated by the MM.

Another method of quickly creating characters is to use a program called the Fatal Character Generator, which is available free from Fatal Games. This program may be downloaded from the Website.

Appendix 6
MMC

Anakim										
Character Info.	1	2	3	4	5	6	7	8	9	10
Gender	M	F	M	F	M	F	M	F	M	F
Disposition	EM	EN	EI	NM	NN	NI	UM	UN	UI	UI
Temperament	MP	PS	PC	PM	SC	SM	SP	CS	CM	CP
Occupation	Pub. Exe.	Merc.	Gladiator	Merc.	Thug	Sorcerer	Blacksmi.	Berserker	Thug	Bandit
Physique	139	123	158	121	142	115	128	82	135	100
Physical Fitness	103	112	128	67	144	63	162	53	132	74
Strength	207	133	260	215	232	136	217	162	211	139
Bodily Attract.	105	107	153	107	87	173	52	39	106	103
Health	144	142	94	96	106	91	83	75	92	87
Charisma	93	93	119	106	87	88	115	84	102	89
Facial Charisma	85	123	137	107	61	123	137	54	103	98
Vocal Charisma	104	83	125	77	108	148	105	96	129	52
Kinetic Cha.	84	78	99	134	118	16	129	85	71	121
Rhetorical Cha.	102	88	115	107	62	68	89	101	106	85
Dexterity	66	67	98	90	89	45	98	53	105	86
Hand-Eye	72	48	97	78	78	36	97	6	69	109
Agility	74	66	96	68	118	42	104	53	123	54
Reaction Speed	65	48	76	96	90	64	109	34	94	98
Enunciation	54	108	124	120	70	41	84	121	136	84
Intelligence	93	100	93	75	108	82	84	97	106	103
Language	100	87	99	68	111	111	94	107	127	169
Math	91	138	52	76	109	74	68	96	104	52
Analytic	63	102	77	65	95	71	92	67	115	105
Spatial	120	75	144	93	119	73	83	120	78	88
Wisdom	108	88	97	89	91	146	74	98	97	105
Drive	126	69	71	79	90	165	23	119	64	107
Intuition	131	92	100	120	87	182	70	43	109	90
Common Sense	96	115	111	95	98	114	99	101	100	103
Reflection	82	79	108	64	92	123	107	130	116	121
LP	49	32	45	39	45	39	32	34	37	29
MP	-	-	-	-	-	47	-	-	-	-
CA	1	55	14	1	21	1	11	63	27	1
Weapon 1	ba. sword	ho. flail	berdeesh	scythe	cleaver	pry bar	-	mace, h.	sledge h	hurlbat
Weapon 2	dagger	ham. w h	-	spear, sh.	-	q. staff	-	ham. w h	knife	hurlbat
Weapon 3	-	axe ba. h.	-	-	-	sap	-	club	hatchet	hatchet
Armor 1	gambeson	gambeson	leather	-	gambes.	-	-	scalemail	leather	-
Armor 2	-	hauberk	-	-	-	-	-	helm, spa	-	-
Armor 3	-	bo. shield	-	-	-	-	-	bo. shield	-	-
Wealth	940 s.p.	290 s.p.	-	20 s.p.	-	1 s.p.	-	16 s.p.	48 s.p.	5 s.p.
Miscellaneous						Annihil.				
						Deterior.				
						Eradicat.				
						Hallucin.				
						5 spells				

Elf										
Character Info.	1	2	3	4	5	6	7	8	9	10
Gender	M	F	M	F	M	F	M	F	M	F
Disposition										
Temperament										
Occupation										
Physique										
Physical Fitness										
Strength										
Bodily Attract.										
Health										
Charisma										
Facial Charisma										
Vocal Charisma										
Kinetic Cha.										
Rhetorical Cha.										
Dexterity										
Hand-Eye										
Agility										
Reaction Speed										
Enunciation										
Intelligence										
Language										
Math										
Analytic										
Spatial										
Wisdom										
Drive										
Intuition										
Common Sense										
Reflection										
LP										
MP										
CA										
Weapon 1										
Weapon 2										
Weapon 3										
Armor 1										
Armor 2										
Armor 3										
Wealth										
Miscellaneous	Dark	Dark	Dark	Dark	Dark	Light	Light	Light	Light	Light

Appendix 6:
MMC

Appendix 6
MMC

Ogre										
Character Info.	1	2	3	4	5	6	7	8	9	10
Gender	M	F	M	F	M	F	M	F	M	F
Disposition										
Temperament										
Occupation										
Physique										
Physical Fitness										
Strength										
Bodily Attract.										
Health										
Charisma										
Facial Charisma										
Vocal Charisma										
Kinetic Cha.										
Rhetorical Cha.										
Dexterity										
Hand-Eye										
Agility										
Reaction Speed										
Enunciation										
Intelligence										
Language										
Math										
Analytic										
Spatial										
Wisdom										
Drive										
Intuition										
Common Sense										
Reflection										
LP										
MP										
CA										
Weapon 1										
Weapon 2										
Weapon 3										
Armor 1										
Armor 2										
Armor 3										
Wealth										
Miscellaneous	Ogre	Ogre	Ogre	Ogre	Cliff	Cliff	Grua.	Grua.	Kinder	Kinder

Troll										
Character Info.	1	2	3	4	5	6	7	8	9	10
Gender	M	F	M	F	M	F	M	F	M	F
Disposition										
Temperament										
Occupation										
Physique										
Physical Fitness										
Strength										
Bodily Attract.										
Health										
Charisma										
Facial Charisma										
Vocal Charisma										
Kinetic Cha.										
Rhetorical Cha.										
Dexterity										
Hand-Eye										
Agility										
Reaction Speed										
Enunciation										
Intelligence										
Language										
Math										
Analytic										
Spatial										
Wisdom										
Drive										
Intuition										
Common Sense										
Reflection										
LP										
MP										
CA										
Weapon 1										
Weapon 2										
Weapon 3										
Armor 1										
Armor 2										
Armor 3										
Wealth										
Miscellaneous	Borb.	Hill	Sub.	Borb.	Hill	Sub.	Borb.	Hill	Sub.	Borb.

Appendix 6:
MMC

Index

The following entries may be found on the pages listed after each entry. Every page with pertinent information is listed, though primary references are italicized.

All. (Allergy) - Chapter 3: Body, Appendix 1: Character Sheet
AP (Advancement Points)
BP (Bonus Points)
BCT (Base Craft Time) - Chapter 8: Skills, Chapter 9: Equipment
CA (Current Armor) - Chapter 10: Combat
C&J (Clean & Jerk) - Chapter 1: Abilities, Appendix 1: Character Sheet
DL (Dead Lift) - Chapter 1: Abilities, Appendix 1: Character Sheet
Dmg (Damage) - Chapter 1: Abilities, Appendix 1: Character Sheet
DP (Delivery Penalty) - Chapter 9: Equipment, Chapter 10: Combat
Ill. Im. (Illness Immunity) - Appendix 1: Character Sheet
Int/Vom (Intoxication/Vomit) - Appendix 1: Character Sheet
IP (Integrity Points) - Chapter 9: Equipment
LP (Life Points) - Chapter 3: Body, Chapter 10: Combat
MMC (Maim Master Character) - Appendix 6: Maim Master Characters
MP (Magic Points) - Chapter 11: Magic
PP (Piety Points) - Chapter 7: Occupations
TH (Threshold) - Chapter 8: Skills

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Byron Hall, the founder of Fatal Games and author of F.A.T.A.L., adores gaming and writing. He has been a role-playing gamer since 1980. When not collecting degrees in addition to his M.A., he enjoys dissonant shred guitar, ancient and medieval literature and history, philosophy, research, and statistics. This game is dedicated to Skoricka. Byron thanks family, friends, staff, artists, contributors, supporters, and fans. To everyone: happy dicing and slicing.