

Caverns and Creatures

A Fantasy Supplement for the
Generic Universal Role-Playing System™

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Introduction

Steve Jackson Games makes the assertion that with a copy of GURPS Lite¹ and access to the Internet, one could conceivably play GURPS forever without spending a single penny. Unfortunately, this has not proven to be entirely true, especially in the field of Fantasy Role-Playing. GURPS Lite offers only one non-human race - Elves - and only a few spells. And the web resources for Fantasy are scant. A few monsters, a host of new spells that all require Magic or Grimoire to be useful, a nice equipment list or two...but not enough to truly carry a full Fantasy game. And while GURPS does interface nicely with any other company's supplements, the resulting boggle is often confusing, and certain to dissuade a newcomer.

Having noted this, and realizing that it makes it difficult for newcomers to the game to get started, I created this document. With a copy of Caverns and Creatures, plus a copy of GURPS Lite make it truly possible to play Fantasy forever, for free.

This having been said, however, it is worth pointing out that the resources in this document are still rather slight. Less than fifty monsters, only about four hundred spells, and a tiny equipment list. If you wish to play GURPS Fantasy, I strongly suggest acquiring GURPS Basic and GURPS Magic at the very least. Other good books to acquire, as you warm to the system, include GURPS Bestiary, GURPS Grimoire, GURPS Magical Items, and GURPS Undead.

Even with those books, however, this document can still form an important part of the game. You may decide that the magic system described in this book better suits your needs than the "official" GURPS Magic system. You may find that the monsters and equipment lists are exactly what you need. Or that the templated character system is precisely what is required for the ex-AD&D junkie. Whatever use you find for this document, even if it's only to start a fire, I welcome you to it.

¹ GURPS Lite can be found on the World Wide Web at <http://www.sjgames.com/gurps/lite/gurpslit.pdf>

About GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Their address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed stamped envelope (SASE) any time you write them! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Their online magazine includes new rules and articles for **GURPS**. It also covers all the hobby's top games - **AD&D**, **Traveller**, **World of Darkness**, **Call of Cthulhu**, **Shadowrun** and many more - and other SJ Games releases such as **In Nomine**, **INWO**, **Car Wars**, **Toon**, **Ogre Miniatures** and more. And **Pyramid** subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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GURPSnet. Much of the online discussion of **GURPS** happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: www.io.com/GURPSnet/www.

Templated Character Creation

Most players coming to GURPS from other Fantasy systems will be used to a fairly regimented character creation system. A step for determining Attributes, a step for choosing your character's race and profession, and so forth. GURPS lacks such a structure, allowing for total freedom to customize your character.

Such a total freedom, however, combined with the immense number of choices that GURPS offers, can quickly and totally swamp newcomers. For the newer players, and those used to a different system, I offer a regimented system for character creation.

Each GURPS Caverns and Creatures character is built on a total of one hundred and twenty-five points. These make them verging on hero material, but not yet full-blown heroes. For the more usual 100-point GURPS game, a lower point level is also available.

	125 points	100 points
Attributes	60 points	50 points
Race Package	0 points	0 points
Professional Package	25 points	25 points
Skills	30 points	30 points
Quirks	-5 points	-5 points
Freebies	15 points	0 points

Determining Attributes

Attributes are determined in Caverns and Creatures in a semi-random format. The Attributes Table lists combinations of Attribute numbers totalling sixty character points - fifty character points for 100-point games. No results are possible less than an eight, as such results would eat into your character's available Disadvantage pool. Roll 2 dice, and consult the following table:

Roll	125 points	100 points
2	17, 9, 8, 8	16, 9, 9, 9
3	16, 11, 8, 8	16, 10, 8, 8
4	15, 12, 9, 9	15, 11, 9, 9
5	12, 12, 11, 11	12, 12, 11, 10
6	13, 12, 11, 10	13, 12, 10, 10
7	13, 12, 12, 9	13, 12, 11, 9
8	13, 11, 11, 11	13, 11, 11, 10
9	14, 12, 11, 8	14, 11, 11, 8
10	14, 13, 10, 8	14, 12, 10, 8
11	15, 10, 10, 10	15, 10, 10, 9
12	16, 10, 9, 9	16, 9, 9, 9

Distribute the four Attribute numbers among your character's Attributes as you see fit. Using the Attributes table found on page three of GURPS Lite, record the point values for the four attributes. These four point values should total sixty.

Of course, if you so desire, and your Game Master is agreeable, you may simply spend sixty points to adjust your Attributes as you like. .LP

The Freebie Pool

The Freebie Pool, totalling fifteen points, is completely unallocated and can be used for anything. To gain more Freebie points, your Character can take on some Disadvantages. Up to twenty points in Disadvantages may be selected. Add the point cost of the Disadvantage into your Freebie pool. You can select more than twenty points in Disadvantages if you like, but you receive only twenty points regardless of how many Disadvantages you select.

Up to five points in Quirks may also be taken. This is above and beyond the total number of Disadvantages taken, and is factored into the Template above. Game masters should insist that all five Quirks be taken.

Most Races have a selection of Skills that they are expected to know, else they must take the Disadvantage of Uneducated. This Disadvantage is worth -5 points, and may be required more than once.

New Advantages

Bardic Magical Aptitude - 10 points

This version of Magical Aptitude is fully described in the section on Magic. It may only be selected by a Bard.

Extra Mana - 2 points per level

Your mana pool is higher than normal. For each level of Extra Mana you have, your mana pool is increased by one. No more than five levels of this Advantage may be taken.

Power Reserve - 1 point per level

This Advantage grants ten extra points of mana, that may be used to power spells. Unlike the Advantage of Extra Mana, this mana does not recharge. Ever. Once it is used up, it is gone forever. The GM may allow you to purchase this Advantage after character creation.

Races

After either selecting or randomly creating your character's Attributes, you must select a player character Race. 'Race' in this sense does not mean caucasian, negro or asian; it refers to the fantasy species that your character belongs to.

Unlike in almost every other GURPS supplement, all the Races in Caverns and Creatures total zero points. This is not to say that these Races are the only ones possible in a Fantasy campaign; you could certainly feel free to use Races from other supplements. Just make sure that your GM has approved the Races in question.

Each Race (except Humans and part-Humans) has an associated list of Racial Quirks. The cost of five of these Quirks has been factored into each Race. Therefore, the player must select five of these Racial Quirks for his character. This is above and beyond the five points in regular Quirks allowed for the character. Some of the Racial Quirks are listed as (-5); these are Disadvantages. One of these (-5) Disadvantages may be selected in place of all five Racial Quirks.

Dwarves

Dwarves are people of the hills and mountains, and live both on and under the earth. They tend to be short and stocky, but do not feel at all self-conscious about it; to a Dwarf, a Dwarf is at exactly the right height, and most of the other Races are stretched too tall and thin. Their hair ranges from red to brown, though never black, and their skin usually resembles well-worked leather. Dwarves gain a +1 bonus to their ST and HT Attributes, but due to their small size, suffer a -3 to their Hit Points.

Dwarves tend to be dour and gruff, standoffish, and rather surly. They have a strong dislike of the various Goblin-kin, and will avoid dealing with them if possible. They are fond of food and drink, and love music, especially the drums. Dwarves are long-lived; a Dwarf is considered mature at 50, and makes ageing checks at 150, 210 and 270.

Dwarves are very dense; they sink rather than float, and as such cannot learn the Swimming Skill. They can carry larger amounts of equipment than normal, as though their ST was three levels higher, and gain a +2 on all Skill Levels involving mining or metalsmithing,

including the Armoury Skill. However, they suffer a -2 to their Move score due to their short legs, and a -3 on all ranged attacks due to their nearsightedness. Enemies attempting to hit a Dwarf suffer a -1 to their attack rolls, due to the Dwarf's smaller size.

Dwarves are strongly matriarchal. Each Dwarven Tribe is ruled by a High Mother, typically (though not always) the eldest female of the Tribe. Of the various Dwarven Gods, only one (the God of Battle) allows male priests. Inheritance is traced strictly through the mother's lines; Dwarves do pair-bond, but have no strict formality of marriage. Often, one's mother is the only parent one can be certain of. But while women rule the civil government, the men are in charge of the military. Each Tribe will elect a Duke to lead them in battle; if a threat to a Dwarven nation is great enough, the Council of Mothers may decide to elect a King. The King is selected from among the Dukes.

The Dwarves have developed a short sword known as an *ahril*, specifically for fighting in very close quarters. This weapon has elaborate quillons and a heavy pommel, forcing the center of gravity further back on the sword. This weapon has a reach of C,1 rather than 1, but suffers a -1 to Parry. For a Dwarf, the skill to use an *ahril* is a Physical/Average skill, defaulting to DX-5; for any other race, it is a Physical/Hard skill, defaulting to DX-6. *Ahril* and Short Sword default to each other at -3. The *ahril* has a base cost of 5 gp.

Dwarves have a complex language based on drumbeats, that they use for long-range communications through the tunnels. This is a Mental/Hard Language, but for anyone with Dwarven as a Native Language, it becomes Mental/Average. Musical Ability adds to skill with this language.

Dwarves are expected to have learned a number of skills; either the Armoury, Blacksmith or Mining Skill, and either the Axe/Mace, Short Sword, *Ahril*, Crossbow or Brawling Skill. If a Dwarf has not learned any of the Skills from either of these two packages, they are considered to be Uneducated (-5 points, -1 to Reaction Rolls). If a Dwarf has not learned any of the Skills listed above at all, they must take the Uneducated Disadvantage twice.

Height for a male Dwarf is 43 inches, plus 2d, and weight is 120#, plus 6d. Subtract two inches and fifteen pounds for a female Dwarf.

Add ten pounds for every point of ST above 12; subtract ten pounds for every point of ST below 10.

Racial Quirks: Dislikes Goblins; Intolerance: Goblins (-5), Likes ale, beer and mead; Distrusts Elves; Mild Agoraphobia (fear of open spaces); Agoraphobia (-5); Somewhat Greedy; Argumentative; Dislikes ranged weapons; Dislikes travelling by water; Can't Sleep above ground; Refuses to eat pig.

Stereotypes

Elves - "Scrawny little buggers, but don't knock 'em. They can be skilled warriors. But while I can respect 'em, I don't trust 'em, and I don't like 'em."

Gnomes - "Skilled folk. There's a lot to like in 'em, but they sure don't take life seriously. Instead, they waste their time on all things nonsensical."

Half-Elves - "These poor buggers are really caught in the middle. Elven snottiness keeps 'em out of that side, and Human prejudice keeps 'em out of there. Not that I like 'em any better."

Half-Ogres - "Real big and real dumb. Best use for these boys is holding up walls, except they'd forget why they were doin' it and wander away."

Half-Orks - "Not tough enough to survive among the Orks, not nice enough to survive among Humans. But they're more than tough enough to handle Humans, and a lot nicer than Orks."

Hobbits - "Now these folk really know how to lay a table, and they can pack it away better than even a Dwarf. But count your silverware after you've hosted one for dinner."

Human - "There's those as figure that Humans are the scum of the world. I'd say that while their nasties can be as bad as anything else, their true heroes are almost as good as us."



Elves

Elves are tall, thin, pale people, usually blonde to brown-haired, with blue or green eyes. A very few are black-haired, with deeper-toned skin. They have long, sweeping, pointed ears, upswept eyebrows and almond-shaped eyes. Though their hair is frequently very long, no Elf is capable of growing any facial hair whatsoever.

Elves reside in small villages, deep in forests or on top of mountains. Their villages are usually one with nature, sometimes being built high up in the treetops. They are organized into tribes, and are led by Elders. An Elf will live for so long compared to humans that they might as well be immortal; but after two or three hundred years of adventuring, most Elves are ready to settle down.

The greatest love of the Elven people are finely-built weaponry, skilled combat, and Magic. They are a patient lot, and are willing to put tremendous amounts of energy into anything that catches their attention.

Elves suffer a -1 to their starting HT, and a further -1 to their starting Hit Points, but gain a +1 to their DX. All Elves gain a +1 on all Spells that they learn, in addition to any bonuses due to Magical Aptitude. They live long enough to be considered unageing; no Elf ever has to make an Age check, and no points are gained for Age-related Disadvantages.

Elves live by a fairly simple code of honour. They seek to protect the natural areas from degradation, and other than that wish merely to live an elegant life. Other races react at a -1 to Elves, feeling them to be standoffish and arrogant.

The long lifespan of an Elf allows them to learn a great deal. An Elf is expected to know skills from four different pools: Either Survival or Naturalist; one of Stealth, Camouflage, Tracking or Fishing; one of Running, Jumping, Swimming or Animal Handling; and one of Broad Sword, Bow, Spear, Spear-Thrower, Sling, or Elven Sabre. Alternately, two spells from any College may substitute for any of the four above pools. For every Skill pool that is not represented, the Elf must take the Disadvantage of Uneducated. It matters little whether or not the Elf has a full roster of Skills; if he doesn't have the above Skills, people will tend to regard him as somewhat unusual and possibly useless.

Height for a male Elf is 56 inches, plus 2d, and weight is 65#, plus 5d. Subtract five inches

and twenty pounds for a female Elf. Add five pounds for every point of ST above 11; subtract five pounds for every point of ST below 9. Despite their close-to-human size, Elves will be unable to wear human armour, and will look distinctly silly in human clothing. (Thus, they will refuse to wear it, as no Elf will ever willingly look silly.) Elves suffer knockback at a rate of one yard per six points of damage taken, rather than the usual eight, due to their light weight.

The Elven sabre is a marvellous weapon, finely balanced and made of light alloys. None but an Elven weaponsmith may fashion such a weapon at qualities better than Average. Known to Elves as *engaselavia*, the sabre resembles the Japanese *wakizashi*, but has a thirty-inch hilt. In the hands of an Elf trained in its use, the Elven sabre can punch through armour, and a well-trained Elven swordsman will deliberately aim for the weaker spots in his target's defenses. The Elven sabre skill is Physical/Hard, defaulting to DX-6, and may only be learned by an Elf. Parry for the weapon is 2/3 skill. For every eight full levels that the Elf has in Elven sabre, he may ignore one point of PD and DR on his target. *Engaselaviaen* of Average quality cost 10 gp; No Elf of any worth would consider it an imposition to pay the 50 gp for a Fine-quality weapon.

Racial Quirks: Fascinated by magic; Bored by Dwarves; Worships trees; Arrogant; Has a disdain for 'Lesser Races'; Vegetarian; Dislikes Orks; Intolerance: Orks (-5); Dislikes Half-Elves; Fascinated by swordplay; Won't use metal weapons; Loves wine.

Stereotypes

Dwarves - "Wondrous stoneworkers and smiths! They have made some of the finest works in the World. But never expect them to understand true beauty."

Gnomes - "Another breed of great craftsmen, and one with a knack for seeing the beauty of the world. However, they never seem to take the long view."

Half-Elves - "I shall not speak of the racial shame we must endure because of these mongrels. No; not to an outsider! But I do feel pity for them at times, for the way we must treat them."

Half-Ogres - "Stupid brutes. No, I shall not say more."

Half-Orks - "Intolerable, stinking abominations. Another example of the way that Humans have ruined the world."

Hobbits - "These small people make for very easy company. Some are quite learned, and almost all of them have proper respect for life."

Humans - "They have had some great works, but in all, I feel the World is a lesser place for their being in it."

Gnomes

Gnomes are cheerful, clever, inventive people with an incredible knack for complex things - bureaucracy, mechanics, Magic, you name it. They enjoy humour - especially practical jokes, good food and good stories. Fiction, music, dance and poetry are great loves of theirs, and they make all of them as intricate as possible.

Gnomes are very short and rather stocky. Their hair and eyes tend to be dark, and their skin tends to be ruddy or florid. Their noses are very pointed - a common Gnomish game is 'jousting', the object being to poke your opponent's eye with your nose.

Like most demihumans, Gnomes reside in small villages. They have adopted the democratic model - mayors are elected, as are representatives to national assemblies. Surprisingly, the Gnomish method of democracy is remarkably corruption-free. Their villages are often quite at harmony with nature. Unlike their cousins, the Dwarves, Gnomes feel no need to live underground. Gnomes can often be found at night on their backs on top of their houses, watching the stars.

Gnomes suffer a -3 to their ST, but gain a +2 in DX and HT. Gnomes are excellent craftsmen, even superior to Dwarves, gaining a +3 to all Craft Skills and a +2 to all Professional Skills. They have a long lifespan, reaching maturity at 45, with ageing plateaus at 125, 175 and 225.

All Gnomes are Curious and suffer from a lesser form of Inconvenient Size. Bar stools are always the wrong height, doorknobs at a funny height, and just try finding a suit of clothes that fits in a Human town! They suffer a -1 to their DX if they need to move quickly through a Human-sized building. Their Hit Points are equal to their HT-4, instead of just HT.

Height for a male Gnome is 38 inches, plus 1d, and weight is 60#, plus 4d. Subtract two inches and five pounds for a female Gnome. Add

five pounds for every point of ST above 8; subtract ten pounds for every point of ST below 6. Due to their increased density, a Gnome cannot swim. A Gnome's Move is also reduced by two, but Dodge is unaffected, and human-sized foes suffer a -1 to successfully hit a Gnome.

Like most Races, Gnomes have a pool of Skills that they are expected to know: five points in any Craft or Professional Skills. If they do not have this, they must select the Disadvantage of Uneducated.

Gnomish tools are wondrously accurate and very small and light. A full toolkit weighs only a pound, but will grant the user a +2 on any skills that require fine motor control. Only a Gnome or a Hobbit are small enough to use the tools properly; larger folk are more likely to break the tools with their large, clumsy fingers. The exception is Thieves, who will gain a +5 to Lockpicking and Traps skills when using Gnomish-made tools.

Racial Quirks: Enjoys dancing; Practical joker; Enjoys teasing foes; Dislikes Kobolds; Intolerance: Kobolds (-5); Always carries a spare set of clothing; Fascinated by magic; Fascinated by jewelry; Believes in Astrology; Wants to build a "calculating machine"; Wears high heels; Always votes for a certain Party.

Stereotypes

Dwarves - "They definitely need to lighten up! But hey, just look at their metalwork, their stonework, their jewelry. The World would be a much duller place without Dwarves in it."

Elves - "Elegant and tricky! They love most of the same things that we do. But they are so solemn about it! Why must enjoying something be a chore to them?"

Half-Elves - "These folk combine the best of both their parents. It's a pity that nobody likes them. Well, we do, and I hope that it's enough for them."

Half-Ogres - "Wow, are they ever big! Maybe it was magic that let it happen? Magic will do anything. And maybe they have bad tempers, but they don't really seem all that bad."

Half-Orks - "Nasty folks, nearly as nasty as their parents. The Ork parent, I mean. But they're tough, and good to have on your side if things get ugly."

Hobbits - "Just about as much fun at a party as a Gnome! They do tend to put away a lot

of food, but they always show up with presents, songs, and general good times!"

Humans - "Most big folk have to be treated with respect, but it's mostly only the Humans that want it. But they're quick to give it in response. They do love our jewelry!"

Half-Elves

Elves and humans are cross-fertile, and the result of such a mixed mating is a Half-Elf. Half-Elves are equally at home in both human and Elven society - which is to say, not at all. Sadly, both parent races view the Half-Elven as a bastard, unworthy of their company.

Half-Elves are nearly as tall as humans, though somewhat more slender, and have the distinctive Elven pointed ears and upswept eyebrows. Unlike Elves, however, they may grow a beard, though they rarely do so, and their hair and eye colours cover the human range.

Half-Elves suffer a -1 to Hit Points, and live for a longer time than Humans - mature at 54, ageing plateaus starting at 150, 210 and 270. Elves and Humans react at a -1 to Half Elves.

Height for a male Half-Elf is 60 inches, plus 2d, and weight is 120#, plus 6d. Subtract two inches and thirty pounds for a female Half-Elf. Add ten pounds for every point of ST above 11; subtract ten pounds for every point of ST below 9. Half-Elves are expected to know at least one Skill chosen from the following list: Survival, Naturalist, Stealth, Camouflage, Tracking, Fishing, Running, Jumping, Swimming or Animal Handling. In addition, they are expected to know any one Combat/Weapon skill. A Half-Elf that lacks either or both of these Skills must take the Disadvantage of Uneducated.

Stereotypes

Dwarves - "They distrust us for being half-Elven, but not as thoroughly as they distrust the fully Elven. It's better than being ignored."

Elves - "I don't hate them. You'd think I would. But I've been told that somehow we've done a grave insult to them. I can't think how. And Elves never forget anything."

Gnomes - "Very entertaining and fun people. Ah, the things that they can do! And they accept us more than any other race. But it would be very difficult to live among them."

Half-Ogres - "Large, dumb and ugly. But it's hardly their fault. Treat them kindly, and they'll likely do the same for you, just like any other person."

Half-Orks - "I do shiver just to be around these beasts. The worse part of it is, they seem so Human, and sometimes even pass for half-Elven, though that's a rare one."

Hobbits - "Rather cheerful folk, and they don't seem able to tell us from fully Elven - or if they do, they don't care. I imagine that upsets the truebloods, but it doesn't bother me at all."

Humans - "I don't understand the intolerance that Humans show for us. Perhaps it's the same intolerance they show for anyone not the same as themselves?"

Half-Ogres

Ogres are large, rather stupid humanoids, generally standing eight to nine feet tall. Nobody is entirely certain how a Human might survive mating with one, but nonetheless, Half-Ogres are a reality. Generally smaller and less stupid than their parents, most Half-Ogres remain with their Tribe, but a few have decided to risk the scorn of Humans, and have come to live with them.

Half-Ogres are remarkably physically powerful, gaining a +5 to ST and Hit Points. However, they also suffer from a -2 to IQ, and do not gain the five additional Fatigue due to high ST. They are mostly Ugly, and on top of that suffer from a -3 Social Stigma (Barbarian or Outlander), as well as a bad Reputation (-2, Dangerous Brute, Everyone). Their total reaction roll modifier is -7. They have the Disadvantage of Bad Temper, but gain a +3 on all Intimidation rolls. Their huge size makes them an easy target in combat. Anyone attacking a Half-Ogre gains a +1 to their attack rolls.

Half-Ogres are expected to know at least one Combat/Weapon Skill - after all, if it can't fight, what good is it? If a Half-Ogre is untrained in weapons, then he must select the Disadvantage of Uneducated. Height for a male Half-Ogre is 85 inches, plus 3d+1, and weight is 300#, plus 4d×10. Subtract six inches and fifty pounds for a female Half-Ogre. Add twenty pounds for every point of ST above 16; subtract twenty pounds for every point of ST below 14.

Stereotypes

Dwarves - "Small, and hard targets. Good fighters. Best not to make them mad."

Elves - "Small and fast. Good fighters, and like to throw a spell at you while they're at it."

Gnomes - "Real small and real fast. They fly pretty far if you do hit them, but hitting them is pretty hard."

Half-Elves - "Like us. Sort of stuck in between. But not as able to fight back."

Half-Orks - "Ugly and nasty. Good in a fight. We get along pretty good."

Hobbits - "They are shy around us, but they don't seem to mind us. At least, not as much as some others."

Humans - "All we are to them is cannon fodder."

Half-Orks

Orks are fecund, and will breed with nearly anything, including humans. Perhaps ten percent of these human/orkish halfbreeds appear sufficiently human to pass as such.

Half-Orks are rude, crass, barbaric, uncouth and ugly. However, they are also fierce combatants, having inherited a fair portion of their Orkish parent's physical power. Like Half-Ogres, Half-Orks are expected to know at least one Combat/Weapon skill.

Half-Orks gain a +1 ST and +2 HT, but suffer a -1 IQ. They generally have at least one bad personal habit (worth a -1 Reaction penalty to anyone in the vicinity), and suffer a -1 to Charisma. They live for only a short time, becoming mature at 13, and ageing at 37, 52 and 67 years.

Height for a male Half-Ork is 60 inches, plus 3d, and weight is 140#, plus 2d×5. Subtract two inches and thirty pounds for a female Half-Ork. Add ten pounds for every point of ST above 12; subtract ten pounds for every point of ST below 10.

Stereotypes

Dwarves - "I have to say, I don't mind being disliked by these guys. They're rough and nasty. If you must have enemies, they should be as good as Dwarves."

Elves - "They think they're so much better than everyone else. I'd love to pull them down a

notch or six."

Gnomes - "Tricky little buggers. You can keep an eye on them all day, and they'll still find a way to pull a fast one on you. Don't trust them."

Half-Elves - "They'd be better off to forget their Elven side and stick with the Human. Not that either really want them. Nor do we."

Half-Ogres - "Like us, they understand being feared. They deal with it better than we do, overall. Must come from being so dumb."

Hobbits - "Thieves. Never trust them. Still, if there's sneaking to be done, they're pretty good at it. And they aren't bad to know, personally."

Humans - "They don't much care for us, or for any other mixed breeds. Not that we really care; Human money spends as well as any other, and better in more places."

Hobbits

Hobbits are the smallest of the demi-humans described in this chapter, frequently standing no more than one yard in height and weighing around fifty pounds. They are most fond of their creature comforts, and rarely leave home to adventure. They are friendly and outgoing, well liked by almost everyone.

Hobbits rarely have their own nations, and instead live on the outskirts of other races' countries. Frequently, a shire of Hobbits will exist within the boundaries of another community. They live underground as often as they do above ground. Hobbits are well-liked by most other races. Among Humans, they are known as Halflings, due to the fact that they are half the size of a Human. Among Elves, they are known as *Perrianth*, which translates roughly as 'small round people.'

Hobbits do tend to be quite round, and frequently have dark, earth-tone hair and eyes. They disdain boots, preferring to be in touch with the earth. Music, good food, good company and tobacco are all quite important to a Hobbit, though not nearly as much so as security.

There are three primary Clans of Hobbits. The Fallohides typically live only aboveground and who are somewhat taller and slenderer than other Hobbits. They are on good terms with Elves, and distrust Dwarves. Many Fallohides have also taken to living on rivers or coastal areas of lakes, in houseboats. They have also been

known to wear boots when the need arises. Stouts are smaller and rounder than most Hobbits, and generally consume more meat and ale than their brethren; they are also notable for the fact that most of their men can grow beards. They often trade with Dwarves, but have little use for Elves. Harfoots are the most adventuresome of the Hobbits; They get along well with most other races, and occasionally can be found living outside the Hobbit shires. They number rather more Burglars, Troubleshooters and Removal Specialists (all euphemisms for Thief) than the other two Clans put together, but this has not impacted on the general liking that most other races have for them.

Each Clan is further divided into fifty to a hundred Kith; Hobbit women are forbidden to marry within their Kith, and their children will be born into their father's Kith. A member of one's Kith is referred to as Kithain; The Kith of one's wife are referred to as Kin.

Hobbits suffer a -3 ST, but gain a +3 to DX and a +2 to HT. They gain a +3 bonus to all Domestic Skills, and a +2 Reaction Bonus. Their Hit Points are equal to their HT-6, instead of simply their HT. Hobbits live for a somewhat longer time than humans; they reach maturity at 36, and their ageing plateaus are at 100, 140 and 180. Hobbits are Hedonistic; they must make a Will check at a -4 whenever they must avoid taking the easy, comfortable path. A Hobbit struck for damage will be knocked back one yard for every four points of damage sustained, rather than the usual eight points, due to their small size.

A Hobbit's Move is reduced by 2 (though their Dodge is not affected), but normal human-sized foes suffer a -2 penalty to hit a Hobbit. A Hobbit is expected to know Cooking, plus one other Domestic skill. A Hobbit that knows only one Domestic Skill is considered to be Uneducated; a Hobbit with no Domestic Skills at all must select the Uneducated Disadvantage twice.

Hobbits have developed an incredibly complex set of cookware that may be folded into a small travelling kit. Using detachable handles, stackable pots, a wire grill, multi-use utensils, and even a small reflection oven, a Hobbit may prepare any meal he can imagine with just the contents of the cookset. No penalty due to circumstances, environment or equipment are applied to a Hobbit using this cookset. As long as the Hobbit can start a fire, he can prepare a

gourmet feast. However, it is worth noting that the cookset was *not* designed with adventures in mind, but rather with visiting "less civilized" folk...

Height for a male Hobbit is 33 inches, plus 2d, and weight is 40#, plus 4d. Subtract two inches and five pounds for a female Hobbit. Add four inches in height for a Tallfellow; subtract two inches and add ten pounds for a Stout. Add five pounds for every point of ST above 8; subtract five pounds for every point of ST below 6.

Racial Quirks: Smokes a particular blend of tobacco; Dislikes adventures; Prefers tea to any alcoholic beverage; Takes pride in his facial hair; Prefers 'Burglar' or 'Removal Specialist' to 'Thief'; Outgoing; Likes to sing; Doesn't feel comfortable sleeping aboveground; Dislikes travel; Distrusts Wizards; Distrusts Elves or Dwarves (depending on Clan).

Stereotypes

Dwarves - "Ah, what marvellous folk, and what great feasts they hold! A Dwarven Warren is not the warmest or most comfortable place to sleep, but you would have difficult finding better company!"

Elves - "The most lovely people in the World. Would that they were a little less arrogant, but an Elven friend is a friend for life. Ah, and they serve great meals!"

Gnomes - "Good folk, ones you can trust in a pinch. Dashed clever with their hands. Though I must admit, they seem to take an unhealthy interest in rather dangerous things."

Half-Elves - "All the best of their parent cultures, usually without the worst! And more respect for other people than you find in almost any other, even ourselves."

Half-Ogres - "They have a tendency to fly off the handle, but they certainly appreciate the good things in life! Very gentle, once you get on their good side."

Half-Orks - "It's hard to like these folk as a whole, but I've met several excellent individuals. They do tend to be a bit...intense."

Humans - "Mostly, these folk are good. They have some bad members, to be sure, but so do all folk. Still, it is best to be careful when around them."

Humans

Humans are the standard by which all others are compared. Humans have no modifiers, advantages or disadvantages. They still, however, have required Skills, though their selection base is quite broad.

Humans must have Skills covering at least two of the following categories: Animal, Combat/Weapon, Craft, Medical, Outdoor, Professional, Scientific, Social. If only one of the above categories is represented, the Human must select the Disadvantage of Uneducated. If none of the above categories are represented, the Human must select Undeducated twice.

Height for a male Human is 60 inches, plus 3d, and weight is 130#, plus 2dx5. Subtract two inches and thirty pounds for a female Human. Add ten pounds for every point of ST above 11; subtract ten pounds for every point of ST below 9.

Stereotypes

Dwarves - "Good miners and craftsmen. Though I find they are too quick to take offense at almost anything one might say."

Elves - "Flighty and arrogant, but there is no denying their skill at arms and with magic. If you've got an Elf as a friend, you're something special."

Gnomes - "Cunning and ingenious. Also a tad scatterbrained. Likeable, but you might find a Gnomish friend somewhat hard to keep up with."

Half-Elves - "Just about as arrogant as their parents. And they need that arrogance ground out of them."

Half-Ogres - "Large, ugly brutes. I don't even want to guess how they came to be. If you need to hire a goon, you can't do much worse than a Half-Ogre."

Half-Orks - "Scary part about these guys is that you often can't tell them from Human. And you just *know* that they're up to no good."

Hobbits - "Like charming little children. Just remember that even Human children have sticky fingers. Usually, like children, you can just tell them no."

Professional Packages

Professional Packages take the place of character classes from other games. Each package includes some of the most common advantages, disadvantages and skills required for each profession. Use of Professional Packages is completely optional. You do not need to select any of these packages at all.

Most Professional Packages total twenty-five points, and this amount was allocated above in the templated character creation system. If you are using templated characters, but choose not to select a Professional Package, then you may feel free to use the points saved elsewhere.

Some packages total more than twenty-five points; these extra points should be taken out of the Freebie pool.

Bard

35 points

The Bard is the wandering minstrel, storyteller and singer. They are entertainers, but also vessels of folk knowledge. Often, a bard will be hired as much for his knowledge of heraldry, local history and literacy. Examples of Bards from history and folklore include Allan a Dale and Mark Twain.

Bards gain the Advantages of Voice, Semi-Literacy, and Charisma. They gain one point in one chosen performance skill, be it poetry, art, musical instrument, or whatever. They gain one point in each of Heraldry, History, Bard and Savoir-Faire. Any time a Bard enters a community, no matter how small, he may roll 3d. On a 12 or less, he will be offered common lodgings and meals, in exchange for a few songs or stories. On a 13 or higher, he can be assured of finding at least minimal lodgings and a meal, in exchange for a song.

Bards often select Advantages such as Reputation, Ally, Patron, Appearance, Literacy and Empathy. They often select Disadvantages such as Low Status, Poverty, Code of Honour (an informal Code between Bards, -5), Social Stigma (many bards come from a visible minority), or Skinny. A few rare Bards will have the gift of Magic, and will have a few spells available to them.

Cleric

25 points

Clerics are the Knights-Templar, sworn to defend a faith against all of its enemies. They are a blend of Warrior and Priest, employing both Magic and force of arms to their ends.

Clerics gain the following Advantages: Clerical Investment and Literacy. They also gain ten points in skills, covering: Theology (2, IQ-1), First Aid (2, IQ+1), Heraldry (Religious) (2, IQ), Any one Combat/Weapon Skill (4, varies).

Most Clerics will select the Advantages of Combat Reflexes, Patron and Strong Will. They normally select Disadvantages such as Duty (to the church), Code of Honour or Vow. The GM should allow Clerics who increase their Clerical Investment to gain access to Colleges of Magic. These Colleges should be selected with their Deities' spheres of influence in mind.

Druid

25 points

Druids are priests who hold as holy the forces of Nature. They are not as strong in battle as the Clerics, but nonetheless formidable in their own right. They often work closely with Rangers. Typically, only Elves, Half-Elves and Humans are Druids, though it is not impossible for other Races to be drawn to this path.

Druids gain the following Advantages: Clerical Investment, Absolute Direction, three levels of Alertness, Animal Empathy, Disease Resistant, Poison Resistant, and one level of Rapid Healing. They have the Disadvantages of Vow (Protect Nature) and Vow (never use metal weapons or armour).

Druids often select Advantages such as Strong Will, Ally, Patron, Reputation, Empathy or High Pain Threshold. They often have such Disadvantages as Enemy, Pacifism, Honesty, Truthfulness or Stubbornness. The GM should allow Druids who increase their Clerical Investment to gain access to Colleges of Magic, typically of the Animal, Plant and Air Colleges.

Mage*35 points*

Mages wield mystical energies, employing spells to overcome problems. Most people fear Mages; you never know when a Mage will decide that you need to be turned into a toad. Examples of Mages from folklore include Merlin, Circe and Medea.

A Mage gains the following advantages: Magical Aptitude and Literacy. In addition, the package includes a 10-point Unusual Background required to have Magical Aptitude. Note that this package only grants the first level of Magical Aptitude. In order to gain further levels - up to the maximum of three permitted - the Mage will have to spend Freebie points.

Mages do not get uniform access to the Colleges of Magic. No Mage may learn the Healing College, and a Mage must also select five other Colleges to disavow. The Mage may still learn the spells from these banned Colleges, but may never memorize or cast them.

Mages often select Advantages such as Ally, Language Talent, Reputation or Strong Will. They often select Disadvantages such as Compulsive Behaviour, Cowardice, Greed, Impulsiveness, Bad Reputation or Pacifism.

Paladin*25 points*

Paladins are the most holy of the warriors. They are ordained to protect all good beings, and gain many blessings from their patron Deity. However, their life is incredibly demanding, and few have what it takes to walk the narrow path. Many of King Arthur's Knights were Paladins. Sir Launcelot du Lac was not.

A Paladin gains the following advantages: Clerical Investment, Combat Reflexes, High Pain Threshold, Immune to Disease, Poison Resistant and Toughness. They gain the Disadvantages of Honesty, Truthfulness and Code of Honour (the -15 point version). A Paladin who consistently violates his Code of Honour, Honesty or Truthfulness runs the risk of falling from his state of grace. If the GM decides that this has happened, the Paladin will lose his Clerical Investment, Immunity to Disease and Poison Resistance until such time as he has atoned.

Paladins will often take Advantages such as Reputation, Status, Rapid Healing, Single-Minded

and Ally. They often take Disadvantages such as Enemy, Poverty, Duty and Vow. They may not select Disadvantages such as Cowardice, Jealousy, Miserliness, Greed, Bad Temper, or any physical Disadvantage that would keep them from performing their duties. The GM should allow Paladins who increase their Clerical Investment to gain access to Colleges of Magic, usually of the Healing, Body and Wards Colleges.

Ranger*25 points*

Rangers are foresters and woodsmen, warriors who specialize in working out of doors. They seldom work in groups; usually, no more than a single Ranger will join a party. Examples of Rangers from history and fiction include Little John, Aragorn and Davy Crockett.

Rangers gain the advantages of one level of Alertness, Animal Empathy, Combat Reflexes and one level of Toughness. However, they have a Sense of Duty to protect the wildlands, and a Code of Honour (help those in distress, never harm the forest without good cause, never interfere with another Ranger).

Rangers also gain points in Naturalist (4, IQ), Tracking (2, IQ), Camouflage (2, IQ), Bow (1, DX-2), and Running (1, HT-2).

Rangers usually will select further Advantages such as Immunity to Disease or Disease Resistant, Language Talent, Night Vision, Resistant to Poison or Danger Sense. They often will select Disadvantages such as Primitive, Enemy (especially evil humanoids), Vow, Pacifism or Poor.

In certain campaign settings, Rangers will be the equivalent of Paladins - specialty priests of the Gods of Nature. As such, they should be permitted to purchase Clerical Investment, with levels beyond the first allowing access to Colleges of Magic. The Colleges of Air, Animal and Plant are particularly appropriate to a Ranger.

Sorcerer

25 points

Sorcerers take a more spiritual view of magic than Mages; they are more concerned with ley lines and nodes than Mages. Though their magic is more limited, it is no less powerful.

A Sorcerer gains the following advantages: Magical Aptitude and one level of Increased Mana. In addition, the package includes a 10-point Unusual Background required to have Magical Aptitude. Note that this package only grants the first level of Magical Aptitude. In order to gain further levels - up to the maximum of three permitted - the Sorcerer will have to spend Freebie points. However, Magical Aptitude costs only six points per additional level for Sorcerers.

Sorcerers may select four Colleges to learn. Only spells from these four Colleges may be memorized and cast. The other seventeen Colleges are banned. The Mage may still learn the spells from these banned Colleges, but may never memorize or cast them.

Sorcerers often select Advantages such as Ally, Language Talent, Reputation or Strong Will. They often select Disadvantages such as Compulsive Behaviour, Cowardice, Greed, Impulsiveness, Bad Reputation or Pacifism.

Thief

25 points

Thieves expect that the world owes them a living. A Thief may be a highwayman, a brigand, a burglar, a second-story man, a box man, or even a fence. But no matter how you look at it, the Thief makes a living through breaking the law. Examples of thieves from fiction and history include the Grey Mouser, John Dillinger and Robin Hood.

Thieves gain one level of Alertness. They may also select any two of the following Advantages: Ambidexterity, +2 Charisma, Comfortable Wealth, Common Sense, Nightvision.

In addition to the above advantages, Thieves often select advantages such as Absolute Direction, Acute Senses, Alertness, Danger Sense, Ally Group or Patron (the Thieves' Guild), Daredevil or Night Vision. They often have Disadvantages such as Cowardice, Greedy, Code of Honour (The Thieves' Code), Laziness, Youth

or Overconfidence.

Thieves' Cant is piggybacked ovetop of the Thief's native tongue; as such, Cant differs from region to region. It is a Mental/Average language for anyone who speaks the base tongue as a native, Mental/Hard for those who do not.

Warrior

25 points

Warriors are the muscle men, the toughs in the armour carrying the heavy weapons. They are trained as killing machines first and foremost. History and folklore are replete with warriors: Heracles, Perseus, Ajax, Richard the Lionheart, Bat Masterson and William Wallace, to name but a few.

Warriors gain the Advantages of Combat Reflexes and any one of the following: Comfortable Wealth, High Pain Threshold, +2 Hit Points, Toughness.

Warriors often select Advantages such as Patron, Ally, Reputation and Ambidexterity. They often have such Disadvantages as Bad Temper, Bully, One Eye (Lost the other in battle), Code of Honour, Overconfidence or Stubbornness.

Skills

GURPS offers a massive selection of skills; so many skills, in fact, that it becomes entirely too easy for a beginner to get confused.

GURPS Caverns and Creatures simplifies the process somewhat, by offering Skill Packages. These Packages offer a number of skills, with points pre-spent. The cost of these Packages comes out of the templated character creation system's Skills pool, and of course may also come from the system's Freebie pool.

Some of the Skill packages below are good for adventuring, be it dungeon-crawling or overland; others are meant for background skills. Note that the sections below labelled Mage, Priest, Rogue and Warrior are not restricted to these professions; the skill groups are arranged in this manner for quick reference. Bear in mind, however, that either Magical Aptitude, Bardic Magical Aptitude or at least two levels of Clerical Investment are required before spells may be learned.

General Skill Packages

Animal Training - Animal Handling (2, IQ-1), Packing (2, IQ-1), Riding (4, DX+1), Teamster (2, IQ). *10 points.*

Archery Training - Bow (4, DX) or Crossbow (4, DX+2), Fast Draw (Arrow) (2, DX+1), Speed Load (Bow or Crossbow) (4, DX+2). *10 points.*

Armoury Training - Armoury (6, IQ+2), Blacksmith (2, IQ), Leatherworking (2, IQ+1), Woodworking (2, DX). *10 points.*

Athletics Training - Running (4, HT), Jumping (2, DX+1), Swimming (2, DX+1), Throwing (2, DX-1). *10 points.*

Horsemanship Training - Animal Handling (1, IQ-2), Packing (1, IQ-2), Riding (Horse) (8, DX+2). *10 points.*

Medical Training - First Aid (8, IQ+4), Diagnosis (2, IQ-1). *10 points.*

Musical Training - Dancing (1, DX-1), Musical Instrument (4, IQ), Poetry (1, IQ-1), Singing (4, HT+2). *10 points.*

Single-Weapon Training - One Weapon Skill (8, varies), Fast Draw (Weapon) (2, DX+1). *10 points.*

Survival Training - Area Knowledge (2, IQ+1), Climbing (2, DX), Fishing (IQ+2) or Tracking (IQ+1) (4), Survival (Terrain Type) (4, IQ+1). *10 points.*

Unarmed Combat Training - Brawling (8, DX+3), First Aid (2, IQ+1). *10 points.*

Weapon-and-Shield Training - One Weapon Skill (4, varies), Shield (4, DX+2), Fast Draw (Weapon) (2, DX+1). *10 points.*

Background Skill Packages

Agricultural Background - Agriculture (4, IQ+1), Animal Handling (4, IQ), Carpentry (1, IQ), Masonry (1, IQ). *10 points.*

Artistic Background - Artist (6, IQ+1), Sculpting (4, DX+1). *10 points.*

Barbarian/Savage Background - Naturalist (2, IQ-1), Spear Throwing (2, DX+1), Stealth (2, DX), Survival (2, IQ), Tracking (2, IQ). *10 points.*

Blacksmith Background - Blacksmith (4, IQ+1), Leatherworking (1, IQ-1). *5 points.*

Court Background - Diplomacy (2, IQ-1), Language (Player's Choice, 2, IQ), Law (2, IQ-1), Savoir-Faire (4, IQ+2). *10 points.*

Domestic Background - Cooking (4, IQ+2), Seamstress/Tailor (1, IQ). *5 points.*

Magical Background - Occultism (4, IQ+1), Philosophy (2, IQ-1), Research (2, IQ), Theology (2, IQ-1). *10 points.*

Military Background - Armoury (2, IQ), Gambling (2, IQ), Leadership (2, IQ), Savoir-Faire (Military, 2, IQ), Tactics (2, IQ-1). *10 points.*

Sailor Background - Boating (4, DX+1), Navigation (2, IQ-1), Seamanship (4, IQ+2). *10 points.*

Street Background - Acrobatics (2, DX-1), Climbing (2, DX), Pickpocket (2, DX-1), Stealth (2, DX), Streetwise (2, IQ). *10 points.*

Mage Skill Packages

Colleges of Magic - The Mage gains the first four spells in one College List, plus one other spell of his choice from the College, at (1, (IQ + Magical Aptitude)-2). These values assume that the Mage is using a Grimoire. *5 points.*

Magical Research - Occultism (6, IQ+2), Research (4, IQ+1). *10 points.*

Sage Lore - Alchemy (2, IQ-2), Archaeology (1, IQ-2), Architecture (1, IQ-1), Astronomy (1, IQ-2), Botany (1, IQ-2), Naturalist (2, IQ-1), Geology (1, IQ-2), History (4, IQ), Linguistics (2, IQ-2), Mathematics (1, IQ-2), Occultism (2, IQ), Research (2, IQ). *20 points.*

Single-Weapon Training - One Weapon Skill (4, varies), Fast Draw (Weapon) (1, DX). *5 points.*

Spell Combat Training - Brawling (1, DX), Spell Throwing (4, DX+1). *5 points.*

Priest Skill Packages

Colleges of Magic - The Priest gains the first four spells in one College List, plus one other spell of his choice from the College, at (1, IQ-3). The Priest must have at least two levels of Clerical Investment before this Skill Package is selected. *5 points.*

Religious Education - Theology (4, IQ), History (2, IQ-1), Teaching (4, IQ+1). *10 points.*

Sage Lore - Alchemy (2, IQ-2), Archaeology (1, IQ-2), Architecture (1, IQ-1), Astrology (1, IQ-2), Botany (1, IQ-2), Naturalist (2, IQ-1), Geology (1, IQ-2), History (4, IQ), Linguistics (2, IQ-2), Mathematics (1, IQ-2), Theology (2, IQ), Research (2, IQ). *20 points.*

Weapon-and-Shield Training - One Weapon Skill (4, varies), Shield (4, DX+2), First Aid (2, IQ+1). *10 points.*

Thief Skill Packages

Box-Man Package - Lockpicking (4, IQ+1), Traps (2, IQ), Stealth (4, DX+1). *10 points.*

Confidence-Man Package - Acting (2, IQ), Disguise (2, IQ), Fast-Talk (2, IQ), Forgery (2, IQ-1), Savoir-Faire (2, IQ+1). *10 points.*

General Package - Gambling (2, IQ), Holdout (2, IQ), Language (Thieves' Cant) (2, IQ), Pickpocket (2, DX-1), Stealth (2, DX). *10 points.*

Second-Story Package - Acrobatics (2, DX-1), Area Knowledge (2, IQ+1), Climbing (2, DX), Jumping (2, DX+1), Stealth (2, DX). *10 points.*

Spy Package - Disguise (2, IQ), Fast-Talk (2, IQ), Shadowing (2, IQ), Stealth (2, DX), Tracking (2, IQ). *10 points.*

Warrior Skill Packages

Archery Training - Bow (4, DX) *or* Crossbow (4, DX+2), Fast Draw (Arrow) (2, DX+1), Speed Load (Bow or Crossbow) (4, DX+2). *10 points.*

Armoury Training - Armoury (6, IQ+2), Blacksmith (2, IQ), Leatherworking (2, IQ+1), Woodworking (2, DX). *10 points.*

Athletics Training - Running (4, HT), Jumping (2, DX+1), Swimming (2, DX+1), Throwing (2, DX-1). *10 points.*

Horsemanship Training - Animal Handling (1, IQ-2), Packing (1, IQ-2), Riding (Horse) (8, DX+2). *10 points.*

Single-Weapon Training - One Weapon Skill (8, varies), Fast Draw (Weapon) (2, DX+1). *10 points.*

Unarmed Combat Training - Karate (8, DX+1), First Aid (2, IQ+1). *10 points.*

Weapon-and-Shield Training - One Weapon Skill (4, varies), Shield (4, DX+2), Fast Draw (Weapon) (2, DX+1). *10 points.*

Money and Equipment

In GURPS, the basic monetary unit is the dollar (\$). Of course, in most fantasy settings, one would expect to see a variety of coins - gold coins, silver coins, and so forth. While the names and absolute values for these coins will vary from point to point in a fantasy world, a standard is required just to keep the players sane. So here's a standard.

tp = Tin Pieces
cp = Copper Pieces
sp = Silver Pieces
gp = Gold Pieces
pp = Platinum Pieces
10 tp = 1 cp
10 cp = 1 sp
10 sp = 1 gp
10 gp = 1 pp

One copper coin is equal to \$1 in GURPS standard money. Other sorts of coinage are possible. Brass or bronze coins would be worth one-half copper each; electrum coins would be worth five silver each; mithril or adamant coins would be worth ten platinum each.

Fifty coins of any sort except gold, platinum or adamant weighs one pound; for the exceptions, twenty coins weighs one pound.

Starting Wealth

Recommended starting wealth for a player character in Caverns and Creatures is \$1000 (10 gp), adjusted for wealth level. However, to make things more entertaining, you can have the PCs instead roll for starting wealth and equipment.

Wealth Level	Initial Wealth
Dead Broke	3d tin pieces
Poor	Two rolls on Table A
Struggling	Five rolls on Table A
Average	Two rolls on Table B
Comfortable	Four rolls on Table B
Wealthy	Four rolls on Table C, Two rolls on Table B
Very Wealthy	Two rolls on Table D, Two rolls on Table B
Filthy Rich	Five rolls on Table E, Two rolls on Table B

A character may trade a single roll on Table C for two rolls on Table B, or a single roll on Table B for five rolls on Table A. Only one roll may be converted down.

Table A	10sp
1	100cp
2	10sp
3	5sp, 50cp
4	Equipment
5	One weapon
6	Up to two pieces of armour

Table B	5gp
1	40sp, 100cp
2	4gp, 10sp
3	50 sp
4	Equipment
5	Up to two weapons
6	Any amount of armour

Table C	10gp
1	Equipment
2	Up to two weapons
3	Any amount of armour
4	Mount
5	A ring with one fancy stone
6	10gp

Table D	50gp
1	Any number of weapons
2	Any amount of armour
3	Mount
4	Land, 10 acres
5	Manor, 6 rooms
6	Kenel, 6 dogs

Table E	200gp
1	Any number of weapons
2	Any amount of armour
3	Stable, 5 horses
4	Castle, up to 20 rooms
5	Land, 40 acres
6	Estate Jewellry

All items have a maximum value equal to the value of the table. For example, a result of "weapon" on Table B will allow any weapon of

5gp or less. Item quality is factored into the price, so selecting a Fine weapon from Table C will allow the purchase of a 10sp weapon, but at Fine quality. Fine items may be selected if the PC has wealth of at least Comfortable; Very Fine items may be selected if the PC has wealth of Wealthy or better. Weapon cost may also include any ammunition, scabbard, quiver or other accessories.

Land is assumed to be of good quality, and to have something salable on it (or capable of being produced from it). Farmland, wooded lots, a stream and mill...whatever. Income from Land is 20sp per acre per month, 25sp if the PC himself works the land.

Mounts will be one animal, PC's choice, plus tack and harness (if the cash allotted allows for it). The PC may certainly spend extra for a higher quality mount, as long as the total spent does not exceed the value of the table.

Approximately half the value of a kennel or stable covers the building itself; the rest is divided up into the number of animals present. Animals will be suitably trained, but will not be exceptional. Kennels will have a bonded dogkeeper; Stables will have a stablemaster and three bonded stableboys.

A manor is a single building; a castle will include as many as five buildings, plus the curtain and barbican. Either way, staff are included, but their upkeep must be paid for (either bondsmen or slaves). Monthly upkeep of staff and building is equal to 20% the value of the table they were rolled on.

Equipment

Below are listed a wide variety of equipment, including weapons, armour and more conventional gear. Cost of weapons includes scabbards, belt findings, and similar accessories, but does not include the price of ammunition.

Weapon Quality

Not all weapons are made equally. The prices and statistics for weapons below reflect the prices and statistics for average, good-quality weapons. However, a character is free to purchase weapons of better or worse quality.

Poor weapons may be acquired anywhere, and may reflect either a botched job or lower-quality materials. A Poor weapon has a 1 in 6 chance of breaking if it carries a heavier weapon. If the weapon already suffers a breakage chance, then the breakage chance is increased by one. Furthermore, Poor weapons do one less point of damage. Poor weapons are available for half the price of Good weapons.

Fine weapons may only be purchased in large cities, and cost five times the price of Good weapons. Fine weapons resist breakage, reducing breakage chances by one. Fine-quality Cutting and Impaling weapons do +1 damage; Crushing weapons have their Minimum ST reduced by two.

Very Fine weapons are extremely hard to come by. A very large city may be famous as the only source for a Very Fine weapon, as Damascus was for its swords. Very Fine weapons will not break in combat, even if a Critical Failure is rolled. Cutting and Impaling weapons do +2 damage; Crushing weapons have their Minimum ST reduced by two. Very Fine weapons cost twenty times the cost of a Good weapon.

Weapon material will also affect cost and performance, though this normally affects only edged weapons. An edged weapon made of silver will cost five times normal cost, and do -1 damage. An edged weapon made of mithril will cost ten times normal cost, and will weigh half as much as a steel weapon of the same sort. Any melee weapon made of adamant will weigh twice as much as normal, require a Minimum ST of one higher than normal, and inflict a -1 on attempts to parry. They will also do +1 damage, and will cost twenty times normal price.

Melee Weapons

Ahril - Ahril (DX-5), Cut sw/Imp thr, Reach C,1, Cost 5gp, Weight 3#, Min ST 8.

Axe - Axe/Mace (DX-5), Cut sw+2, Reach 1, Cost 6sp, Weight 4#, Min ST 12, One turn to ready, Becomes unready if used to parry.

Bastard Sword - Broadsword (DX-5) or *Two-Handed Sword* (DX-5), Cut sw+1/Imp thr+2, Reach 1,2, Cost 75sp, Weight 5#, Min ST 11, 1 turn to ready if used one handed, +1 damage if used two-handed.

Baton - Shortsword (DX-5), Cr sw, Reach 1, Cost 2sp, Weight 1#, Min ST 7.

Blackjack - Blackjack (DX-4), Cr thr, Reach C, Cost 2sp, Weight 1#, Min ST 7, May not parry.

Broadsword - Broadsword (DX-5), Cut sw+1/Imp thr+2, Reach 1, Cost 60sp, Weight 3#, Min ST 10.

Club - Broadsword (DX-5), Cr sw+1, Reach 1, Cost 1sp, Weight 3#, Min ST 10.

Dagger - Knife (DX-4), Imp thr-1, Reach C, Cost 2sp, Weight 1/4#, Maximum Damage 1d.

Elven Sabre - Elven Sabre (DX-6), Cut sw/Imp thr, Reach C,1, Cost 10gp, Weight 3#, Min ST 10.

Flail - Flail (DX-6), Cr sw+4, Reach 1,2, Cost 10sp, Weight 8#, Min ST 13, Two Handed, One turn to ready.

Glaive - Polearm (DX-5), Cut sw+3/Imp thr+3, Reach 2,3, Cost 10sp, Weight 8#, Min ST 11, Two-Handed, One turn to ready, Two turns to ready if swung, May Reach 1 on a thrust.

Great Axe - Two Handed Axe/Mace (DX-5), cut sw+3, Reach 1,2, Cost 10sp, Weight 8#, Min ST 13, Two Handed, One turn to ready.

Great Mace - Two Handed Axe/Mace (DX-5), cr sw+3, Reach 1,2, Cost 10sp, Weight 7#, Min ST 12, Two Handed, One turn to ready.

Great Sword - Two Handed Sword (DX-5), Cut sw+3/Cr thr+2, Reach 1,2, Cost 80sp, Weight 7#, Min ST 12, Two Handed. These weapons typically do not have sharp points.

Halberd - Polearm (DX-5), Cut sw+5/Imp sw+4/Imp thr+3, Reach 2,3, Cost 15sp, Weight 12#, Min ST 13, Two Handed, Two turns to ready, One turn to ready after thrust, May get stuck if swung for impaling damage.

Hatchet - Axe/Mace (DX-5), Cut sw, Reach 1, Cost 4sp, Weight 2#, Min ST 7, One turn to ready, Becomes unready if used to parry. Basket hilt costs 1sp.

Javelin - Spear (DX-5), Imp thr+1, Reach 1, Cost 3sp, Weight 2#.

Knife - Knife (DX-4), Cut sw-2/Imp thr, Reach C,1, Cost 4sp, Weight 1#, Maximum damage 1d+2. Basket hilt costs 1sp.

Mace - Axe/Mace (DX-5), Cr sw+3, Reach 1, Cost 5sp, Weight 5#, Min ST 12, One turn to ready, Becomes unready if used to parry. Basket hilt costs 15cp.

Morning Star - Flail (DX-6), Cr sw+3, Reach 1, Cost 8sp, Weight 6#, Min ST 12, One turn to ready. Basket hilt costs 2cp.

Pick - Axe/Mace (DX-5), Imp sw+2, Reach 1, Cost 10sp, Weight 7#, Min ST 13, One turn to ready. Gets stuck if max damage is rolled, and requires a ST check to free.

Poleaxe - Two Handed Axe/Mace (DX-5), Cut sw+4/Cr sw+4, Reach 2,3, Cost 12sp, Weight 10#, Min ST 12, Two handed, Two turns to ready if swung.

Quarterstaff - Staff (DX-5), Cr sw+2/Cr thr+2, Reach 1,2, Cost 1sp, Weight 4#, Min ST 6, Two Handed, Parry is 2/3 Staff Skill.

Scythe - Two Handed Axe/Mace (DX-5), Cut sw+2/Imp sw, Reach 1, Cost 15cp, Weight 5#, Min ST 12/6, Two Handed, One turn to ready, -2 to hit when impaling.

Shortsword - Shortsword (DX-5), Cut sw/Imp thr, Reach 1, Cost 40sp, Weight 2#, Min ST 7. Basket hilt costs 10sp.

Sledgehammer - Two Handed Axe/Mace (DX-5), Cr sw+4, Reach 1,2, Cost 8sp, Weight 12#, Min ST 14, Two Handed, One turn to ready, Becomes unready if used to parry.

Spear - Spear (DX-5), Imp thr+2, Reach 1, Cost 4sp, Weight 4#, Min ST 9, +1 damage and Reach if used two-handed.

Trident - Spear (DX-5), Imp thr+3, Reach 1, Cost 5sp, Weight 5#, Min ST 10, +1 damage and Reach if used two-handed.

Warhammer - Axe/Mace (DX-5), Cr sw+2/Imp sw+1, Reach 1, Cost 6sp, Weight 3#, Min ST 10, May get stuck if swung for impaling damage, One turn to ready, Becomes unready if used to parry.

Missile Weapons

Unlike in conventional GURPS, most missile-launching weapons do a fixed amount of damage. However, the penalty for failing to meet minimum ST values on bows, spear-throwers and slings applies to damage as well as to accuracy. This does not apply to crossbows; rather, the time to ready for crossbows is increased by the difference between the bow's ST and the users, in seconds.

Range for missile weapons is listed as two numbers. weapon's 1/2-Damage range; the second is the weapon's maximum range.

Arbalest - Crossbow (DX-4), Imp 2d+3, SS 12, Acc 4, Range 300/360, Cost 40sp, Weight 7#, Min ST 12, Two Handed, Four turns to ready.

Atlatl - Spear Thrower (DX-4), Cost 2sp, Weight 2#.

Dart - Imp 1d-1, SS 11, Acc 1, Range 3xST/4xST, Cost 2sp, Weight 1#.

Javelin - Imp 1d+1, SS 11, Acc 3, Range 2xST/3xST.

Spear - Imp 2d, SS 12, Acc 2, Range 1.5xST/2xST.

Axe - Axe Throwing (DX-4), Cut sw+2, SS 10, Acc 2, Range ST/1.5xST, Cost 6sp, Weight 4#, Min ST 11.

Composite Bow - Bow (DX-6), Imp 1d+1, SS 14, Acc 3, Range 200/250, Cost 90sp, Weight 4#, Min ST 10, Two Handed, Two turns to ready.

Dagger - Knife Throwing (DX-4), Imp thr-1, SS12, Acc 0, Range ST-5/ST, Cost 2sp, Weight 1/4#, Max Damage 1d.

Hatchet - Axe Throwing (DX-4), Cut sw, SS 11, Acc 1, Range 1.5xST/2.5xST, Cost 4sp, Weight 2#, Min ST 7.

Javelin - Spear Throwing (DX-4), Imp 1d-1, SS 10, Acc 3, Range 1.5xST/2.5xST, Cost 3sp, Weight 2#, Min ST 7.

Light Crossbow - Crossbow (DX-4), Imp 1d+2, SS 12, Acc 4, Range 180/225, Cost 15sp, Weight 6#, Min ST 9, Two Handed, Four turns to ready (plus one per point of ST below Min ST).

Long Bow - Bow (DX-6), imp 1d+3, SS 15, Acc 3, Range 165/220, Cost 20sp, Weight 3#, Min ST 11, Two Handed, Two turns to ready.

Prodd - Crossbow (DX-4), Cr 1d+2, SS 12, Acc 4, Range 180/225, Cost 15sp, Weight 6#, Min ST 9, Two Handed, Four turns to ready (plus one per point of ST below Min ST).

Short Bow - Bow (DX-6), imp 1d, SS 12, Acc 1, Range 70/105, Cost 5sp, Weight 2#, Min ST 7, Two Handed, Two turns to ready.

Sling - Sling (DX-6), Cr 1d, SS 12, Acc 0, Range 60/100, Cost 1sp, Weight 1/2#, Two turns to ready, requires two hands to ready.

Spear - Spear Throwing (DX-4), Imp thr+3, SS 11, Acc 2, Range ST/1.5xST, Cost 4sp, Weight 4#, Min ST 9.

Staff sling - Sling (DX-6), Cr 1d+1, SS 14, Acc 1, Range 100/150, Cost 2sp, Weight 2#, Two turns to ready, requires two hands to ready.

Throwing Axe - Axe Throwing (DX-4), Cut sw+1, SS 12, Acc 2, Range 2xST/3xST, Cost 5sp, Weight 1.5#, Min ST 7.

Throwing Knife - Knife Throwing (DX-4), Imp thr-1, SS 11, Acc 0, Range ST-5/ST, Cost 3sp, Weight 1/2#, Max Damage 1d+1.

Trident - Spear Throwing (DX-4), Imp thr+3, SS 12, Acc 2, Range ST/1.5xST, Cost 5sp, Weight 5#, Min ST 10.

Ammunition

Bodkin Arrow - Cost 3cp each, Weight 2 oz each, -2 to damage (after Impaling bonus), Target's DR is reduced by 2.

Crossbow Bolt - Cost 2cp each, Weight 1 oz each.

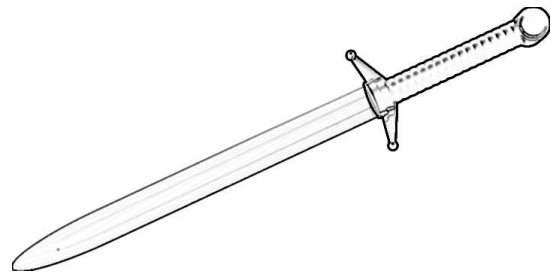
Flight Arrow - Cost 2cp each, Weight 1 oz each, +50 to maximum range, -1 damage.

Grapple Bolt - Cost 3sp each, Weight 6 oz each, -3 to skill, Damage is Cr 1d-3.

Sheaf Arrow - Cost 2cp each, Weight 2 oz each.

Sling or Prodd Bullet - Cost is 3 for 1cp, Weight 2 oz each, +1 damage.

Sling or Prodd Stone - Cost 1tp each (or 5 minutes each if the PC wishes to forage), Weight 1 oz each.



Armour

The following armours are full suits, covering all parts of the body except the head. Some will include a Gambeson as a standard part of the armour; these will be so indicated. Do not add the extra DR 1 for the Gambeson to these suits.

Suits of metal armour may be made of mithril or adamant. Mithril armour costs five times normal price, and weighs one-half as much, rounded down. Subtract the weight of the Gambeson, if any, before calculating weight reduction. Adamant armour costs ten times normal price, and has +1 DR.

Gambeson. May be either light leather or quilted padding. PD 1, DR 1, Cost 10sp, Weight 10#.

Boiled Leather Armour. PD 2, DR 2, Cost 2gp, Weight 15#.

Ring Maille. PD 2, DR 3, Cost 4gp, Weight 20#. Ring Maille is PD 1, DR 2 against Impaling damage.

Studded Leather Armour. PD 2, DR 3, Cost 4gp, Weight 25#.

Maille. PD 3, DR 4, Cost 5gp, Weight 40#. Includes a Gambeson. Maille is PD 1, DR 2 against Impaling damage.

Scale Armour. PD 3, DR 4, Cost 8gp, Weight 50#. Includes a Gambeson.

Maille-And-Plate. PD 4, DR 5, Cost 20gp, Weight 140#. Includes a Gambeson.

Plate Armour. PD 4, DR 7, Cost 50gp, Weight 110#. Includes a Gambeson. This stuff is extremely rare; few armourers are up to the challenge of making an entire suit of articulated plate. The GM may require a Streetwise or Merchant roll to locate an armourer.

Leather cap. PD 2, DR 2, Cost 2sp, Weight 1#.

Maille cap. PD 2, DR 4, Cost 5sp, Weight 4#. Maille is PD 1, DR 2 against Impaling damage.

Helm. PD 3, DR 4, Cost 1gp, Weight 5#.

Great helm. Covers the entire head, giving a -3 to all Sense checks. PD 4, DR 7, Cost 4gp, Weight 10#.

Shields

Buckler. PD 1, Cost 2sp, Weight 2#.

Small Round Shield. PD 2, Cost 5sp, Weight 8#.

Centerboss. PD 3, Cost 5sp, Weight 8#. This type of shield is very tiring to use - The wielder will lose 1 Fatigue at the end of the combat.

Heater or Kite Shield. PD 3, Cost 1gp, Weight 15#. This is the traditional four- or five-sided shield.

Tower Shield. PD 4, Cost 2gp, Weight 25#.

Other Equipment

Backpack. Cost 2sp, Weight 2#. Will hold 20#.

Barrel. Cost 2sp, Weight 30# when filled. Will hold 60 pints of liquid.

Basket. Cost 3cp, Weight 1#. Will hold 5#.

Bell. Cost 5cp, Weight 1 oz. Can be heard with a Hearing check at +1.

Belt Pouch, Large. Cost 1sp, Weight 1#. Will hold fifty coins or 2# in coins or small items.

Belt Pouch, Small. Cost 5cp, Weight 4 oz. Will hold twenty coins or 1# in coins or small items.

Blanket. Cost 5cp, Weight 3#.

Block and Tackle. Cost 1sp, Weight 2#. Doubles ST of user for lifting.

Cask. Cost 1sp, Weight 10# when filled. Will hold 20 pints of liquid.

Chain. Cost 3sp per foot, Weight 1# per foot. Will hold 500# before snapping.

Chest, large. Cost 2sp, Weight 25#. Will hold 200# or two cubic feet.

Chest, small. Cost 1sp, Weight 10#. Will hold 150# or one cubic feet.

Candle. Cost 1tp, Weight 2 oz. Will burn for 30 minutes, shedding light in a three-yard radius.

Candlestick. Cost 1cp, Weight 4 oz.

Chalk. Cost 1tp, Weight 1 oz.

Cup, tin. Cost 4tp, Weight 2 oz.

Fishhook. Cost 1cp, Weight 1/4 oz.

Fishnet, 10 square feet. Cost 4sp, Weight 5#.

Flint and Steel. Cost 5cp, Weight 4 oz.

Glass bottle. Cost 1gp, Weight 4 oz. Will hold 2 pints of fluid.

Gnomish Toolkit. Cost 8gp, Weight 1#. Grants a +5 on Lockpicking and Traps skills.

Grappling hook. Cost 8cp, Weight 4#. Gives a +4 to Climbing skill.

Hobbit Cookset. Cost 2gp, Weight 15#. User may prepare any meal with no penalty due to equipment.

Holy Item. Cost 5sp, Weight 8 oz. Required for Priests and Druids to cast spells.

Holy Water, Flask. Cost 1sp, Weight 8 oz. May be used by Priests and Druids to cast spells.

Hourglass. Cost 25sp, Weight 1#.

Ink. Cost 8sp, Weight 1#. Usually in stick form, and prepared on the spot.

Lantern, Bullseye. Cost 12sp, Weight 3#. Illuminates one arc (60 degrees) to a distance of 20 yards.

Lantern, Hooded. Cost 7sp, Weight 2#. Illuminates a ten-yard radius.

Lock, Average. Cost 2gp, Weight 1#. No penalty to Lockpicking.

Lock, Good. Cost 10gp, Weight 1#. Inflicts a -5 on Lockpicking.

Magnifying Glass. Cost 10gp, Weight 3 oz. Grants a +2 on Lockpicking and Traps.

Map or Scroll Case. Cost 8cp, Weight 1#. Holds 20 sheets of paper.

Mirror, Metal. Cost 1gp, Weight 2 oz.

Musical Instrument. Cost 5-100sp, Weight 8 oz to 3#.

Oil. Cost 6tp per flask, Weight 1# per flask. Will fuel a lantern for six hours.

Paper. Cost 2sp per sheet, Weight may be ignored.

Papyrus. Cost 8cp per sheet, Weight may be ignored. Has a -2 to resist anything that might damage paper.

Parchment. Cost 1sp per sheet, Weight may be ignored. Has a -1 to resist anything that might damage paper.

Perfume. Cost 5sp per vial, Weight 4 oz. per vial. If used with a successful Savoir-Faire roll, grants a +1 to Reaction checks for the next hour.

Piton. Cost 3tp, Weight 8 oz. Grants a +1 to Climbing skill for each piton past the first, to a maximum of +3.

Pot, iron. Cost 5cp, Weight 2#.

Pot, copper. Cost 5sp, Weight 1#.

Quiver or Bolt Case, ground. Cost 2sp, Weight 2#. Holds 12 arrows or bolts. Grants a +2 on Quick-Draw skill. One turn to ready.

Quiver or Bolt Case, large. Cost 15cp, Weight 1#. Holds 24 arrows or bolts.

Quiver or Bolt Case, small. Cost 8cp, Weight 1#. Holds 12 arrows or bolts.

Rations, Elven. Cost 1gp, Weight 1#. One week's food. Will last six months before decaying.

Rations, Iron. Cost 5sp, Weight 2#. One week's food. Will last three months before decaying.

Rations, Standard. Cost 3sp, Weight 3#. One week's food. Will last two weeks before decaying.

Rope, Cable. Cost 5sp per fifty feet, Weight 50# per fifty feet. Can hold up to 500# before snapping.

Rope, Hemp. Cost 1sp per fifty feet, Weight 20# per fifty feet. Can hold up to 250# before snapping.

Rope, Silk. Cost 1gp per fifty feet, Weight 8# per fifty feet. Can hold up to 200# before snapping.

Sack, Large. Cost 2cp, Weight 1#. Will hold up to 50#.

Sack, Small. Cost 1cp, Weight 8 oz. Will hold up to 20#.

Saddle. Cost 1gp, Weight 35#.

Saddle bag. Cost 5cp, Weight 3#. Will hold up to 100#.

Sealing wax. Cost 1sp per pound.

Signal Whistle. Cost 8cp, Weight 2 oz. Can be heard with no check up to ten yards away, and with a +5 beyond that, modified by range.

Signet Ring or Seal. Cost 5sp, Weight 1 oz.

Soap. Cost 5cp per pound.

Spyglass. Cost 10pp, Weight 1#. Removes up to -10 worth of Range penalties for Vision checks only.

Tent, two-man. Cost 5sp, Weight 10# (15# when wet).

Thieves' picks and tools, high quality. Cost 3gp, Weight 1#. Grants a +2 on Lockpicking and Traps skills.

Thieves' picks and tools, low quality. Cost 5sp, Weight 1#. No bonus on Lockpicking and Traps skills.

Torch. Cost 1tp, Weight 1#. Will illuminate a five-yard radius for one hour.

Vellum. Cost 5sp per sheet, Weight may be ignored. Has a +1 to resist anything that might damage paper.

Whetstone. Cost 2tp, Weight 1#.

Wineskin. Cost 8cp, Weight 1#. Will hold four pints of fluid.

Clothing

Belt. Cost 3cp.

Boots. Cost 2sp. Provides PD 1, DR 2 on the feet.

Breeches. Cost 2sp.

Cloak, Cloth. Cost 8sp.

Clock, Fine Fur. Cost 2gp. Provides PD 1, DR 1 on the back.

Gloves. Cost 1sp. Provides PD 1, DR 1 on the hands.

Gown. Cost 12cp.

Hose, Silk. Cost 2sp per pair.

Robe, Common. Cost 9cp. Provides PD 1, DR 1.

Robe, Silk and Embroidered. Cost 2gp. Provides PD 1, DR 1.

Silk Jacket. Cost 8gp.

Tabard or Surcoat. Cost 6cp.

Toga. Cost 8cp.

Tunic. Cost 7cp.

Vest. Cost 6cp.

Lodgings and Services

Ale, 1 pint. Cost 2tp.

Banquet. Cost 1gp per person, minimum of 10gp.

Beer, 1 pint. Cost 1tp.

City Room. Cost 2gp per month for common, 6cp per month for poor (Status -1 or worse).

Healer. 3sp per day. Heals one additional hit point of damage per day.

Inn Lodgings. Cost 5cp per day for common, 5tp per day for poor (Status -1 or worse).

Meals, one day. Cost 5cp for good (Status 2 or higher), 3cp for common, 1cp for poor (Status -1 or lower).

Stabling and grain for horse. Cost 5cp per day.

Wine, 1 pint. Cost 2cp.

Animals

Most animal statistics may be found on p.22 of GURPS Lite. Anything not found there, can probably be found in GURPS Bestiary. If it's not in there, you probably don't need statistics.

Donkey. Cost 10gp.

Goat. Cost 1sp.

Goose. Cost 2tp.

Mule. Cost 20gp.

Horse, Draft. Cost 20gp.

Horse, Saddle. Cost 12gp.

Horse, War. Cost 50gp.

Ox. Cost 15gp.

Pony. Cost 15gp.

Magic

Caverns and Creatures includes a comprehensive magic system, with more than four hundred spells. The system is loosely compatible with GURPS Magic, and also bears a functional resemblance to the Advanced Dungeons and Dragons magic system, produced by TSR Hobbies.²

The following paragraphs apply for the most part to Mages. Most of the information will also hold for other spellcasters, but variations do exist. These differences are discussed at the end of this section.

Learning Spells

Every time a spell is recorded, the formula changes. This has to do with several different variables, only some of which are under the control of the Mage. The result of this is that a Mage can only ever really know one way of achieving one particular effect. Since the Mage must memorize this complex formula, it must be written down. Thus, the Grimoire.

Every Mage owns a Grimoire. This is a massive, heavy tome that typically sits at home and is chained to a pedestal. The Mage must record all of his spells into this Grimoire.

This has one nice side-effect. Spells are all S/VH skills. This means that they are treated exactly the same as M/VH skills, save that they normally gain no benefits from Eidetic Memory. However, because a Mage is forced to rely on his Grimoire, the spells are considered to be M/H spells. Note that other spellcasters do not gain this advantage!

On the down side, if ever the Grimoire is lost or stolen, the Mage loses access to all of his spells until it is recovered. If the Mage wishes, or if recovery of the Grimoire is simply impossible, he may abandon the old book and start a new Grimoire, re-collecting all of his spells in order to recover access to them.

There are three ways that a Mage might come across a new spell. The first is through reading another Mage's Grimoire. The second is by finding a copy of the spell Scribed into a

scroll. The third way is through spell research. The first two are by far and away the most likely.

When attempting to learn a new spell, the Mage must roll an IQ check. On a success, he understands the spell, can re-word it so that he may more easily memorize it, and may transcribe it into his own Grimoire. This procedure will destroy a scroll, but will not harm a Grimoire. On a critical success, the procedure will not even harm a scroll.

On a failure, the Mage cannot learn that spell from this source. The spell is recorded in a fashion that the Mage simply cannot fathom. Scrolls are still destroyed on a failure, unfortunately. On a critical failure, the Mage gains a one point Disadvantage, Incompetence (spell). Until this Disadvantage is bought off, the caster may not learn the spell at all. Even if it is bought off, the caster must still seek a new source for the spell.

Regardless of the outcome of this IQ roll, the caster may not actually cast the spell until he has practised its use - that is, he has at least one character point invested in the spell.

A Mage may prepare a backup or travelling Grimoire, but suffers a -2 when scribing a spell into these tomes. Casting or memorizing from a backup Grimoire is impossible; the spells must be transcribed into a proper Grimoire before they may be used. Travelling Grimoires may hold, at maximum, fifteen spells.

Memorizing Spells

Before a spell may be cast, the Mage must memorize the spell. This is not a difficult feat; it merely requires time and aptitude. The time required is ten minutes per spell. The caster may only attempt to memorize spells after a full sleep. Under normal procedures, no roll is required to memorize spells.

The caster may only memorize a limited number of spells. If the caster's IQ is fourteen or lower, he may memorize up to three spells. If his IQ is fifteen, he may memorize up to four spells. If his IQ is sixteen to nineteen, he may memorize up to five spells. If his IQ is twenty, he may memorize up to six spells. For every five full points of IQ above twenty, he may memorize one more spell. On top of these numbers, the Mage may also memorize one additional spell for every level of Magical Aptitude that he possesses. Elves may safely memorize one additional spell

² Yes, I know that Wizards of the Coast currently own all the trademarks and copyrights and such of Dungeons and Dragons, but I'm referring to the 2nd Edition AD&D, produced by TSR Hobbies, not the bastardized monstrosity that is D&D3e.

beyond these limits.

The caster may attempt to memorize more spells than he is normally allowed to. For every spell beyond his limit, the caster must make an IQ check when attempting to memorize the spell. There is a cumulative -2 to this check per spell beyond the caster's limit, i.e., -2 for the first, -4 for the second, -6 for the third, and so on. Failure on this IQ check means that the spell is not memorized, and the caster may not attempt to further over-memorize spells that day. Critical failure means that the caster forgets all spells he currently has memorized, and may not memorize any more spells that day.

Removing a spell from the caster's memory requires merely that the caster choose to 'forget' the spell. Once forgotten, the spell is gone from memory and may not be cast; to replace it requires re-memorizing the spell.

Casting Spells

Casting a memorized spell is fairly simple. The caster spends as many seconds as required by the spell taking the Concentrate maneuver. At the end of the last round of concentration, he spends the mana required by the spell. At the beginning of the next round, the spell is cast.

The amount of mana a caster has to spend is equal to his IQ plus his Magical Aptitude, plus any levels of Increased Mana he has. Elves gain one additional point of mana.

Casting a spell from the caster's Grimoire is somewhat more difficult, as the Mage's attention is divided between the book and the spell. The GM will roll 1d secretly to determine how many seconds it will take the caster to find the spell in the Grimoire. He will tell the mage when the spell is found, and on the next turn, the mage may begin to cast. A skill roll of sixteen is always a failure when casting from a Grimoire, regardless of the mage's actual skill; likewise, a seventeen or eighteen is always a critical failure. Casting from a Grimoire has the single advantage of not requiring memorization; The Mage may attempt to cast any spell he has points invested into from his Grimoire.

A critical success when casting a spell means that the caster need not spend any mana to power the spell. The exception to this are spells from the Enchantment College; These spells never gain any benefit from critical successes. A critical failure means that the spell, if memorized,

is forgotten, and the caster must roll on the appropriate Critical Spell Failure chart.

Overcharging

Most spells allow the caster to boost their effectiveness by means of pouring extra mana into the effect. There are two ways to overcharge a spell. The first way involves drawing extra mana from the Mage's pool. For each additional mana put into the spell, one additional second of casting time is required.

The second way of Overcharging involves drawing from environmental mana. If the spell is at Skill Level 15 or better, the Mage may draw one additional mana for Overcharging purposes only. This reflects the fact that the Mage can feel out ley lines and nexi in the area. For every five full Skill Levels above 15, the caster may draw one more mana for Overcharging, i.e., two at Level 20, three at Level 25, and so on. Drawing environmental mana requires no extra time; it's become second nature to the Mage to seek out these sources.

There is a higher risk when overcharging a spell, just as there is risk for overcharging a battery. If the caster rolls a Critical Failure while attempting to overcharge a spell, he immediately gains the Disadvantage of Incompetence (Spell) in addition to the usual bad effects. This is a one-point Disadvantage, and the caster may not attempt to re-memorize the spell until it is bought off.

Only spells cast from memory may be overcharged. The caster attempting to work from a Grimoire is already over-stressed, and may not attempt to overcharge his spell.

Recovering Mana

There are three ways for a Mage to recover mana. The first way is quite simple; after a full night's sleep (eight hours for most characters), any and all mana expended by the caster is recovered.

The second way is somewhat slower. Mana will replenish itself at a rate of one per hour. This may be increased in speed to one mana every thirty minutes if the caster is in a known high-mana area, as he can seek out the ley lines and nexi and draw from the higher overall mana.

The third way of recovering mana is to use a talisman of mana. The Mage may draw up to

one mana per level of Magical Aptitude (plus one more if the Mage is an Elf) per second from a talisman. Note that talismans are only storage devices; if drained completely, they must be recharged before they may be used again.

Spell Types

Spells fall into one of the following categories: Regular, Divination, Area, Missile, Blocking.

Regular Spells may or may not require a target, and may or may not allow a resistance check. As a general rule of thumb, they will last for one minute.

Divination Spells will grant the caster some knowledge. No resistance is typically allowed. Their duration is generally instantaneous.

Area Spells are similar to Regular Spells, but allow for an area to be affected. They rarely allow resistance checks.

Missile Spells may not be resisted, though they may be dodged. On the turn that they are cast, they must be thrown using the Spell Throwing skill. Missile spells may not be held or aimed, but they never suffer snap-shot penalties. Their duration is usually instant.

Blocking Spells are unusual in that they may be cast out of turn and have absolutely no concentration time required. However, the effects that they have are generally not as powerful as other spells of the same level. Since a Mage may only ever cast one spell per second, casting a Blocking Spell removes his ability to cast on his regular turn.

Priestly Magic

Clerics have two ways of gaining access to Magic. The first way is to purchase Magical Aptitude, the same as anyone else. The second way is through Clerical Investment. The first level of Clerical Investment is nothing more than a social merit; for every level beyond that, the Priest gains access to one College of Magic, to a maximum of four Colleges. The Cleric should consider his God's attitudes and spheres of influence when selecting Colleges.

Note that Clerical Investment does not boost a Priest's Skill Levels, nor does it confer extra levels of mana or extra memorized spells. Priests using Clerical Investment do not require

Grimoires, and therefore do not gain the benefits or penalties associated with them. Priests also need not be concerned about local mana levels; ley lines and nodes are of no use for them. Environmental Overcharge, for a Priest, comes through faithfully serving your Deity.

A Cleric must have his Holy Symbol readied in order to cast a spell, though it does not become unready when casting. Holy water may be substituted, but it is consumed in the process of casting.

The above also holds true for Rangers, Druids and Paladins, though their selection of Colleges is usually pre-determined by Profession. Also, the above Priests may only ever gain three Colleges of Magic.

Bardic Magic

It is a rare Bard that learns to cast spells at all, and the rules are slightly different for them. First of all, Bardic Magical Aptitude costs only ten points, and has only one level. It does not have an attached Unusual Background, though it may only be selected by a Bard. It does not add to spell levels, as standard Magical Aptitude does, nor does it increase the number of spells a Bard may have memorized. In all other ways, it acts exactly the same as standard Magical Aptitude.

This is not to say that Bards are limited to selecting only Bardic Magical Aptitude. If a Bard wishes to spend the points to gain full Magical Aptitude - ten points for the Unusual Background, plus fifteen points for Magical Aptitude - then the Bard may cast spells exactly the same as a Mage.

The Bard who is using the more limited Bardic form of Magical Aptitude may only "know" a number of spells equal to his IQ score. This limited selection are the only spells the Bard may memorize and cast. Other spells may be learned, in order to be used as prerequisites for later spells. The Bard must designate each spell as it is learned as either "known" or "studied". The Bard may choose to remove a spell from his list of "known" spells, but doing so causes him to forfeit any points invested in that spell, *and in all spells depending on that spell as a prerequisite!* However, the spells need not be re-discovered; they are still considered learned.

Bards do not use Grimoires, but gain the benefit of the Grimoire on any of their "known" spells. Spells that are merely "studied" do not gain this benefit.

Air

The College of Air comprises gases, static electricity, lightning and weather. It is a versatile and useful College, and powerful in combat. As it is an Elemental College, any effects that relate to Elemental Magic also relate to this College.

Air Golem

Regular

Range: 10 yards
Duration: 1 hour
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell calls into existence an invisible servant of air. The air golem has a ST of 9, and will carry out any orders given to it by its summoner. The air golem will not enter into combat, nor does it have any effective skill. If attacked, it is immediately destroyed.

Dust Devil

Regular

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell summons a weak air elemental - ST 10, DX 12, IQ 6, HT 10, Dmg Cr 1d-1. The Dust Devil manifests as a weak whirlwind, and will attack any targets designated by the summoner. If the Dust Devil takes ten points of damage, it is dispelled.

Overcharge: +1 hit point per mana.

Lasting Breath

Regular

Range: Touch
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

When this spell is cast, the mage or any creature touched by the mage need not breathe for the duration.

Overcharge: Duration is increased 10 seconds per mana.

Shocking Grasp

Regular

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell, once cast, electrifies the caster's palm. The effect remains until the caster successfully touches a target, at which point the electricity discharges into the target, causing 1d+1 damage. Only the first point of DR from any metal armour protects against this damage.

Overcharge: +1 damage per mana.

Fog Cloud

Area

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Change State (Water)

This spell fills the target hex with a thick fog cloud, obscuring vision through the hex and causing a -2 penalty to target anything within the cloud.

Overcharge: +1 hex per mana.

Obscurement

Regular

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Air Golem

This spell covers the caster, and the hex he is in, with a thin cloud of mist or dust. Anyone attempting to strike the caster suffers a -2 penalty to do so.

Overcharge: A further -1 penalty to hit per two mana.

Stinking Cloud

Area; Resisted by HT

Range: 10 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Dust Devil

This spell fills the target hex with a vile gas. In addition to providing some level of cover, causing a -2 penalty to attack through the gas, anyone who enters the cloud must resist or become stunned. Victims may make a HT check at no penalty to recover, but must immediately leave the cloud or risk becoming stunned again.

Overcharge: +1 hex per mana.

Call Lightning

Area

Range: 60 yards
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Shocking Grasp, Dust Devil

This spell must be cast outside, and will call down a stroke of lightning from the sky. The lightning will do 2d impaling damage to all creatures within the target hex. Only the first point of DR from any metal armour protects against this damage.

Overcharge: +1 damage per mana.

Gust of Wind

Missile; Resisted by IQ

Range: 30 yards
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Air Golem, Dust Devil

This spell creates a strong blast of wind. The caster can direct this wind against any creature he chooses; the creature may attempt to dodge to avoid being struck. If struck, the wind will cause knockback, as though the target had taken 5d damage.

Overcharge: +1d per two mana.

Lightning Bolt

Missile

Range: 30 yards
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Shocking Grasp, Dust Devil

This spell causes a lightning bolt to leap from the caster's hand to the target. The target may attempt to dodge. The bolt does 2d+2 impaling damage. Only the first point of DR from any metal armour protects against this damage.

Overcharge: +2 damage per mana.

Control Temperature

Area

Range: 40 yards
Duration: 1 hour
Casting Time: 4 seconds
Cost: 4
Prerequisites: Fog Cloud, Air Golem

This spell will affect an area of ten hexes radius. The air temperature within this area may be adjusted by up to ten degrees Fahrenheit, either up or down.

Overcharge: +1 hex radius per mana.

Wall of Wind

Area

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Gust of Wind

This spell fills any three hexes in a straight line with a strong wind, forcing any who approach it away. Anyone attempting to breach the wall must resist or suffer knockback as though he had taken 3d+2 damage.

Overcharge: +1 hex in a straight line per mana.

Summon Air Elemental

Regular

Range: 1 yard
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Gust of Wind

This spell summons an Air Elemental to fight at the behest of the caster. The Air Elemental will be friendly towards the caster, but is not compelled to follow the caster's orders.

Overcharge: +10 seconds duration per mana.

Walk on Air

Regular

Range: Touch
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Wall of Wind

The caster, or any person he touches when casting the spell, may walk across thin air as though it were level pavement. The walker may not gain altitude, though he may choose to lose altitude at any rate he wishes.

Overcharge: +1 person per three mana.

Control Winds

Regular

Range: Special
Duration: 1 hour
Casting Time: 6 seconds
Cost: 6
Prerequisites: Wall of Wind

The caster may alter the direction and force of the dominant winds within a five mile radius. Though winds may not be accelerated to damaging levels, damaging winds may be reduced in power.

Overcharge: +1 hour duration per mana.

Weather Summoning

Regular

Range: Special
Duration: Special
Casting Time: 6 seconds
Cost: 6
Prerequisites: Control Temperature

The caster may cause subtle shifts in the weather patterns, effecting a change in weather. The weather change will arrive in 2dx10 minutes, and will last until it would normally have changed.

Overcharge: -10 minutes summoning time per mana, to a minimum of 10 minutes.

Invisible Stalker

Regular

Range: Touch
Duration: Special
Casting Time: 7 seconds
Cost: 7
Prerequisites: Air Elemental

Summons an Invisible Stalker, which may then be dispatched to slay some individual. The spell lasts until the Stalker kills its target, or is destroyed. Invisible Stalkers are ST 10, DX 14, IQ 14, HT 10, hp 15, Cut 3d-2(2) or Imp 2d-2(2).

Control Weather

Regular

Range: Special
Duration: Special
Casting Time: 8 seconds
Cost: 8
Prerequisites: Control Winds, Weather Summoning

The caster directly meddles with the weather patterns, producing any effect he desires within one minute. The new pattern remains until it would normally have changed.

Nova

Area

Range: Self
Duration: Special
Casting Time: 9 seconds
Cost: 9
Prerequisites: Lightning Bolt, Control Temperatures

This spell is an area-of-effect lightning spell. When this spell is cast, the Mage creates a ring of electrical energy that inflicts 6d crushing damage to everything in the hexes immediately around him. Unlike earlier electrical attack spells, the target gains his full DR protection against this attack.

The electrical charge then ripples outwards, hitting all targets one hex out for one die less damage. Two hexes out, targets take two dice less damage, and so on until damage drops to zero dice.

Overcharge: +1d damage per mana. Note that this will also increase the area of effect.

Storm of Vengeance

Regular

Range: Special
Duration: 10 minutes
Casting Time: 10 seconds
Cost: 10
Prerequisites: Chain Lightning

When this spell is cast, a massive thunderstorm begins to form. Rain, hail and lightning all will manifest, causing significant property damage in the area. All crops within the target area will certainly be destroyed. The storm will continue for several hours after the spell has ended.

During the duration of the spell, the caster may call down up to six lightning bolts, as though he had just cast the spell Call Lightning. No casting time is required; the Mage may simply state the target hex.

Overcharge: One extra Call Lightning per two mana.

Animal

An animal, for the purposes of this College, is any creature with a racial IQ of less than 7. Any character with the Presentient Disadvantage (C1:103) is also considered an animal.

Befriend Animal

Regular

Range: 10 yards
Duration: Special
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell forces an immediate reaction check between the caster and the target animal. The reaction check has a +2 bonus.

Overcharge: +1 reaction check bonus per mana.

Invisibility to Animals

Regular

Range: Self
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell renders the caster invisible to animals. Any creature attempting to locate or attack the caster has a -6 penalty to do so.

Overcharge: +30 seconds duration per mana.

Locate Animal

Divination

Range: 10 miles
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

Gives the caster the location of the nearest animal within the search radius. The caster may search as vaguely or as specifically as he likes. He may search for any animal, for a general type of animal, for a specific species, or even for a specific animal that he is familiar with.

Overcharge: +2 miles range per mana.

Mount

Regular

Range: Special
Duration: 1 day
Casting Time: 1 second
Cost: Special
Prerequisites: None

This spell will summon a creature to serve as a mount for the caster. The specific animal that arrives depends on the amount of mana spent by the caster.

Mana	Animal
1	Donkey
3	Horse
5	Elephant
7	Gryphon

Overcharge: Tack and harness may be gained for two mana.

Charm Animal

Regular

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Befriend Animal

Grants an immediate reaction check, with a +5 to the result, from the target towards the caster. If the reaction check is worse than a previous reaction check, discard it.

Overcharge: +1 reaction bonus per mana.

Message

Regular

Range: 20 miles
Duration: Special
Casting Time: 2 seconds
Cost: 2
Prerequisites: Mount

Summons a small creature, with a move of 2 (4 miles/hour). The caster may tie a small bit of paper, with enough room for a 20-word message, to the creature, and direct the creature to take the message to any recipient within the spell's range.

Overcharge: +10 words or +1 mile/hour on the creature's speed per mana.

Speak with Animals

Divination

Range: Touch
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Invisibility to Animals

Allows the caster to converse with any animal he touches. Note that since animals have an IQ of 6 or less, the conversation is likely to be boring...

Overcharge: +30 seconds duration per mana.

Paralyze Animal

Regular; Resisted by HT

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Charm Animal

Causes the target creature to become paralyzed for the duration of the spell.

Overcharge: +1 target per two mana.

Summon Insects

Regular

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Messenger

Summons three hexes' worth of swarming, crawling insects. Each hex of the swarm automatically inflicts 1d-1 damage to anything within it, bypassing all DR. The swarm may move two hexes per turn, and take four hits per hex to disperse. If the swarm moves beyond the range of the spell, it is automatically dispersed.

Select one hex as the 'center' hex of the swarm; all other hexes of the swarm must be adjacent to that center hex. Cutting damage is halved against a swarm, rather than multiplied by 1.5. Any impaling attacks do exactly one point of damage. Any fire attack automatically disperses that hex.

Overcharge: +1 hex per two mana, to a maximum of seven hexes.

Web

Area; Resisted by ST

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Charm Animal

Creates a thick sticky web that fills three hexes of area. Anyone caught in the web is immobilized until freed or until the spell ends. One hex of web may be destroyed by inflicting ten points of cutting damage. If the web is attacked by fire, all hexes immediately burn, causing 1d damage per hex to anything within.

Overcharge: +1 hex per mana.

Summon Animal

Regular; Resisted by IQ

Range: Special
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Summon Insects

Summons one animal of any sort native to the area. The animal will be favourably disposed towards the caster, and will fight for him. The animal will arrive in 3d+3 seconds.

A typical carnivore will have: ST 11, DX 10, IQ 5, HT 11/8, PD 1, DR 2, Move 5, Dodge 5, Bites for 1d-2 cutting.

Overcharge: -2 seconds arrival time per mana.

Spirit of the Beast

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 4 seconds
Cost: Special
Prerequisites: Web

Allows the target to gain the attributes of one animal. The exact advantages and costs are listed below.

Eagle - Target gains +5 to all Vision checks. 4 mana.

Snake - Target gains +2 on all Reaction Checks. 4 mana.

Bat - Target gains +5 on all Hearing checks. 4 mana.

Owl - Target gains the advantage of Night Vision. 4 mana.

Cat - Target gains the advantage of Absolute Direction. 4 mana.

Boar - Target may ignore all wound penalties. 5 mana.

Fox - Target gains a +3 to Alertness. 5 mana.

Toad - Target gains the advantage of Peripheral Vision. 5 mana.

Bear - Target gains +2 to ST. 6 mana.

Cheetah - Target's Move in combat is tripled. 6 mana.

Monkey - Target gains +2 to DX. 6 mana.

Weasel - Target gains a +5 to all Stealth rolls. 7 mana.

Tiger - Target gains claws, that do Cut/thrust damage. 7 mana.

Overcharge: +1 minute to duration per mana.

Giant Insect

Regular

Range: 50 yards
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Spirit of the Beast

This spell causes one small, ordinary insect to become a giant insect. The caster may direct the insect to carry out a task or to engage in combat. Issuing orders takes one second of concentration, and instructions may not exceed five words in length.

A typical giant insect will have: ST 14, DX 10, IQ 3, HT 10/15, PD 2, DR 5, Move 10, Dodge 5, Bites for 1d-1 cutting.

Overcharge: +5 hit points per two mana.

Summon Werecreature

Regular; Resisted by IQ

Range: Special
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Summon Animal

This spell calls a werecreature of a type normally found in the surrounding areas to aid the caster. The were will arrive in 3d+3 seconds. The werecreature will cheerfully enter into combat for the caster, or will perform some task. It will not blindly obey the caster, though it is favourably disposed to aid him.

Overcharge: -2 seconds arrival time per mana.

Shapechange

Regular; Resisted by HT

Range: Self
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Summon Werecreature

Allows the caster to change into a werecreature's alternate form. The caster must have some small portion of the appropriate were - a tuft of hair, tooth, whatever. The caster's stats are altered as though he were a werecreature of the appropriate type.

Overcharge: +30 seconds duration per mana.

Giant Growth

Regular; Resisted by HT

Range: Touch
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Giant Insect

This spell will increase the dimensions of the target creature by 50%. Strength and hit points are doubled; mass is multiplied by five.

Overcharge: +30 seconds duration per mana.

Insect Plague

Regular

Range: 70 yards
Duration: 1 minute
Casting Time: 7 seconds
Cost: 7
Prerequisites: Summon Insects, Giant Insect

Summons seven hexes' worth of flying, stinging insects. Each hex of the swarm automatically inflicts 1d-1 damage to anything within it, bypassing all DR. The swarm may move five hexes per turn, and take five hits per hex to disperse. If the swarm moves beyond the range of the spell, it is automatically dispersed.

Select one hex as the 'center' hex of the swarm; all other hexes of the swarm must be adjacent to that center hex. Cutting damage is halved against a swarm, rather than multiplied by 1.5. Any impaling attacks do exactly one point of damage. Any fire attack automatically disperses that hex.

Overcharge: +1 damage per two mana, to a maximum of 1d+2.

Shapechange Other

Regular; Resisted by HT

Range: Touch
Duration: 1 minute
Casting Time: 8 seconds
Cost: 8
Prerequisites: Shapechange

As per Shapechange, except that the caster may affect another person instead of himself.

Overcharge: +30 seconds duration per mana.

Creeping Doom

Regular

Range: 90 yards
Duration: 10 minutes
Casting Time: 9 seconds
Cost: 9
Prerequisites: Insect Plague

Summons seven hexes' worth of swarming, crawling insects. Each hex of the swarm automatically inflicts 1d+1 damage to anything within it, bypassing all DR. They also automatically destroy any crops or plant life that

they cross, regardless of whether or not they end their move in the crossed hexes. The swarm may move five hexes per turn, and take ten hits per hex to disperse. If the swarm moves beyond the range of the spell, it is automatically dispersed.

Select one hex as the 'center' hex of the swarm; all other hexes of the swarm must be adjacent to that center hex. Cutting damage is halved against a swarm, rather than multiplied by 1.5. Any impaling attacks do exactly one point of damage. Any fire attack automatically disperses that hex.

Overcharge: +1 damage per mana, to a maximum of 1d+7.

Animal Horde

Regular

Range: Special
Duration: 1 day
Casting Time: 10 seconds
Cost: 20
Prerequisites: Creeping Doom

Summons a large collection of animals to serve the caster's bidding. The number of animals summoned depends on the type and size, as follows:

Small Herbivore (Rabbit, Mouse): 1 lot.

Small Carnivore (Rat, Weasel): 2 lots.

Medium Herbivore (Pig, Deer): 2 lots.

Medium Carnivore (Wolf, Bobcat): 4 lots.

Large Herbivore (Horse, Elk): 4 lots.

Large Carnivore (Tiger, Grizzly Bear): 6 lots.

The caster can summon up to 60 lots of creatures to assist him. They will instantly obey any order, including obviously suicidal orders.

Overcharge: +12 lots per mana.

Body

The Body College is all about affecting the human and demi-human body. Most of the effects involve augmenting or limiting the target's physical abilities. Though healing effects are not covered, many other beneficial effects are available.

Alter Appearance

Regular; Resisted by IQ.

Range: Self
Duration: 1 hour
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster may alter his physical features to impersonate another. If he cannot see the person being impersonated, he suffers a -4 penalty to his roll. The spell will alter facial features, hair length and colour, and up to a 10% alteration in body size and form. Viewers must resist the spell or be taken in by the deception.

This spell is not an illusion; it physically alters the caster!

Overcharge: +10 minutes duration per mana.

Enlarge

Regular; Resisted by HT

Range: Touch
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to increase the target's dimensions by 50%. Strength and hit points are doubled; mass is multiplied by five. The target's clothing will also increase in size, though other equipment--including any armour--will not be affected.

Overcharge: +30 seconds duration per mana.

Irritation

Regular; Resisted by HT

Range: Touch
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The target creature suffers an itch. He is at a -1 to any Skill checks until this itch is scratched. The area to be irritated must be relatively exposed, and easy to scratch. Further castings of this spell may drive the penalty up cumulatively, to a maximum of -5.

Nap

Regular; Resisted by IQ

Range: Touch
Duration: 1 hour
Casting Time: 1 second
Cost: 1
Prerequisites: None

The target of this spell falls into a light sleep for the duration of the spell. Upon awakening, the target is as refreshed as though he'd slept a full night. If awakened before the spell ends, the target gains no benefit from the sleep, but wakes instantly and suffers no penalties due to awakening.

Boost Dexterity

Regular

Range: Touch
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Alter Self

The target of this spell receives a +1 to Dexterity for the duration of the spell.

Overcharge: +1 additional Dexterity per two mana.

Boost Strength

Regular

Range: Touch
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Enlarge

The target of this spell receives a +1 to Strength for the duration of the spell.

Overcharge: +1 additional Strength per two mana.

Drain Strength

Regular; Resisted by HT

Range: Touch
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Irritation

The target of this spell loses one point of Strength for the duration of the spell, unless he successfully resists.

Overcharge: -1 additional Strength per two mana.

Halo of Eyes

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Boost Dexterity

The target of this spell gains six additional eyes, placed around his head. This gives the target the ability to see in all possible directions at once. The target may always take an active defense, even if the attack comes from the rear, though parries and blocks outside of the target's front arc are still at a -2. The target also gains +2 on all Vision checks.

Overcharge: +1 minute duration per mana.

Strike Blind

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Drain Strength

The target of this spell immediately falls blind, unless he successfully resists the spell. This blindness will fade when the spell ends, or if the target has Cure Blindness or Remove Curse cast on him.

Overcharge: +1 minute duration per mana.

Strike Deaf

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Drain Strength

The target of this spell immediately goes stone deaf, unless he successfully resists the spell. This deafness will fade when the spell ends, or if the target has Remove Curse cast on him.

Overcharge: +1 minute duration per mana.

Clumsiness

Regular; Resisted by HT

Range: Touch
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Strike Deaf

The target of this spell suffers a -2 to his Dexterity, unless he successfully resists the spell.

Overcharge: -1 additional Dexterity per two mana.

Strength of One

Regular; Resisted by ST

Range: Special
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Boost Strength, Alter Self

This spell allows one individual to "borrow" one point of Strength from any number of participants. The target must stand in the center of a circle of participants, whose hands are linked. Unwilling participants may resist using ST to break the circle; if successful, this will break the spell. The number of unwilling participants must not outnumber the number of willing, or else the spell automatically fails. The target of the spell will gain one ST per participant, willing or unwilling.

Overcharge: +1 minute duration per mana.

Body Clock

Regular; Resisted by IQ

Range: 50 yards
Duration: Special
Casting Time: 5 seconds
Cost: 5
Prerequisites: Clumsiness

This spell may be used to throw a subject's internal clock out of whack. The immediate effect is that the target may be caused to feel hungry, tired or wakeful, regardless of any external stimuli. Up to five different subjects may be affected.

Those made to feel tired must make a resistance roll, or fall asleep. Those feeling wakeful will be unable to sleep, and will suffer extra fatigue penalties for lack of sleep. Those made to feel hungry must make a resistance roll, or eat anything placed in front of them.

Overcharge: +1 additional subject per two mana.

Pheromone Control

Regular; Resisted by HT

Range: Touch
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Any four other Body Control

This spell allows the caster to alter the target's pheromones, giving the target either a +3 or a -3 to all reaction checks for the duration of the spell.

Overcharge: +1 or -1 additional reaction per two mana.

Bellicose Transformation

Regular

Range: Self
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Boost Strength, Boost Dexterity

This spell requires the consumption of an Elixir of Heroism when cast. The caster gains a +5 to Strength and Dexterity, as well as ten extra hit points. Damage is applied first to the bonus hit points, and these damaged hit points are discarded after the spell ends. The spell also allows the caster to ignore wound penalties and grants him one DR. Once the spell ends, the caster is stunned for 1d seconds, and must make a HT roll to recover after that time.

Overcharge: +2 additional hit points per mana.

Forced Shapechange

Regular; Resisted by IQ

Range: 60 yards
Duration: Instant
Casting Time: 1 second
Cost: 6
Prerequisites: Pheromone Control

This spell causes all shape-changers of any type within the casting range to change forms instantly. Those with only two forms will shift to the alternate; those with more than two forms will realize that their shape-changing ability is activating, and may select their alternate form.

Rend Muscle

Regular; Resisted by IQ

Range: 70 yards
Duration: 6 seconds
Casting Time: 7 seconds
Cost: 7
Prerequisites: Forced Shapechange

This incredibly painful spell causes the target's muscles to flex randomly and rapidly for six seconds. The resultant tissue damage causes the target to lose 1d hit points per second.

Overcharge: +1d damage per mana.

Puppet Master

Regular; Resisted by Will

Range: 80 yards
Duration: 1 minute
Casting Time: 8 seconds
Cost: 8
Prerequisites: Rend Muscle

This spell allows the caster to take control of another's body. Control is over the body only; the target's mind is not affected.

Every turn, instead of taking an action himself, the caster may force the target to take any legal action. The target may make a Will check to resist, at a penalty equal to the margin of success the caster had on the spell. Failure means that the target takes the stated action. There is no limit on what actions the caster may force the target to take, as long as the target is capable of taking said action in the first place!

Overcharge: -1 penalty to resist per mana.

Shapechange True

Regular; Resisted by IQ

Range: Touch
Duration: 1 hour
Casting Time: 9 seconds
Cost: 9
Prerequisites: Puppet Master

The target of this spell is changed into any other life-form the caster desires! All physical abilities and attributes are affected for the duration of the spell.

Overcharge: +30 minutes duration per mana.

Health Blessing

Regular

Range: Touch
Duration: 1 day
Casting Time: 10 seconds
Cost: 10
Prerequisites: Shapechange True

The target of this spell is instantly cured of all diseases that he or she may have. Note that this spell will not remove disadvantages selected at character creation. In addition, the spell confers a +5 to all HT checks for the duration of the spell.

Overcharge: +1 additional to all HT checks per mana.

Communication

While several of the Communication spells grant an emotional impact, they cannot flatly dictate another's actions. For this, we have the College of Mind, later in this section.

Comprehend Language

Divination

Range: Touch
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster gains the ability to speak and understand the native language of the target creature for the duration of the spell.

Overcharge: One additional language known by the target per two mana.

Friends

Regular

Range: Self
Duration: 1 hour
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster gains a +1 on all reaction checks for the duration of the spell.

Overcharge: +1 additional reaction per two mana.

Message

Regular

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster may send a whispered message to any persons within the spell's range. The message may be up to twenty-five words long, and is heard only by the intended recipients.

Overcharge: +10 yards per mana.

Mistaken Missive

Regular

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster may alter up to four words on any written document within the range of the spell.

Overcharge: Two additional words may be altered per mana.

Emotion Perception

Divination

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Friends

By concentrating for one second on any creature within the range of the spell, the caster gains a one-word description of that creature's emotional state.

Overcharge: +10 yards range per mana.

ESP

Regular; Resisted by Will

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Comprehend Languages

The caster may read surface thoughts of any creature within the range of this spell. The caster must concentrate for one second to read the target's thoughts. If the target is aware that his thoughts are being read, he may make a Will roll to resist being read. Walls and such are no barrier to this spell, but one second's concentration must be spent to locate the creature on the other side before it can be scanned.

Overcharge: +10 yards range per mana.

Zone of Truth

Area; Resisted by Will

Range: Self
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Comprehend Language

This spell affects a two-hex radius, a total of seven hexes. Any creature within that zone is compelled to tell the truth. Any attempt to lie, if the spell is not successfully resisted, will result in the truth being told instead; the only defense is silence.

Overcharge: +30 seconds duration per mana.

Emotion Control

Regular; Resisted by IQ

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Emotion Perception

The caster can cause the target to feel any emotion that he or she desires. If a particularly intense emotion is selected, the caster may cause the target to suffer a -2 to all Skill checks for the duration of the spell.

Overcharge: +30 seconds per mana.

Know Customs

Divination

Range: 30 yards
Duration: 1 hour
Casting Time: 3 seconds
Cost: 3
Prerequisites: ESP

The caster gains a thorough knowledge of the customs and practices of the culture of the target. This will allow the caster to avoid gaffes, impersonate a member of that culture, or otherwise blend in. The caster loses any reaction penalties that would normally occur for lack of familiarity with the culture.

Overcharge: +1 hour duration per mana.

Steal Skill

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: ESP

The caster gains any one skill known by the target, with no need for prerequisites. The skill may not be a spell or psionic skill. The caster temporarily gains half the points in the skill that the target has; the target loses those points for the duration of the spell.

Overcharge: +1 minute per mana.

Telepathy

Regular; Resisted by IQ

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: ESP, Message

The caster may enter into two-way mental communication with any creature within the spell's radius. This communication occurs at ten times normal speed.

Overcharge: +10 yards range per mana.

Tongues

Area

Range: Self
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Know Customs

This spell affects an area of three hexes radius. Anyone within this radius may understand any other person within the radius as though both spoke the same native language.

Overcharge: +1 minute per mana.

Leadership

Regular; Resisted by IQ

Range: 500 yards
Duration: 1 hour
Casting Time: 5 seconds
Cost: 5
Prerequisites: Tongues

While this spell is in effect, the caster gains a +2 to all reaction checks and the Leadership skill at IQ+4.

Overcharge: +1 additional reaction per mana.

Nightmares

Regular; Resisted by IQ

Range: 50 yards
Duration: Special
Casting Time: 5 seconds
Cost: 5
Prerequisites: Telepathy

This spell must be cast on a sleeping target. The victim suffers horrible nightmares; on the next day, he will suffer a -2 to all Skill or Attribute checks.

Overcharge: -1 additional penalty per two mana.

Insanity

Regular; Resisted by IQ

Range: Touch
Duration: 1 day
Casting Time: 6 seconds
Cost: 6
Prerequisites: Nightmares

The target of this spell is driven insane! For the next day, he will suffer from a randomly-selected 10-point mental disadvantage.

Overcharge: +1 day per mana.

Rapport

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Friends, Telepathy

The caster and the target creature enter into a full mental communication. This communication is ten times faster than regular speech. Furthermore, the caster and the target may use each others' mental skills, as though they were possessed at equal levels. Spells and psionic skills may not be 'loaned' in this manner!

Overcharge: +1 minute per mana.

Emotional Stab

Regular; Resisted by IQ

Range: 70 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 7
Prerequisites: Insanity

The target of this spell feels an overpowering jab of emotion. The exact effects depend on the emotion selected:

Fear: The target must make a Fright check at -5.

Hatred: The target immediately attacks the nearest creature to him.

Lust: The target will immediately become amorous towards the nearest creature.

Awe: The target will be mentally stunned.

Thoughtwave

Regular; Resisted by IQ

Range: 80 yards
Duration: 1 minute
Casting Time: 8 seconds
Cost: 8
Prerequisites: Emotional Stab

This spell sends out a mental blast, in a cone sixty degrees wide and extending eighty yards from the caster. Any creature in the area of effect must resist or be knocked unconscious for 1d hours.

Overcharge: -1 to resist per two mana.

Jack Of All Trades

Divination

Range: Self
Duration: 1 hour
Casting Time: 9 seconds
Cost: 9
Prerequisites: Steal Skill, Tongues

The caster gains all known mental skills at IQ-1! This spell does not grant any spells or psionic skills. Unfortunately, any mental skills already possessed by the caster are also adjusted to IQ-1.

Overcharge: +1 to all granted skills per mana spent.

Fear Contagion

Regular; Resisted by IQ

Range: 10 miles
Duration: 1 day
Casting Time: 1 hour
Cost: 20
Prerequisites: Emotional Stab

Anyone within the area of effect of this spell suffers a -3 to any Fright Checks they might have to make. Any penalties assessed from other sources are doubled; any bonuses are halved.

The effect of the spell is not instantaneous; the *Fear Contagion* will spread at a rate of one mile every thirty minutes until it reaches its maximum radius.

Overcharge: +1 mile per mana.

Dimension

This odd College includes spells dealing with alternate realities, planar travel, probabilities and gates. It lacks in direct-damage spells, but does include several spells useful in combat.

The cosmology of Caverns and Creatures is fairly simple. The World is our home plane. The Astral Realm and the Shadow Realm are separate Realms, coexisting with our own, and separated by a 'thin' dimension known as the Gauntlet. It is impossible to exist in the Gauntlet itself, but small realms, known as Pocket Realms, are often created within the Gauntlet for various purposes. Deeper planes, known as the Spheres, do exist, but they are beyond the scope of this document.

Adjust Pattern

Regular

Range: 10 yards
Duration: Special
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to adjust a probability pattern. The effect of this is that he may grant a +1 or -1 on any one roll taken by the target of the spell. The specific roll to be affected is named at the casting time; the spell will wait until the roll is required to trigger.

Overcharge: +1 or -1 additional per two mana.

Pockets

Regular

Range: Self
Duration: 1 hour
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to create a temporary Pocket Realm and bind it to his own pockets. The caster may carry up to one hundred pounds in his pockets. This 'extra' hundred pounds is not considered for encumbrance. When the spell ends, anything left in the mage's pockets will revert to the World, possibly damaging his garments.

Overcharge: +1 hour per mana.

Probability Control

Regular

Range: 10 yards
Duration: 10 minutes
Casting Time: 1 second
Cost: 1
Prerequisites: None

For the duration of the spell, the caster may dictate the outcome of any purely random event - the drawing of a card, the flip of the coin, which side the slice of toast falls on...whatever. This has no effect on any game mechanic whatsoever, but can be used to cheat at card or dice games.

Overcharge: +5 minutes per mana.

Speak Across The Gauntlet

Divination

Range: 20 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to converse with any person across the Gauntlet - the barrier between the World and the spirit Realms. The caster cannot perceive the other side of the Gauntlet using this spell.

Overcharge: +10 yards per mana.

Alternate Reality

Regular; Resisted by IQ

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Create Pattern

There are an infinite number of dimensions; therefore, there must be one identical with your own, but for one small change. This spell allows the mage to create a ripple in reality, shifting it to a new potential. The game effect is to allow the target of the spell to roll three times on any roll dictated by the caster; the caster selects the result that he or she prefers. The targeted roll must be named before the spell's duration lapses, or the spell fails.

Overcharge: +30 seconds duration per mana.

Detect Pocket Realm

Divination

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Speak Across The Gauntlet

This spell allows the caster to locate any Pocket Realms within the spell's range. A Pocket Realm is a small amount of dimensional space located within the Gauntlet - neither in this Realm nor in any other. If the pocket realm contains a Gate, this spell will reveal the location of the Gate, though not the means of opening it.

Overcharge: +10 yards per mana.

Instant Summons

Regular

Range: Special
Duration: Special
Casting Time: Special
Cost: 2
Prerequisites: Pockets

This is a two-stage spell. The first stage of the spell requires one minute preparation. Any object weighing up to two pounds is placed within a magical circle, and the spell casting roll is made at this time.

The second step involves the caster speaking a single word. The prepared object will instantly be teleported to his hand. Casting time for the second step is one second, and the target object will arrive within that second. The energy needed to cast the spell is expended at this time.

Overcharge: +1 pound of target per mana.

Blink

Blocking

Range: 1 yard
Duration: Instant
Casting Time: 1 second
Cost: 3
Prerequisites: Instant Summons

This spell allows the caster to teleport exactly one hex away. This spell may be used in place of a dodge.

Choose Future

Blocking

Range: 30 yards
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Alternate Reality

A more powerful, but functionally identical, version of Alternate Reality. The caster may retroactively grant two additional re-rolls on any roll just made. The caster chooses which one of the three rolls will be used.

Overcharge: +1 extra re-roll per two mana.

Window Across the Gauntlet

Divination

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Detect Pocket Realm

The caster may view the Realm on the other side of the Gauntlet, either in the Shadow Realm or in the Astral Realm. This spell will not allow the caster to view the inside of a Pocket Realm, though it will reveal the existence of such a realm.

Overcharge: +10 yards per mana.

Teleport

Regular; Resisted by IQ

Range: 40 yards
Duration: Instant
Casting Time: 1 second
Cost: 4
Prerequisites: Blink

The caster may instantaneously transport himself to anywhere within the casting range. After teleporting, the caster is mentally stunned, and may roll an IQ check each turn to recover.

If the selected destination is occupied by anything solid, the caster returns to his original location and suffers 1d damage.

Overcharge: +10 yards per mana.

Contact Other Plane

Divination

Range: Special
Duration: Three questions
Casting Time: 4 seconds
Cost: 4
Prerequisites: Window Across The Gauntlet

The caster may make an attempt to contact an intelligence from one of the Spheres. He may ask any three questions. The GM secretly makes a reaction check, and uses the results to judge how the questions will be answered. In any case, answers will be short; 'yes', 'no', 'maybe'. Note that other-worldly intelligences are not necessarily omniscient; might *don't* know

Overcharge: One additional question per two mana, or +1 to the reaction check per mana.

Breach The Gauntlet

Regular; Resisted by IQ

Range: Touch
Duration: Instant
Casting Time: 5 seconds
Cost: 5
Prerequisites: Contact Other Plane

This spell allows the caster, and any two other people he touches, to cross the Gauntlet to the Shadow Realm or to a Pocket Realm. The spell must be re-cast to return to the World.

Overcharge: For three additional mana, the caster may breach the Gauntlet to the Astral Realm.

Distance Distortion

Regular

Range: 50 yards
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Teleport

This spell shrinks a fifty-yard distance between two points to five yards. This reduction applies to any use of distance - ranged combat, travel, spell ranges, whatever!

Overcharge: +10 yards per mana.

Create Pocket Realm

Area

Range: Self
Duration: Permanent
Casting Time: 6 seconds
Cost: 120
Prerequisites: Breach the Gauntlet

This spell allows the creation of a tiny Pocket Realm, three hexes in diameter. The caster specifies the point in the Tapestry to which the Pocket Realm's Gate is anchored, and the condition under which it will open.

Overcharge: +2 hexes diameter per ten mana.

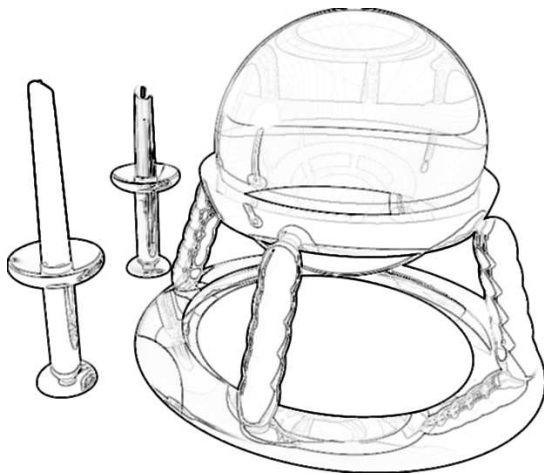
Teleport True

Regular; Resisted by IQ

Range: 10 miles
Duration: Instant
Casting Time: 6 seconds
Cost: 6
Prerequisites: Distance Distortion

This spell will instantly move the caster to any point within the spell's radius. Botches on this spell should be handled maliciously...

Overcharge: +2 miles per mana.

**Hermes' Portal**

Regular; Resisted by IQ

Range: Special
Duration: 10 seconds
Casting Time: 7 seconds
Cost: 7
Prerequisites: Teleport True

This spell requires an archway, decorated with an elaborate pattern. It will open a gateway between any two such archways; the one the caster stands within, and any other which the caster has visited. Creation time for a portal is one week.

While the Portal is open, any person can move through it, at a rate of one person per second. One second is required at either end of the duration for creation and collapse; therefore, with any amount of preparation, the largest number of people that can move through the gate is eight.

There is no possibility of error in destination with this spell. If the spellcaster fails his roll, the gate merely fails to open. On a critical failure, both archways are damaged and must be repaired before either may be used again. Repair time for a damaged archway is 1d days.

Overcharge: +2 seconds duration per mana.

Shadow Gate

Regular; Resisted by IQ

Range: Special
Duration: 10 seconds
Casting Time: 8 seconds
Cost: 8
Prerequisites: Hermes' Portal

This spell opens a gate from any Hermes' Portal to the Shadow Realm. While the Portal is open, any person can move through it, at a rate of one person per second. Note that any creatures of the Shadow Realm can also use this gate...

Overcharge: +2 seconds duration per mana.

Astral Gate

Regular; Resisted by IQ

- Range:** Special
- Duration:** 10 seconds
- Casting Time:** 9 seconds
- Cost:** 9
- Prerequisites:** Gate Across The Gauntlet

This spell opens a gate from any Hermes' Portal to the Astral Realm. While the Portal is open, any person can move through it, at a rate of one person per second. Astral Travellers (such as Demons) may use an open gate to cross back over to the World.

Overcharge: +2 seconds duration per mana.

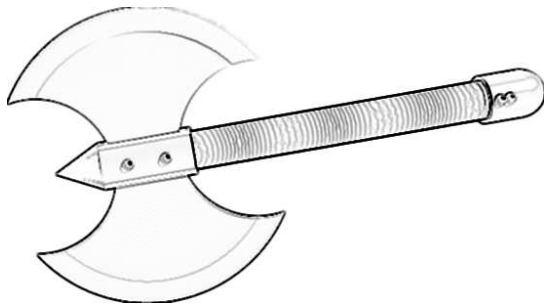
Time Stop

Regular; Resisted by IQ

- Range:** Self
- Duration:** 10 seconds
- Casting Time:** 1 second
- Cost:** 20
- Prerequisites:** Any seven other Dimension Spells

For ten seconds, time is frozen for everyone except the caster. The caster may do anything he likes with those ten seconds. Any spells cast by the mage will do nothing until the Time Stop lapses; similarly, any wounds inflicted by the mage's weapons will not take effect until the spell ends.

Overcharge: +1 second duration per mana.



Earth

As the College of Earth is an Elemental College, spells that target Elemental effects will target Earth spells.

Earthy Grasp

Regular; Resisted by ST

- Range:** 10 yards
- Duration:** 1 minute
- Casting Time:** 1 second
- Cost:** 1
- Prerequisites:** None

This spell causes a hand to form out of the earth under the target's feet. It must be cast in an area that has earth - no stone or wood underfoot. The hand has a ST and DX of 10, and will attempt to grasp and immobilize the target.

Overcharge: +1 ST per two mana.

Fist of Stone

Regular

- Range:** Touch
- Duration:** 1 minute
- Casting Time:** 1 second
- Cost:** 1
- Prerequisites:** None

One of the target's hands (caster's choice) becomes solid stone. The hand may no longer manipulate anything, but does thrust/crushing damage when used in combat and can parry armed attacks without risking damage.

Overcharge: +1 damage per two mana.

Sand Jet

Missile

- Range:** 10 yards
- Duration:** Instant
- Casting Time:** 1 second
- Cost:** 1
- Prerequisites:** None

This spell causes a short blast of sand to be fired at the target. The sand does 1d-1 crushing damage to the target.

Overcharge: +1 damage per mana, but if the damage die comes up '1', no damage is done.

Stone Bolt

Missile

Range: 10 yards
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell creates a sharp spike of stone and launches it at the target. The target takes 1d-2 impaling damage if the bolt hits.

Overcharge: +5 yards per mana.

Acid Bolt

Missile

Range: 20 yards
Duration: Instant
Casting Time: 2 seconds
Cost: 2
Prerequisites: Stone Bolt

This spell creates a caustic substance and launches it as a bolt. If hit, the target's armour is damaged, losing 1d-1 DR. If the result is equal to or greater than the DR of the armour, then the armour is destroyed. In addition, the target takes 1d-1 impaling damage.

Overcharge: +10 yards per mana.

Glitterdust

Area

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Earthy Grasp

This spell fills the target hex, and the six surrounding hexes, with a fine, glittering dust. Any invisible creature moving through the affected area will have the dust adhere to him, rendering him partially visible and reducing vision penalties to attack to a -3.

Overcharge: Reduce penalties by one per two mana.

Wall of Sand

Area

Range: 20 yards
Duration: Permanent
Casting Time: 2 seconds
Cost: 4
Prerequisites: Sand Jet

The targeted hex, and up to two adjacent hexes, are instantly filled with a wall of sand. The sand will shift and collapse, becoming a five-foot-tall barricade of sand. Five hit points of damage inflicted on any one hex of the wall will disperse that hex. Cutting damage against the wall is halved; impaling damage is reduced to exactly one point.

Overcharge: +1 hex per two mana.

Meteor Swarm

Missile

Range: 30 yards
Duration: 20 seconds
Casting Time: 3 seconds
Cost: 3
Prerequisites: Acid Bolt

Creates four small meteors, each about an inch across, that hover behind the caster until used. Once per second, a meteor can be launched at a target. If it strikes, it will do 1d crushing damage. If any meteors remain when the spell ends, they will disappear.

Overcharge: +1 meteor per mana.

Stone Shape

Regular

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Glitterdust

The caster may use his hands to mold stone as though it were putty. The stone itself does not change; merely the way it interacts with the caster's hands. The new form of the stone remains when the spell ends.

Overcharge: +10 seconds per mana.

Wall of Earth

Area

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Wall of Sand

The target hex, and any two adjacent hexes, become filled with earth. The wall of earth will stand nine feet tall at maximum, though the caster may designate a lower wall if he desires. The wall must be vertical and firmly rooted when created, and cannot be created in any hex that is already occupied. The Wall of Earth takes 20 hits per hex to disperse. Cutting damage against the wall is halved; impaling damage is reduced to one point.

Overcharge: +1 hex per two mana.

Dig

Area

Range: 40 yards
Duration: Instant
Casting Time: 4 seconds
Cost: 4
Prerequisites: Stone Shape

This spell will remove two cubic yards worth of earth, or one cubic yard worth of stone, per casting. If cast on very soft soil or sand, the surrounding areas will collapse inward, resulting in the target hex being lowered three feet and the surrounding hexes being lowered one foot. The removed material is distributed over an area of one hundred square miles.

Overcharge: +1 foot depth per mana.

Move Earth

Area

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Wall of Earth

Similar to the *Dig* spell, *Move Earth* relocates one cubic yard of earth (though not stone) per five seconds into any adjacent hex chosen by the caster. The caster may select the form that the moved earth takes, within reason,

but the earth may not be piled more than two yards high.

Overcharge: +10 seconds per mana.

Passwall

Area

Range: Touch
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Dig

This spell will create a six-foot-diameter hole in any vertical stone surface. The spell will penetrate as far as two feet through the wall.

Overcharge: +6 inches depth per mana.

Summon Earth Elemental

Regular

Range: 50 yards
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Move Earth

This spell summons an Earth Elemental to fight at the behest of the caster. The Earth Elemental will be friendly towards the caster, but is not compelled to follow the caster's orders.

Overcharge: +10 seconds duration per mana.

Rock to Mud

Area

Range: 60 yards
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Passwall

This spell will convert all of the stone in a three-hex diameter of the target into mud. When the spell ends, the mud will revert to stone.

Overcharge: +30 seconds per mana.

Wall of Stone

Area

Range: 60 yards
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Wall of Earth, Stone Shape

This spell creates a wall of stone in the target hex, and any two adjacent hexes that lie along the same line. The stone wall may be as high as nine feet, though the caster may choose to create a lower wall. The wall must be vertical and firmly rooted when created, and cannot be created in any hex that is already occupied. The wall will be six inches thick, and will have a DR of 8 and 90 hit points per hex.

Overcharge: +1 hex per two mana.

Animate Statue

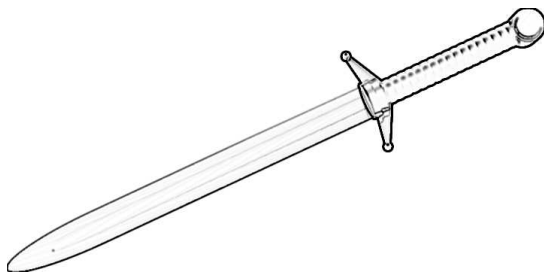
Regular

Range: Touch
Duration: 1 minute
Casting Time: 7 seconds
Cost: 7
Prerequisites: Summon Earth Elemental

This spell causes a statue to come to life and act as the caster dictates. The statue will have a ST of 20, DX of 11, Move and Dodge of 6, PD of 2, DR of 4 and 20 hit points. It can strike once per turn with its fist, inflicting 2d-1 crushing damage.

Turning a statue into a stone golem requires that the caster know the Slow and Permanence spells, and the expenditure of 210 mana.

Overcharge: +1 damage per mana.

**Wall of Iron**

Area

Range: 80 yards
Duration: Permanent
Casting Time: 8 seconds
Cost: 16
Prerequisites: Wall of Stone, Glitterdust

This spell creates a wall of iron in the target hex, and any two adjacent hexes that lie along the same line. The iron wall may be as high as nine feet, though the caster may choose to create a lower wall. The wall must be vertical and firmly rooted when created, and cannot be created in any hex that is already occupied. The wall will be six inches thick, and will have a DR of 8 and 150 hit points per hex.

Overcharge: +1 hex per two mana.

Meteor Storm

Missile

Range: 90 yards
Duration: 1 minute
Casting Time: 9 seconds
Cost: 9
Prerequisites: Move Earth, Meteor Swarm, Sand Jet

Creates nine small meteors, each about three inches across, that hover behind the caster until used. Once per second, a meteor can be launched at a target. If it strikes, it will do 2d+2 crushing damage. If any meteors remain when the spell ends, they will disappear.

Overcharge: +1 meteor per mana.

Earthquake

Area

Range: 5 miles
Duration: 10 minutes
Casting Time: 20 seconds
Cost: 20
Prerequisites: Meteor Storm

This spell causes a massive earth tremor across an area with a one-mile radius. Every living creature in the target area will take 1d-2 crushing damage. All wooden structures in the area will be flattened; any stone structures will collapse on a roll of 3-7 on three dice.

Enchantment

These are spells to create magical items. Most of these spells are very expensive in terms of mana, and often have odd restrictions on them, but they are still among the most powerful spells available to a Mage. Enchantment spells may never be the target of Meta-Magic or Enchantment spells.

Bind

Regular; Resisted by DX or ST

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell is cast on a length of ordinary rope. The rope will move by itself, and will attempt to entangle any creature designated by the caster. The target may attempt to resist using DX to avoid becoming entangled, or using ST to break free once entangled.

Overcharge: -1 to target's resistance per mana.

Scribe

Regular

Range: Touch
Duration: Special
Casting Time: Special
Cost: Special
Prerequisites: None

This spell allows the caster to inscribe a spell into a scroll, and to charge the scroll with the required mana to cast the spell. The creation time for the scroll is sixty times the casting time of the target spell, or four hours, whichever is less. The casting cost is five times that of the target spell. The scroll will last until read; when read, the scroll bursts into flame. The amount of time required to read the spell from the scroll is equal to the normal casting time of the spell. Only one spell may be Scribed onto a single scroll.

Store Mana

Regular

Range: Touch
Duration: Special
Casting Time: 1 second
Cost: 3
Prerequisites: None

To cast this spell, the caster must have prepared an amulet, talisman, medicine bag or similar item. Preparation of the talisman requires a full day of work and 100gp in materials. When this spell is cast, the amulet becomes charged with one point of mana. This mana may be later used to cast spells, and is drawn from the talisman with no roll required, just as though it were part of the caster's own mana pool. The spell may be cast multiple times per talisman.

Suppress Enchantment

Regular

Range: Touch
Duration: 1 minute
Casting Time: 1 second
Cost: 5
Prerequisites: None

The caster may shut down any one enchantment for the duration of the spell. Elixers and scrolls are destroyed and mana storage talismans are robbed of all mana if this spell is cast on them.

Overcharge: +20 seconds per mana.

Empower Arrow

Regular

Range: Touch
Duration: Special
Casting Time: 2 minutes
Cost: 20
Prerequisites: Store Mana

This spell causes a single arrow to grant a +1 to hit and damage. This spell may be boosted for additional bonuses on a single arrow, but the casting cost increases cumulatively with each additional bonus. Creating a +2 arrow costs 60 mana; to create a +3 arrow costs 120 mana; a +4 arrow costs 200 mana, and a +5 arrow (the maximum) costs 300 mana. The enchantment is destroyed once the arrow hits a target, or breaks.

Empower Staff

Regular

Range: Touch
Duration: Permanent
Casting Time: 2 minutes
Cost: 20
Prerequisites: Store Mana

This spell will grant a staff a bonus of +1 to either attack rolls, damage or parry rolls. This spell can be cast multiple times, for either different effects or to enhance existing effects. Multiply the casting cost by the target bonus for further castings. For example, if a caster has a staff with +2 to damage, and wishes to improve its damage to +3, he would have to pay 60 (3x20) mana. No staff may be improved beyond a +3 to any one effect, or a +6 in total. Furthermore, an Empowered staff may not also be Embedded.

Enchant Item

Regular; Resisted by IQ

Range: Touch
Duration: Special
Casting Time: 2 minutes
Cost: 4
Prerequisites: Suppress Enchantment

This spell allows the caster to turn any one small, regular item into a small patch of cloth. The item may be reduced to a minimum of half its size. It may then be sewn into any garment. The enchantment will last until the patch is ripped from the garment. At that time, the item reverts to its normal size and nature.

Embed Self

Regular

Range: Self
Duration: Special
Casting Time: Special
Cost: Special
Prerequisites: Scribe

This spell allows the caster to place another spell in abeyance. The casting time is sixty times that of the target spell, or four hours, whichever is less. The casting cost is twice that of the target spell, or target's cost plus ten, whichever is greater. Once cast, the spell appears as a tattoo somewhere on the caster's body, covering one square inch per mana required to cast the spell.

When the caster wishes to cast the spell, he merely speaks a single word, and the spell takes effect within the second. The tattoo fades at that point.

Every spell that the caster has Embedded inflicts a -1 penalty on any further spells he wishes to cast. In addition, the caster may not use any spell that he has Embedded until the Embedded spell has been cast.

Charge Staff

Regular

Range: Touch
Duration: Special
Casting Time: 3 minutes
Cost: Special
Prerequisites: Empower Staff

This spell allows the caster to recharge an Embedded staff. Casting cost is three times the amount of mana the caster wishes to place into the staff.

If the caster fails in the casting of this spell, he may elect to recharge the staff as though he had succeeded, but if he does so, the staff will lose five from its maximum mana capacity. On a critical failure, the staff will not be recharged, and will lose five from its maximum mana capacity.

Empower Armour

Regular

Range: Touch
Duration: Permanent
Casting Time: 3 minutes
Cost: 150
Prerequisites: Empower Staff

This spell allows the caster to increase the DR of a piece of armour. A full suit of armour may also be empowered, but only if the suit was created as such.

This spell may be cast multiple times, to grant up to a maximum of a +5 to DR. Each casting costs the target DR bonus times 150.

The caster may also choose to increase the armour's PD using this spell. However, the casting cost to improve PD is double that to increase DR.

Empower Blade

Regular

Range: Touch
Duration: Permanent
Casting Time: 4 minutes
Cost: 200
Prerequisites: Empower Armour

This spell causes a weapon to grant a +1 to hit and damage. This spell may be boosted for additional bonuses, but the casting cost increases cumulatively with each additional bonus. Creating a +2 weapon costs 600 mana; to create a +3 weapon costs 1,200 mana; a +4 weapon costs 2,000 mana, and a +5 weapon (the maximum) costs 3,000 mana. Double the above costs if the weapon being Empowered is a missile weapon such as a bow or crossbow.

Empower Mirror

Regular

Range: Touch
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Any three Knowledge Spells

This spell allows the caster to turn any ordinary mirror into a scrying device. The caster selects a subject, and then rolls the spell skill to view him. The caster suffers the following bonuses or penalties to his skill:

Distance	1/10 normal penalty
Subject unknown	-5
Subject known somewhat	-2
Something associated with subject at hand	+2
Subject is inanimate	+2

Overcharge: +1 to caster's roll per mana.



Embed Object

Regular

Range: Touch
Duration: Special
Casting Time: Special
Cost: Special
Prerequisites: Embed Self, Store Mana

This spell allows the caster to Embed any spell into an object. The spell can then be cast in one second by speaking a command word. Casting time is sixty times that of the target spell, or four hours, whichever is less. Mana cost is twenty-five times that of the target spell.

Multiple spells may be Embedded into an object. However, there is a cumulative -1 penalty per spell already Embedded, for each additional spell, i.e., -1 for the second spell, -3 for the third, -6 for the fourth, -10 for the fifth, and so on. Furthermore, an Embedded object cannot be triggered selectively. When triggered, all Embedded spells take effect.

When an Embedded object is triggered, the object itself is destroyed.

Embed Staff

Regular

Range: Touch
Duration: Permanent
Casting Time: Special
Cost: Special
Prerequisites: Charge Wand, Scribe

This spell allows the caster to Embed any spell into a staff. The spell can then be cast in one second by speaking a command word. Casting time is sixty times that of the target spell, or four hours, whichever is less. Mana cost is fifty times that of the target spell. The staff must be made of organic material, either wood or bone.

Once a staff has been Embedded, it contains no mana. To add mana to a staff, the Charge Staff spell must be cast. The maximum amount of mana that a staff may hold is equal to twenty per foot of staff for a wooden staff, or thirty per foot for a bone staff.

Multiple spells may be Embedded into a staff. However, there is a cumulative -1 penalty per spell already Embedded, for each additional spell, i.e., -1 for the second spell, -3 for the third, -6 for the fourth, -10 for the fifth, and so on.

Embed Spell

Regular

Range: Touch
Duration: Special
Casting Time: Special
Cost: Special
Prerequisites: Embed Object

This spell is a permanent version of Embed Object. It allows the caster to Embed any spell into an object. The spell can then be cast in one second by speaking a command word. Casting time is sixty times that of the target spell, or four hours, whichever is less. Mana cost is two hundred times that of the target spell.

Multiple spells may be Embedded into an object. However, there is a cumulative -2 penalty per spell already Embedded, for each additional spell, i.e., -2 for the second spell, -6 for the third, -12 for the fourth, -20 for the fifth, and so on. Unlike Embed Object, however, spells Embedded using this Enchantment may be cast selectively. In fact, only one spell can be cast per activation!

Invoking an Embedded spell does not destroy the object. The user of the object should be prepared to pay the mana cost of the Embedded spell.

Limited Wish

Regular

Range: 60 yards
Duration: Special
Casting Time: 6 seconds
Cost: 12
Prerequisites: Embed Other

This spell will immediately grant one relatively low-power wish to the target. The wish can immediately duplicate the effects of any one spell requiring 6 or less mana to cast, regardless of whether or not either the caster or the target knows the spell.

This spell may never be learned at higher than 20 skill.

Steal Enchantment

Regular; Resisted by Power Level

Range: Touch
Duration: Instant
Casting Time: 7 minutes
Cost: Special
Prerequisites: Embed Spell

This spell allows the caster to permanently remove any one pre-existing enchantment from one object and transfer it to another. Casting cost is twenty times the casting cost of the spell being transferred.

Reward

Regular

Range: Touch
Duration: Special
Casting Time: 8 seconds
Cost: 16
Prerequisites: Limited Wish

This spell is a conditional version of the earlier spell, Limited Wish. The caster may set any conditions that must occur before the spell takes place. Once the conditions are met, the target is granted the Limited Wish as per normal. The spell is so named because of the fact that most Wizards use it to reward faithful henchmen.

Permanence

Regular

Range: Touch
Duration: Permanent
Casting Time: 10 minutes
Cost: Special
Prerequisites: Embed Self, Embed Staff

This spell gives any non-instant spell a duration of Permanent. Casting cost is twenty-five times that of the target spell. For all intents and purposes, the target spell becomes an Enchantment.

The target spell cannot be removed by a *Dispel Magic* spell, though a *Suppress Enchantment* spell will work against it. If the area of effect of the target spell moves within a no-mana zone, the spell will be destroyed. Any spell that can affect an Enchantment can affect the target spell.

Wish

Regular; Resisted by IQ

Range: Touch
Duration: Special
Casting Time: 6 seconds
Cost: 400
Prerequisites: Permanence

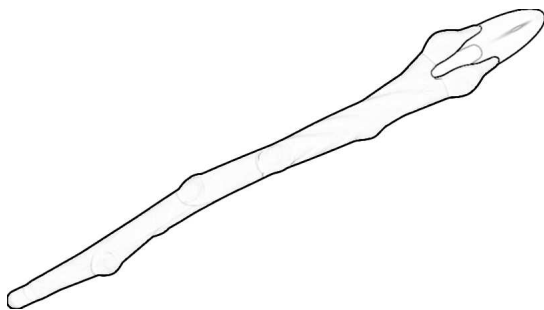
This spell is the most powerful magic available to wizards. The next sentence uttered by the target that begins with "I wish..." comes true.

The spell is resolved through one of the following means:

- 1) The spell causes any other spell to occur, with a zero casting cost and time;
- 2) The spell can remove up to ten points' worth of Disadvantages for free;
- 3) The spell can add up to ten points' worth of Advantages for free; or
- 4) The spell does anything else that the caster desires, providing the GM doesn't feel it's too unbalancing or game-breaking.

The Wish spell may not be Scribed, nor may it be the target of any Embedding spell save for Embed Object. The caster may never learn this spell at higher than Level 15.

Once this spell has been cast, the caster must make a HT check with a +2 for each of his Attributes. Failure means that the caster loses one point permanently from that Attribute. Critical failure means that the caster loses one point permanently, and must roll again for that Attribute! This does not apply to casting the spell using Embed Object, either while creating the object or while activating the spell. However, note that this use of the spell requires 10,000 mana!



Fire

The College of Fire contains many very powerful direct-damage spells. As an Elemental College, it may be target by any spells that affect Elemental spells.

Affect Normal Fire

Regular; Resisted by IQ

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster may affect the size and brightness of any normal fire. The fire's size can be increased or decreased by 50%, as can its brightness. This does not affect the fire's heat or damage. This spell cannot affect any form of magical fire.

Burning Hands

Area

Range: 1 yard
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell causes the mage to send out an arc of fire, covering three hexes in area. Anything caught in the blast area automatically takes 1d-2 damage (minimum 1).

Overcharge: +1 damage per mana.

Inferno

Missile

Range: Special
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell causes a blast of flame, starting at the caster, to flow in a line away from the caster in any direction he chooses. The flame does 1d damage to the target creature. For every yard distance between caster and target, damage is reduced by one point.

Overcharge: +1 damage per mana.

Produce Flame

Regular

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster produces a small amount of flame. If the object touched is flammable, it instantly ignites. If not, the spell fails.

Fire Bolt

Missile

Range: 20 yards
Duration: Instant
Casting Time: 2 seconds
Cost: 2
Prerequisites: Inferno

A dart of flame leaps from the caster to the target, inflicting 2d damage on impact. The caster must make a Spell Throwing roll once the spell is cast in order to strike his target, and his target may attempt to dodge or block. The *Fire Bolt* may not be parried.

Overcharge: +1d damage per two mana.

Fire Trap

Area

Range: Touch
Duration: Special
Casting Time: 2 seconds
Cost: 2
Prerequisites: Burning Hands

This spell is cast on any openable object. When the object is opened, everything in its hex and the seven surrounding hexes takes three points of fire damage. The spell will last until triggered.

Overcharge: +1 damage per two mana.

Heat Metal

Regular; Resisted by HT

Range:
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Produce Flame

This spell causes metal to heat to searing temperatures. If cast on a weapon, the wielder must make a Will roll to avoid dropping the weapon. If cast on armour, the wearer takes one damage per second, bypassing all DR, until the armour is removed. A helmet may be removed in two seconds, a full suit of armour in ten, provided the wearer does not need to parry, block or dodge.

Overcharge: +10 seconds duration per mana.

Fireball

Missile

Range: 30 yards
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Fire Bolt

Brings into being a ball of flame which, on impact, does 3d damage to the target creature. Everything in the same hex as the target takes 2d damage; everything one hex away from the target's hex takes 1d damage. The fireball may be blocked or dodged. A blocked fireball explodes in the same hex as the target. A dodged fireball will continue in a straight line past the target for 1d-1 hexes before exploding.

Overcharge: +1d damage per two mana. Note that this will also increase blast radius by one yard per two mana.

Flame Blade

Regular

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Heat Metal

This spell causes the target weapon to become enveloped in flame. The target weapon does an additional +1d fire damage. The flame

will not harm the wielder, but if the weapon contains any non-metal material, it is destroyed when the spell ends.

Overcharge: +1 damage per mana

Protection from Fire

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Produce Flame, Affect Fires

This spell protects the target from normal and magical fires, reducing damage due to fire by one point per die.

Overcharge: +1 additional target per two mana.

Flaming Missile

Regular

Range: Touch
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Flame Blade

Any normal arrows or bolts touched by the caster will burst into magical flame. The flame will not harm the wielder, or the launching weapon, but the arrows will inflict +1d damage each on impact. The arrow is consumed by the flame after impact.

Overcharge: +1 damage per mana.

Wall of Fire

Area

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Fireball

This spell causes a sheet of flame five yards long to come into being. Anyone attempting to cross the flame will take 3d damage.

Overcharge: +1 hex per two mana.

Engulf

Regular; Resisted by HT

Range: 50 yards
Duration: 10 seconds
Casting Time: 5 seconds
Cost: 5
Prerequisites: Wall of Fire

This spell ignites the target, enveloping him in flame. The target takes 1d-1 damage per turn, until a natural one is rolled (causing zero damage) or the spell ends. The flame cannot be put out by any other means. Even if the target immerses himself in water, the fire will continue to burn!

Overcharge: +2 seconds per mana.

Summon Fire Elemental

Regular

Range: 50 yards
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Fire Bolt, Affect Fires, Produce Flame

This spell summons a Fire Elemental to fight at the behest of the caster. The Fire Elemental will be friendly towards the caster, but is not compelled to follow the caster's orders.

Overcharge: +10 seconds duration per mana.

Flame Strike

Area

Range: 60 yards
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Engulf

A column of flame sixty feet tall and nine feet in diameter (seven hexes) slams into the target area. Everything in the target area takes 5d damage.

Overcharge: +1d damage per mana.

Hand of Glory

Regular

Range: Self
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Flame Blade, Burning Hands, Inferno

One of the caster's hands (choice of left or right) bursts into flame. Attacks with this hand cause 3d damage. If the caster desires, after a successful attack, he may attempt to transfer the flame to the target. This is a free action, taking no extra time or mana. The caster re-rolls the spell; if successful, the target is affected as though *Engulf* had been cast on him. This ends the Hand of Glory spell.

Delayed Fireball

Regular

Range: Touch
Duration: 2 minutes
Casting Time: 15 seconds
Cost: 7
Prerequisites: Flame Strike

This spell is similar to *Fireball*. The spell has no effect until the duration ends, at which point it explodes. Everything in the target hex takes 8d damage. Creatures further away take one die less damage per hex between them and the target hex. The caster may choose to detonate the spell before the duration elapses, but must be within line of sight of the target area to do so.

Overcharge: +1 minute duration per mana.

Incendiary Cloud

Area

Range: 80 yards
Duration: 3 seconds
Casting Time: 5 seconds
Cost: 8
Prerequisites: Delayed Fireball

This spell takes three seconds to reach maximum effectiveness.

On the first second, a thick mist billows outward from the mage, filling any ten adjacent hexes. The caster may choose the hexes in question. Attacks into or through the affected

hexes suffer a -2.

On the second round, the mist begins to heat, causing 1d+2 scalding damage to anyone in the cloud.

On the third and final round, the mist explodes into flame, causing 6d damage to anyone caught in the cloud.

Overcharge: +1 hex area per mana.

Flame Wave

Area

Range: 90 yards
Duration: 9 seconds
Casting Time: 9 seconds
Cost: 9
Prerequisites: Incendiary Cloud

This spell creates a wall of fire, five hexes wide, starting at the caster and moving in a straight line. The caster selects the direction the wave moves, and it will travel at 10 yards per second. Anyone caught in the wave's path must dodge or take 7d fire damage. The wall travels until it hits a non-flammable barrier or the spell lapses.

Overcharge: +1d damage per mana.

Fire Storm

Area

Range: 100 yards
Duration: 1 minute
Casting Time: 20 seconds
Cost: 20
Prerequisites: Flame Wave

Fire Storm causes a rain of fire to fall on the affected area. The area is a circle with a radius of ten yards. Any creature in the affected area suffers 1d-1 damage.

Overcharge: +1 damage per mana.

Healing

Healing spells are the central focus of many Priests' spell lists. Mages may also learn this powerful College, but frequently do not. Many Mages feel that the College is too close to Necromancy for comfort.

Detect Disease

Divination

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell enables the magic user to determine if an object is diseased or capable of transmitting disease. Successful casting of this spell will also tell you the type of disease, although not how to cure the disease itself.

Diagnosis

Divination

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

The successful casting of this dweomer will enable the caster to determine what is wrong with a creature and will also tell you how to combat the problem. This will grant a +3 on any First Aid or other Medical Skill checks.

Minor Healing

Regular

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell will heal a creature of 1d hit points of damage. If the amount of healing rolled is higher than the number of hit points that the target creature is missing, then the excess healing is lost.

Overcharge: +1 hit point recovered per mana.

Recover Fatigue

Regular

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell enables the caster to help invigorate another creature. This is a gain of 1d fatigue, even above the target's normal fatigue maximum. This spell will not work on the caster, and fatigue gained through the use of this spell may not be used to power magic or psionics!

Overcharge: +1 fatigue per mana.

Moderate Healing

Regular

Range: Touch
Duration: Instant
Casting Time: 2 seconds
Cost: 2
Prerequisites: Minor Healing

This spell restores 2d+1 hit points of health to target creature.

Overcharge: +2 damage per mana.

Slow Disease

Regular

Range: Touch
Duration: 2 hours
Casting Time: 2 seconds
Cost: 2
Prerequisites: Detect Disease

When this spell is placed on a diseased creature, it greatly slows the effects of the disease if cast before the disease has reached critical mass in the creature's body. The disease will not progress until the spell lapses.

Overcharge: +1 hour duration per mana.

Slow Venom

Regular

Range: Touch
Duration: 2 hours
Casting Time: 2 seconds
Cost: 2
Prerequisites: Diagnosis

When this spell is placed upon a poisoned creature, it greatly slows the effects of the poison as long as the spell has been cast before the venom has taken its full effects. It will not purge the venom from the creature, but will keep the creature from feeling the venom's full effect for the duration of the spell.

Overcharge: +1 hour per mana.

Accelerate Healing

Regular

Range: Touch
Duration: 12 hours
Casting Time: 3 seconds
Cost: 3
Prerequisites: Minor Healing, Recover Fatigue

This enables the target creature to recover hit points at the rate of 1 every hour for 12 hours.

Overcharge: +6 hours duration per mana.

Cure Blindness

Regular

Range: Touch
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Diagnosis, Minor Healing

By touching the afflicted creature, the magic user can cure most forms of blindness. If the blindness was taken at character creation, the target must have the character points available to remove the Disadvantage, or else the spell will fail.

Resist Disease

Regular

Range: Touch
Duration: 1 day
Casting Time: 3 seconds
Cost: 3
Prerequisites: Detect Disease, Slow Disease

This spell will enable the target creature to be resistant (not immune) to all forms of disease. The spell must be placed before the creature is exposed to the affliction. If exposed to a disease during the spell's duration, the target will have a +5 to his HT check to resist.

Overcharge: +1 day per two mana.

Cure Disease

Regular

Range: Touch
Duration: Instant
Casting Time: 4 seconds
Cost: 4
Prerequisites: Resist Disease

This spell enables the caster to cure most forms of disease. the affliction rapidly disappears thereafter, making the target creature whole and well in 2d+2 days. If the disease was taken at character creation, the target must have the character points available to remove the Disadvantage, or else the spell will fail.

Major Healing

Regular

Range: Touch
Duration: Instant;
Casting Time: 4 seconds
Cost: 4
Prerequisites: Diagnosis, Moderate Healing

This spell will heal the target creature 4d+2 hit points when successfully cast. A roll of 18 is not a success, Volker!

Overcharge: +1d healed per mana.

Neutralize Venom

Regular

Range: Touch
Duration: Instant
Casting Time: 5 seconds
Cost: 5
Prerequisites: Diagnosis, Minor Healing, Slow Venom

By means of this spell, the magic user detoxifies any sort of venom in a creature or substance that is touched. Any damage that had been previously done is not reversed, but further damage is prevented.

Spirit of the Troll

Regular

Range: Touch
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Recover Fatigue, Accelerate Healing

This spell enables target creature to regenerate 1 hit point every second for one full minute.

Overcharge: +10 seconds duration per mana.

Greater Healing

Regular

Range: Touch
Duration: Instant
Casting Time: 6 seconds
Cost: 6
Prerequisites: Major Healing, Minor Healing

This spell restores 6d+3 hit points to the targeted creature. Excess hit points of healing are lost. If the points healed raises the target above 0 hit points, the target may make a HT check to attempt to wake up. This spell may only be cast once per day per person.

Overcharge: +1d healed per mana.

Raise Dead

Regular

Range: Touch
Duration: Instant
Casting Time: 6 seconds
Cost: 12
Prerequisites: Diagnosis, Major Healing

This spell will raise the target creature from the dead. There is a -1 penalty to the caster's roll for every day the target has been dead. Also the target creature upon successful raising gains the 25 point Disadvantage "Lost a Life". The character may not spend any points on anything else until this Disadvantage is removed.

If the Disadvantage "Lost a Life" would reduce the target character to a point total of less than zero, then the spell fails, and the target cannot be raised from the dead.

Overcharge: +1 bonus to negate time penalty per mana.

Regeneration

Regular; Resisted by IQ

Range: Touch
Duration: 24 Hours
Casting Time: 7 seconds
Cost: 7
Prerequisites: Spirit of the Troll, Accelerate Healing

This will enable the target creature to regrow a lost limb in 24 hours. If the crippling injury was taken at character creation, the target must have the character points available to remove the Disadvantage, or else the spell will fail.

Overcharge: -1 hour regeneration time per mana.

Healing True

Regular; Resisted by IQ

Range: Touch
Duration: Instant
Casting Time: 8 seconds
Cost: 8
Prerequisites: Recover Fatigue, Greater Healing

This spell causes target creature to instantly recover all lost hit points and fatigue. This spell may only be cast once per day.

Resurrection

Regular; Resisted by IQ

Range: Touch
Duration: Instant
Casting Time: 9 seconds
Cost: 20
Prerequisites: Minor Healing, Recover Fatigue, Raise Dead

The effects of this spell are the same as the earlier spell *Raise Dead*, except that the target does not get the 25 point Disadvantage of "Lost a Life".

Overcharge: +1 bonus to defray time penalties per mana.

Cloak Of Healing

Regular; Resisted by IQ

Range: Touch
Duration: 1 Hour
Casting Time: 10 seconds
Cost: 20
Prerequisites: Recover Fatigue, Accelerate Healing, Spirit of the Troll

For the duration of this spell, any creature touching the caster will gain lost hit points at the rate of 1 every second. There is no limit to the number of creatures that can be affected (other than limit of space around the caster).

Overcharge: +10 minutes per mana.

Knowledge

Range penalties apply to Knowledge Spells, but the range is divided by ten before the table is consulted.

Detect Poison

Divination

Range: 10 yards
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell will allow the caster to know whether or not any one object or creature is poisonous. It will also reveal the approximate type of poison, allowing the caster a +2 on any checks to neutralize or treat the poison.

Detect Traps

Divination

Range: 10 yards
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell will allow the caster to detect any traps within the spell's radius. Once located, the traps may be disarmed or bypassed. The caster will gain a +5 on any check to bypass or disarm the trap, or can instruct another, giving the other members of his party a +3 to disarm or bypass the trap.

Overcharge: +5 yards radius per mana.

Identify Magic

Divination

Range: Touch
Duration: Instant
Casting Time: 1 minute
Cost: 1
Prerequisites: None

Each successful casting of this spell will give the caster knowledge of one enchantment on the target item, the amount of mana in a wand, or one command word needed to activate the item. There is no penalty for successive castings to gather more information. On a critical success, the caster will learn three enchantments or command words.

Know Age

Divination

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell will give the caster the age of the target item, accurate to two figures, with time unit given as minutes, days or years. For example, if the object being checked has an age of 1,687 years, the caster will learn it as "1,700 years".

Overcharge: +1 figure of accuracy per two mana.

Augury

Divination

Range: Self
Duration: Instant
Casting Time: 1 minute
Cost: 2
Prerequisites: Identify Magic

When this spell is cast, the caster may ask the GM one simple question about the future. The GM should answer truthfully, but should not feel bad about answering, "Unknowable."

Detect Foes

Divination

Range: 20 yards
Duration: Instant
Casting Time: 2 seconds
Cost: 2
Prerequisites: Detect Traps

The caster will be instantly aware of anyone within the 20-yard radius who intends to cause him harm. Note that the detected creatures must specifically want to harm the caster, and not be generally intending to harm any who come near.

Overcharge: +10 yards radius per mana.

Detect Invisibility

Divination

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Detect Traps

The caster will become aware of the position of any invisible objects around him. Attempts to attack any invisible objects while under this spell suffer a -4, rather than the usual -10. If the caster attempts to direct an ally to attack an invisible foe, the penalty is -7.

Overcharge: +10 yards radius per mana.

Clairaudience

Divination

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Detect Foes

This spell will allow the caster to hear sounds occurring up to thirty yards away as though he or she were present. Walls and other obstacles have no effect on this ability.

Overcharge: +10 yards range per mana.

Clairvoyance

Divination

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Detect Invisibility

This spell will allow the caster to see things occurring up to thirty yards away. Walls and such have no effect on this ability; neither does light or the lack thereof, and neither does blindness.

Overcharge: +10 yards range per mana.

Locate Object

Divination

Range: 3 miles
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Detect Invisibility

The caster will know the whereabouts of any one object that he is familiar with. If the object is in the possession of an intelligent creature, the caster will not learn its location, but will instead learn who holds it. If the caster has only a passing familiarity with the object in question, he suffers a -2 to cast this spell.

Overcharge: +1 mile per mana.

Detect Lies

Divination

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Clairaudience

For the duration of this spell, the caster will know whether or not any statement made before him is truthful. Note that this spell does not detect the literal truth or not; it detects whether or not the speaker had intention to deceive.

Overcharge: +30 seconds per mana.

Wizard Eye

Divination

Range: 150 yards
Duration: 30 seconds
Casting Time: 4 seconds
Cost: 4
Prerequisites: Clairvoyance

This spell creates an eyeball, one inch in diameter. The eye will travel in any direction dictated by the caster, at a Move of 5. The caster can see from this eye as if it were his own. The eye can be spotted with a -8 to Vision; if attacked, it has no DR and two hit points. The attacker will suffer a -10 to hit the Wizard Eye, but the Eye has no defense available.

Overcharge: +10 seconds duration (and 50 yards range) per mana.

Know Value

Divination

Range: Touch
Duration: Instant
Casting Time: 5 seconds
Cost: 5
Prerequisites: Detect Lies

The caster will gain the knowledge of the approximate selling value of the target object. The value will be given to two figures of accuracy. For example, if the value of the object is \$2,743, the caster will receive the value as \$2,700.

Overcharge: +1 figure of accuracy per two mana.

True Seeing

Divination

Range: 50 yards
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Wizard Eye

The caster will be able to see through all phantasms, illusions, seemings, invisibility and other deceptions. On a critical success, he will even be able to see through such things as Shape Change spells.

Overcharge: +30 seconds duration per mana.

Magic Font

Divination

Range: Special
Duration: 10 minutes
Casting Time: 6 seconds
Cost: 6
Prerequisites: True Seeing

This spell allows the caster to scry an area known to him. The device to be used for scrying is a basin of water; the basin must be prepared beforehand, costing \$2,000 or more, but can be used for multiple castings.

Overcharge: +1 minute duration per mana.

Know History

Divination

Range: Touch
Duration: Instant
Casting Time: 6 seconds
Cost: 6
Prerequisites: Know Value

The caster learns the history of the object. Time limit for going into the past of the object is equal to the caster's skill in Know History, squared, expressed in years. If the object is older than that, the caster will be aware that he could not reach back far enough in time to learn the object's complete history.

Overcharge: +1 to effective skill for purposes of determining history known per mana.

Legend Lore

Divination

Range: Touch
Duration: Instant
Casting Time: 7 seconds
Cost: 7
Prerequisites: Know History

An advanced form of the *Know History* spell, this spell has no time limit, but will only function on objects considered to be 'legendary'.

Consequence

Divination

Range: Self
Duration: Instant
Casting Time: 8 seconds
Cost: 8
Prerequisites: Legend Lore

The caster may ask one question of the GM. The question must concern some action that the caster has taken in the recent past, and the possible consequences of that action. The GM may answer the question as truthfully as possible. A marvellous way of getting out-of-character information in-character!

Foresight

Divination

Range: Touch
Duration: 2 hours
Casting Time: 9 seconds
Cost: 9
Prerequisites: Consequence

The subject of this spell gains a sort of sixth sense. The target may not be surprised, and always knows the direction of any incoming attack. This also grants the subject a +2 to all Active Defenses.

Overcharge: +1 hour duration per mana.

Revelation

Divination

Range: Self
Duration: Special
Casting Time: 1 minute
Cost: 20
Prerequisites: Foresight

The ultimate in Divination spells. The primary benefits of the spell last one day, and grant the caster the effects of True Seeing, Detect Lies, Tongues and Telepathy.

The secondary effects last for the remainder of the gaming session. Once per hour, the character may ask the GM a simple yes-or-no question, which the GM must answer truthfully.

Light

This College concerns itself with the manipulation of light and darkness. It is a formidable College for combat with the undead, and includes a few spells that are damaging even to normal creatures. The College of Light is not considered to be an Elemental College.

Colour Spray

Area; Resisted by IQ

Range: 10 yards
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell causes a fan shaped wedge of intense multi-coloured light to spring forth from casters hands. The affected dimensions are 2 by 6 by 6 yards. Creatures in area of effect must make a resistance roll or be stunned.

Overcharge: -1 to resist per mana.

Dancing Lights

Regular; Resisted by IQ

Range: 20 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

When a dancing light spell is cast, the mage creates from one to four lights that resemble

torches. The spell moves as caster wishes without concentration, although if pushed past range limits the spell immediately ceases.

Overcharge: +10 yards per mana

Faerie Fyre

Regular

Range: 80 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell causes the target to be illuminated in pale glowing light. Outlined objects are visible at 80 yards, 40 yards if near a strong light source. Outlined creatures are easier to strike; darkness penalties are reduced to 3/4 (rounded down) of their normal values.

Overcharge: A further 1-point reduction to darkness penalties per two mana.

Glow

Regular

Range: 10 yards
Duration: 1 hour
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell causes a luminous glow in a 3 yard radius of the target. The target must be within line of sight to the caster and remains immobile unless cast on a mobile object or creature.

Overcharge: +30 minutes per mana.

Chromatic Orb

Missile

Range: 20 yards
Duration: Instant
Casting Time: 2 seconds
Cost: 2
Prerequisites: Colour Spray

This spell causes a ball of light to be formed and hurled at desired target(s), inflicting 1d+2 damage. This damage is doubled against undead.

Overcharge: +10 yards or +2 damage per mana

Continual Light

Regular

Range: 20 yards
Duration: 1d days
Casting Time: 2 seconds
Cost: 2
Prerequisites: Glow

This is similar to the Glow spell save that the radius is 10 yards. Creatures that are affected by bright sunlight are affected while in the spell radius.

Overcharge: +1 day per mana. For a total of 20 mana, the effect can be made permanent.

Darkness

Area

Range: 20 yards
Duration: 10 minutes
Casting Time: 2 seconds
Cost: 2
Prerequisites: Glow

This spell causes total, impenetrable darkness in a five-yard radius. Infravision is useless, as is ultravision. Absolutely no normal light will work. Darkness can only be dispelled by a light or continual light spell.

Overcharge: +10 yards range or +1 minute of duration per mana.

Starshine

Regular

Range: Line of Sight
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Continual Light

This spell causes all area in line of sight to be illuminated as if by a clear, star filled sky. Darkness penalties are reduced to a maximum of -8. This spell only works outside. The spell will inflict 1d+2 damage to all undead in line of sight.

Overcharge: A further 1-point reduction to darkness penalties per two mana.

Infravision

Regular

Range: Touch
Duration: 2 hours
Casting Time: 3 seconds
Cost: 3
Prerequisites: Faerie Fyre, Glow

By means of this dweomer, the caster enables the target to see in normal darkness up to 20 yards without light. Strong light sources cancel this ability while the subject is within the illuminated area.

Overcharge: +1 hour per mana.

Cat's Eyes

Regular

Range: Touch
Duration: 2 hours
Casting Time: 3 seconds
Cost: 3
Prerequisites: Glow, Faerie Fyre

This spell does not affect the subject's eyes, but rather the nature of the light reaching his eyes. For the duration of this spell, the subject suffers no Darkness penalties unless within total darkness (-10 penalty).

Overcharge: +1 hour per mana.

Shadow Play

Regular; Resisted by IQ

Range: 40 yards
Duration: 10 minutes
Casting Time: 4 seconds
Cost: 4
Prerequisites: Dancing Lights, Darkness

This spell gives caster control over shadows in range. This will not allow the caster to attack with the shadows, merely to alter their shape, size and/or location. The caster may conceal himself or another with the shadows, increasing Vision penalties to locate him to -8.

Overcharge: +1 minute per mana

Adjust Temperature

Area

Range: Self
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Glow, Continual Light

This spell allows the caster to affect the infrared light in the area, causing a three yard radius around the caster to adjust in temperature to the desired comfort zone of the caster.

Overcharge: +1 minute per mana.

Moonbeam

Area; Resisted by Will

Range: 50 yards
Duration: 5 rounds
Casting Time: 5 seconds
Cost: 5
Prerequisites: Continual Light, Darkness

This spell enables the caster to a beam of soft, pale light to strike down from overhead, illuminating whatever the caster desires. The light is exactly the same as moonlight. All undead in the 2 yard radius take 2d+3 damage with no resistance check. Lycanthropes struck by the beam must resist or immediately shift forms.

Overcharge: +1d damage to undead or -1 to resist for Lycanthropes per mana.

Sunburst

Area

Range: Self
Duration: Instant
Casting Time: 5 seconds
Cost: 5
Prerequisites: Continual Light, Faerie Fyre, Colour Spray

This spell causes 2d+3 points of damage to all undead in a 5 yard radius of the caster. It resembles, literally, a burst of intense sunlight. Non-undead caught in the flash will take one point of damage, and will have a bad sunburn.

Overcharge: +1d per mana.

Blade of Sol

Regular

Range: Self
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Moonbeam

This is your garden variety light-sabre! The caster causes a solid beam of light to form from his grasp resembling a sword. This blade of coherent light does 3d damage per successful attack. This damage is doubled versus undead.

Overcharge: +2 damage per mana.

Orb of Sol

Missile

Range: 60 yards
Duration: Instant
Casting Time: 6 seconds
Cost: 6
Prerequisites: Sunburst

This is the upgrade to *Chromatic Orb*. An orb of light, cast as a missile, doing 6d damage. All creatures within the same hex as the target take 4d damage; All creatures within one hex of the target creature take 2d damage. A successful HT check will halve these damages, but the targets suffer a -1 to HT to resist per die of damage taken. These damages are doubled versus the undead.

Overcharge: +1 damage per die per mana.

Kaleidoscopic Strike

Area

Range: 70 yards
Duration: Instant
Casting Time: 7 seconds
Cost: 7
Prerequisites: Colour Spray, Moonbeam

1 part Kaleidoscope, 1 part Flashlight, all parts Whoop-Ass! This spell directs a sixty-degree arc of dazzling light out to seventy yards distance. It does damage of 6d to everything caught in its arc.

Overcharge: +10 yards range per mana.

Sunray

Area

Range: 80 yards
Duration: 1 minute
Casting Time: 8 seconds
Cost: 8
Prerequisites: Continual Light, Sunburst

All creatures within this spell's area of effect - a 2 yard radius - are struck blind for 1d minutes. The hapless undead caught in the blast radius suffer 9d+9 damage!

Overcharge: +1d+1 damage to all targets per mana.

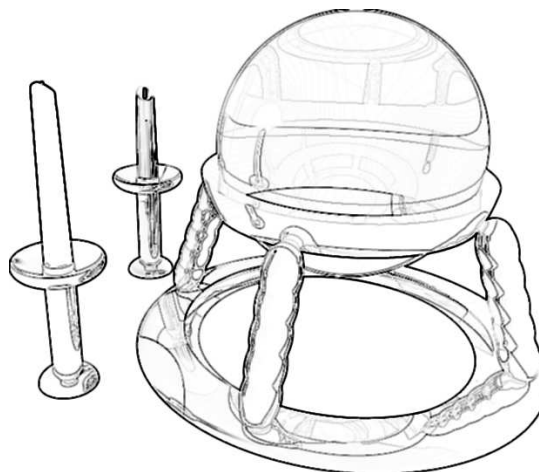
Kaleidoscopic Sphere

Area; Resisted by HT

Range: Self
Duration: 1 minute
Casting Time: 9 seconds
Cost: 9
Prerequisites: Sunburst, Starshine

Creates a sphere with a 2 yard radius centered on the caster. The sphere does not move with the caster, but remains where it was created. Any creature passing through the barrier wall, including the caster, is struck with 10d points of damage. A successful resistance roll means that the target still takes 4d damage. A great spell for the anti-social mage!

Overcharge: +1 yard radius per three mana.



Matter

This College is concerned with the creation, destruction or weakening of objects. Very few of the spells are suitable to combat, but the College contains many useful utility-type spells.

Copy

Regular; Resisted by IQ

Range: 10 yards
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell will duplicate any non-magical writings that the caster can see. The caster must supply the paper to receive the copy, but need not supply a pen or ink. A resistance check is only required if the writings to be copied are in the possession of another intelligent creature.

Overcharge: For four additional mana, the spell will also create paper to receive the copy.

Erase

Area

Range: 10 yards
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell will remove all non-magical writings that the caster desires within a one-yard cube. Magical writings may also be erased, but gain a Resistance check equal to the Level at which they were cast.

Overcharge: +1 cubic yard area per mana.

Mend

Regular

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell will allow the caster to repair one damaged item. The spell will repair one break, hole or tear per casting.

Overcharge: One additional instance of damage repaired per mana.

Write

Divination

Range: Self
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell makes it easier for a Mage to transcribe a scroll into his Grimoire. The Mage may substitute his Write level for his IQ when transcribing. However, if a critical failure is rolled, the caster will take 1d+1 damage, bypassing all PD and DR, in addition to the usual effects of a critical failure on transcription.

Overcharge: +1 bonus to this spell's Skill Level per two mana.

Lighten Load

Regular; Resisted by IQ

Range: Touch
Duration: 1 hour
Casting Time: 2 seconds
Cost: 2
Prerequisites: Mend

This spell will halve the effective weight of the subject's equipment for purposes of Move and Encumbrance.

Overcharge: +30 minutes duration per mana.

Scribe

Regular

Range: 20 yards
Duration: 1 hour
Casting Time: 2 seconds
Cost: 2
Prerequisites: Copy

When this spell is cast, a magical pen comes into being. The pen will write on any surface designated by the caster, and is able to turn pages or roll scrolls. The pen will write anything the caster wishes; all the caster need to do is take the Concentrate maneuver, and the pen will scribe far faster than the hand can move. Great for automatic mapping and a poor man's form of Eidetic Memory.

Overcharge: +30 minutes duration per mana.

Shatter

Regular

Range: 20 yards
Duration: Instant
Casting Time: 2 seconds
Cost: 2
Prerequisites: Mend

This spell will cause any one inanimate object to take 1d damage, with DR protecting as normal. If the damage caused is insufficient to destroy the object, the object takes no damage.

Overcharge: +1 damage per mana.

Caltrops

Regular

Range: Touch
Duration: 20 seconds
Casting Time: 1 second
Cost: 3
Prerequisites: Shatter

This spell will create ten small caltrops, which may then be dropped to hinder pursuers. Anyone attempting to move through a hex with caltrops must make a DX check, with a -4 penalty if he is unaware of the caltrops. Failure results in 1d-2 impaling damage to the victim's foot, and the victim may not move faster than a Move of 1 until he takes an action to remove the caltrop.

Overcharge: +1 damage per mana.

Encampment

Regular

Range: 30 yards
Duration: 6 seconds
Casting Time: 6 seconds
Cost: 3
Prerequisites: Lighten Load

This spell will clear small items such as stones or twigs from an area five yards in diameter. If there are tents, bedrolls or pots and pans within the affected area, they will be instantly unpacked, set up and organized as the caster desires. If the caster also knows any two spells from the Fire and Plant Colleges, he may also cause a campfire to gather and ignite.

Overcharge: For two additional mana, camp may instead be broken, cleaned and repacking all items.

Malfunction

Regular

Range: 30 yards
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Shatter

This spell will cause a mechanical device to suffer a malfunction. It only works on relatively complex machinery. Most medieval weapons are far too simple for this spell to affect; crossbows, ballistae and catapults are suitably complex, as are most traps more sophisticated than a pit.

Overcharge: For two extra mana, this spell can cause a bowstring to snap.

Duplicate

Regular

Range: 40 yards
Duration: 10 minutes
Casting Time: 4 seconds
Cost: 4
Prerequisites: Caltrops

This spell creates a duplicate of any single inanimate object the mage can see. The object must be under a cubic yard in volume. Magical properties are not included, nor may life forms be duplicated.

Overcharge: +2 minutes duration per mana.

Shatterstorm

Area

Range: Centered on Self
Duration: Instant
Casting Time: 4 seconds
Cost: 4
Prerequisites: Malfunction or Sound Bolt

This spell causes all inanimate objects within three yards of the caster to suffer 1d damage. DR protects as usual. If the damage is insufficient to destroy any object, that object takes no damage.

This is also a Sound Spell.

Overcharge: +1 damage per mana.

Age Object

Regular; Resisted by IQ

Range: Touch
Duration: Instant
Casting Time: 5 seconds
Cost: 10
Prerequisites: Shatterstorm

This spell causes the touched object (which must be inanimate) to age one year.

Overcharge: +1 year aged per three mana.

Fabricate

Regular; Resisted by IQ

Range: Touch
Duration: 10 minutes
Casting Time: 5 seconds
Cost: 5
Prerequisites: Duplicate

This spell allows the Mage to create any inanimate object, up to one cubic yard in volume.

Overcharge: +2 minutes duration per mana.

Disintegrate

Missile; Resisted by HT

Range: 60 yards
Duration: Instant
Casting Time: 6 seconds
Cost: 12
Prerequisites: Age Object

This spell attempts to destroy its target, which may be animate or inanimate. The target will take 6d+3 damage. If the damage caused is sufficient to remove all hit points from an inanimate target, the target is reduced to fine dust; otherwise, the target takes no damage whatsoever. If used against a living target, the damage must be sufficient to reduce the target to -HTx2 hit points; at that point, the target must make a HT check to remain in existence. If the target takes sufficient damage to reduce him to -5xHT, there is no resistance check. In either case, if the target is not destroyed, then he takes no damage.

Overcharge: +1d per mana.

Rust

Regular

Range: Touch
Duration: 20 seconds
Casting Time: 6 seconds
Cost: 6
Prerequisites: Age Object

This spell allows the caster to cause any metal to become corroded. The touch of the caster while the spell is in effect will reduce the DR of any piece of metal armour by 1d. Half of the amount rolled, rounded down, will also be subtracted from PD. If the caster successfully grabs a metal weapon (an unarmed combat maneuver with a -2), the weapon will become corroded beyond usefulness. Note that despite the name, the spell will corrode any metal save for certain rare magical types (mithril and adamantium, for example).

Overcharge: +5 seconds per mana.

Entrenchment

Area

Range: 70 yards
Duration: Permanent
Casting Time: 7 seconds
Cost: 35
Prerequisites: Disintegrate

This spell will instantly create a simple fortification. The mage specifies any fifteen hexes within his range; all of these hexes are excavated to three feet, and the removed material placed in an adjacent hex to form a barrier. If adjacent hexes are chosen to be excavated, they will form a trench, and the materials will form a wall. The spell will function anywhere that there is at least three feet worth of flooring material.

Overcharge: +2 hexes per mana.

Bastille

Area

Range: 80 yards
Duration: Permanent
Casting Time: 8 seconds
Cost: 40
Prerequisites: Entrenchment

This spell is a more powerful version of the earlier spell, *Entrenchment*. When cast, the spell

creates a tower, five hexes in diameter, four feet down, and ten feet up. There will be two levels within the tower plus a roof, a door and staircase leading up to the upper level, a staircase leading from the upper level to the lower level, and a ladder to reach the roof. The tower will be built of stone, if it is cast in an area primarily made of stone; otherwise, it will be made of mud brick.

Crystalbrittle

Regular; Resisted by IQ

Range: 90 yards
Duration: 1 minute
Casting Time: 9 seconds
Cost: 9
Prerequisites: Disintegrate, Shatter

This spell causes any inanimate object within the caster's line of sight to become as brittle as crystal. Affected objects may be up to seven hexes in size, or up to three hexes of a larger object may be affected. While the spell is in effect, the target object has PD 1, DR 1, and 5 hit points.

Overcharge: For three additional mana, a single living creature of size +1 or smaller may be affected.

Fabricate True

Regular

Range: Touch
Duration: Permanent
Casting Time: 10 seconds
Cost: 20
Prerequisites: Fabricate plus one spell from each of Air, Fire, Water, Earth

This spell allows the Mage to create any number of inanimate objects, up to one cubic foot in volume. Unlike the earlier Fabricate spell, these objects are permanent. Inherently valuable objects may be created, but the maximum value that may be created is \$2,000.

Overcharge: One additional cubic yard of volume per 10 mana.

Meta-Spells

These are spells to affect spells. They are the most complex magics available. All Meta-Spells have a further pre-requisite of Magical Aptitude.

Cantrip

Regular

Range: 10 yards
Duration: 1 second
Casting Time: 1 second
Cost: 0
Prerequisites: None

Cantrips are very minor magics. The caster may do just about anything that causes no damage, creates nothing of value, and generally does nothing important. Examples include gathering spilled objects, favouring food, lighting his pipe, or creating a tiny puff of smoke. Critical failures on this spell rarely do more than the opposite of what was intended.

Detect Magic

Divination

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: Magical Aptitude

This spell will allow the caster to determine if anything within his line of sight is magical. Magical objects will appear to glow; no roll is needed to detect them while this spell is in effect. The glow of magical items is apparent only to the caster.

Overcharge: +10 seconds duration per mana.

Enhancement

Regular

Range: Self
Duration: Special
Casting Time: 2 seconds
Cost: 1
Prerequisites: Magical Aptitude 2

This spell allows the caster to enhance the next spell that he casts. The caster may increase the damage done by the target spell by one point

per die. Only damage-causing spells may be affected by this spell.

Overcharge: +1 point per die further enhancement per two mana.

Fake Aura

Regular; Resisted by IQ

Range: Touch
Duration: 1 day
Casting Time: 1 second
Cost: 1
Prerequisites: Magical Aptitude

This spell causes the target object to radiate magic. Mages who beat their Sense Magic roll by a greater margin than the caster will see through the deception, but any other means of detecting magic will always be taken in.

Overcharge: +1 bonus to margin of success per mana.

Dilation

Regular

Range: Self
Duration: Special
Casting Time: 2 seconds
Cost: 2
Prerequisites: Enhancement

This spell will increase the duration of the next spell cast by one-sixth.

Overcharge: One-sixth further increase in duration per two mana.

Patternweave

Divination

Range: 20 yards
Duration: Instant
Casting Time: 2 seconds
Cost: 2
Prerequisites: Any one Knowledge spell

This spell allows the caster to make sense of chaos. The caster may look upon some pottery fragments, and see the original vase, or see shreds of paper as if they were reformed into a single page. This has the effect of adding +3 to any attempt to repair, read, or re-create the original.

Overcharge: +1 further bonus per mana.

Protection from Cantrips

Area

Range: Self
Duration: 1 hour
Casting Time: 2 seconds
Cost: 2
Prerequisites: Cantrip

No doubt some twerp of an apprentice used *Cantrip* to over-spice his master's food; or maybe the master merely wished the apprentice to manually pick up the spilled keg of corn. This spell will render any and all cantrips within its three-yard diameter (centered on the caster) completely ineffective.

Overcharge: +10 minutes duration per mana. For two additional mana, a target other than the caster may be selected.

Alacrity

Regular

Range: Self
Duration: Special
Casting Time: 1 second
Cost: 3
Prerequisites: Dilation

This spell will reduce the casting time of the next spell cast by two seconds. Casting time may not be reduced below zero.

Overcharge: An additional one-second reduction in casting cost per two mana.

Remove Curse

Regular

Range: Touch
Duration: Instant, or 10 seconds
Casting Time: 3 seconds
Cost: 3
Prerequisites: Protection from Cantrips

This spell will remove any one curse, or temporarily shut down any hexed item. If the curse was acquired at character creation, the character must have the points to buy it off, else the spell fails.

Undetectable Magic

Regular

Range: Self
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Protection from Cantrips

While this spell is in effect, no magical radiation will extend past the caster. Anyone attempting to locate any magical items on the caster, or detect any spells cast by the caster, must be touching the caster.

Overcharge: +20 seconds duration per mana.

Dispel Magic

Regular; Resisted by Spell Level

Range: 40 yards
Duration: Instant
Casting Time: 4 seconds
Cost: 4
Prerequisites: Remove Curse

This spell will remove any one other spell. The caster must have a greater margin of success when casting this spell than the target spell had when cast. Even permanent effects may be removed with this spell, unless the target spell's description says otherwise. If cast on an enchanted object, the object will merely become dormant for one minute.

Overcharge: +1 to margin of success per mana.

Extension

Regular

Range: Self
Duration: Special
Casting Time: 2 seconds
Cost: 4
Prerequisites: Alacrity

Another spell-enhancing spell, Extension causes the range of the next spell to be increased 20%. If the next spell cast has no range - is self only or touch - then the Extension spell fails.

Overcharge: A further +10% increase in range per mana.

Augmentation

Regular

Range: Self
Duration: Special
Casting Time: 2 seconds
Cost: 5
Prerequisites: Extension

A more powerful form of the *Enhancement* spell, *Augmentation* adds one point of damage per die to the next five damage-causing spells the caster throws. Casting non-damaging spells will not disrupt this spell.

Overcharge: +1 damage per die per two mana.

Far Reaching

Regular

Range: 50 yards
Duration: Special
Casting Time: 5 seconds
Cost: 5
Prerequisites: Extension

The next spell cast by the caster, if it has a range of Touch, will be given a range of 50 yards. If the next spell cast has a range greater than Touch, then the 50-yard range is added to the target spell's range. If the next spell cast has a range of Self, the *Far Reaching* spell will fail.

Overcharge: +10 yards per mana.

Contingency

Regular; Resisted by IQ

Range: Self
Duration: 7 days
Casting Time: 6 seconds
Cost: 6
Prerequisites: Far Reaching

This spell allows the caster to place another spell in abeyance. The caster sets a condition upon which the target spell will be activated. This condition may be as simple or as complex as the caster wishes.

The target spell may not be a missile spell. However, any other spell may be selected. Casting cost for the target spell is paid at the time the Contingency spell is cast, but may not be regained until the Contingency spell ends. When activated, the target spell is cast within the same

second that the condition became true.

If the Contingency does not occur before the spell lapses, the target spell fails.

Overcharge: +1 day duration per mana.

Spell Blast

Regular; Resisted by Will

Range: 60 Yards
Duration: Instant
Casting Time: 1 second
Cost: 6
Prerequisites: Augmentation

A particularly nasty countermagic, this spell forces the target, who must be in the process of casting a spell, to immediately botch his spell as though he had rolled an 18! The target may resist the spell by rolling Will; on a successful resist, he may continue casting his spell.

Overcharge: -1 to Will to resist per two mana.

Spell Turning

Blocking

Range: Self
Duration: Instant
Casting Time: Instant
Cost: 5
Prerequisites: Spell Blast

This spell causes any one spell targeting the caster to instead affect its caster! The affected spell must have specifically target the Mage; Area spells that happen to include the Mage's hex, or Missile spells with a blast radius targeting someone other than the Mage may not be turned. The Mage suffers a -1 to his roll on this spell per level of Magical Aptitude his opponent has, and a further -1 if his target is an Elf.

Spell Immunity

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 8 seconds
Cost: 8
Prerequisites: Spell Turning

This spell renders its target virtually immune to all Magics. Anyone attempting to cast a spell on the subject, either hostile or friendly,

suffers a -15 to their attempt! However, the subject of the spell also suffers a -15 to any spells he or she attempts to cast.

Overcharge: +10 seconds per mana.

Disjunction

Area

Range: Self
Duration: Instant
Casting Time: 9 seconds
Cost: 9
Prerequisites: Spell Immunity

This spell causes a momentary disruption of all mana within a three yard radius of the caster. All spell-casters within the area, including the caster himself, lose all their mana; All spells within the area immediately fail; all magical items in the area shut down for one full minute. Wands, staves and rods lose all their charges; elixers and scrolls are ruined; one-shot magical items are ruined.

Overcharge: +1 yard radius per mana.

Concentrate Mana

Area

Range: Self
Duration: 1 day
Casting Time: 10 seconds
Cost: 20
Prerequisites: Disjunction

This spell causes mana within several miles of the caster to become focused on the hex the caster occupies, and the six hexes around it. This area is considered a high-mana zone; spell-casters within this area regain mana twice as fast as normal, and may automatically double the amount of 'environmental overcharge' mana they may draw.

Due to the fact that this spell draws all environmental mana into one point, this spell will fail if there is another high-mana zone within three miles of the caster.

Overcharge: +1 day per mana.

Mind

The ability to control another's mind is a powerful weapon, but one that is easily mis-used. Many Mages refuse to learn this College, as many of the spells have evil uses.

Charm

Regular; Resisted by Will

Range: 10 yards
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell causes the target to make a reaction check with a +1 towards the caster. If the result is lower than an earlier reaction check, discard it.

Overcharge: +1 to the reaction check per mana, to a maximum of +5.

Command

Regular

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to deliver a one-word command to the target, which must be instantly obeyed. The command must be clearly a verb. The target will carry out the command for exactly one second, to the best of his ability; a command to "die" would make his heart skip, and make him fall down.

Remove Fear

Regular; Resisted by Will

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

With a touch, the caster may remove the effects of a Fright Check. Permanent effects will not be undone, but temporary effects, such as stunning or flight, may be immediately removed. The target may resist if he wishes, or may acquiesce.

Sleep

Regular; Resisted by IQ

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell will put one target into a natural sleep unless he rolls his resistance. The target will slump to the ground without waking, but may be awakened normally.

Overcharge: +1 target per mana.

Enthrall

Regular; Resisted by IQ

Range: 20 yards
Duration: Special
Casting Time: 2 seconds
Cost: 2
Prerequisites: Charm

The caster may hold up to two targets enthralled, unable to take any action. The caster must concentrate to keep the enthrallment up; if the caster's concentration slips, the targets will be freed. Every sixty full seconds of continuous concentration, the caster must make a Will check or lose his concentration.

Overcharge: +1 target per mana.

Forget

Regular; Resisted by IQ

Range: 20 yards
Duration: Permanent
Casting Time: 2 seconds
Cost: 2
Prerequisites: Remove Fear

The caster may repress up to the last ten seconds of the target's memories unless the target successfully resists the spell. *Dispel Magic* will restore the lost memories.

Overcharge: +10 seconds per mana.

Laughter

Regular; Resisted by HT

Range: 20 yards
Duration: Special
Casting Time: 2 seconds
Cost: 2
Prerequisites: Command

The caster causes his victim to break out into uncontrollable laughter. The target will laugh for 1d seconds, with no ability to keep silent. Every second thereafter, he may make a HT check to attempt to stop laughing. A target who is under the effect of this spell is treated as though stunned.

Cause Fear

Regular

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Laughter

The caster causes the target to make a Fright Check at a -1.

Overcharge: -1 on the Fright Check per mana.

Delude

Regular

Range: Self
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Forget

This spell is designed specifically to defeat divinations. The caster may, while the spell is in effect, cause any spell used to gather information about himself to give misleading information. The caster selects a persona that he wishes to conceal himself as, usually a brief description such as "black-hearted troll" or "noble paladin".

Suggestion

Regular; Resisted by IQ

Range: 30 yards
Duration: 10 minutes
Casting Time: 3 seconds
Cost: 3
Prerequisites: Enthral

The victim of this spell becomes very trusting; the next suggestion given to the subject by the caster will seem quite reasonable. The GM should make a second Reaction check with a +4 to the result to determine how an NPC will react to a given suggestion.

Overcharge: A further +2 to the reaction check per mana.

Confusion

Regular; Resisted by IQ

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Cause Fear

The target of this spell will become completely befuddled. If the target wishes to take any action at all during a round, he must make a Will check.

Overcharge: -1 to the target's Will check per mana.

Mnemonic Enhancement

Regular

Range: Self
Duration: Instant
Casting Time: 4 seconds
Cost: 4
Prerequisites: Any three Knowledge Spells

The caster uses this spell to boost his own memory. When the spell is cast, the caster immediately forgets it - it becomes unmemorized. In its place, any other spell from the caster's Grimoire is instantly memorized. The caster's Grimoire need not be in his possession when the spell is cast.

Read Memories

Regular; Resisted by IQ

Range: Touch
Duration: 1 hour
Casting Time: 5 seconds
Cost: 5
Prerequisites: Mnemonic Enhancer

This spell allows the mage to browse through his target's memories. Note that the caster must relive the memories, from the target's point of view, and that this will take as long as it would to actually re-live the memories. However, the caster may rapidly seek through the memories to find the ones he is looking for; this will take 1dx5 minutes of scanning, 1dx2 minutes if the caster was actually present during the events in question.

Overcharge: +10 minutes duration per mana.

Stupidity

Regular; Resisted by IQ

Range: Touch
Duration: 1 hour
Casting Time: 5 seconds
Cost: 5
Prerequisites: Confusion

The target of this spell loses two points of IQ for the duration of the spell.

Overcharge: -1 further point of IQ per 2 mana.

Domination

Regular; Resisted by IQ

Range: 60 yards
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Laughter, Suggestion

This is a powerful direct mind-control spell. The target's body is usurped by the caster, who may make use of it as he pleases. The caster's body falls into a trance-like state while this spell is in effect, completely unable to defend itself.

Overcharge: -1 to resist per two mana.

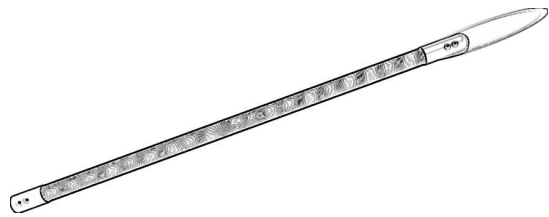
Geas

Regular; Resisted by IQ

Range: Touch
Duration: Permanent
Casting Time: 6 seconds
Cost: 6
Prerequisites: Stupidity

This spell implants a very powerful compulsion into the mind of the target. The compulsion may be as simple or as complex as the caster wishes. Any time that the target wishes to violate the conditions of the *Geas*, he must make a Will roll, modified by the caster's margin of success. A *Remove Curse* spell will negate the Geas.

Overcharge: -1 to Will roll to resist per mana.

**Quest**

Regular; Resisted by Will

Range: Touch
Duration: Special
Casting Time: 7 seconds
Cost: 7
Prerequisites: Geas

Similar to the earlier spell, *Geas*, save that the target is imbued with a more complex compulsion. The *Quest* spell will force the target to go to extreme measures to complete the conditions of the spell. Attempts to act against the conditions of the spell require a Will roll to attempt; failure means that not only must the target follow the conditions of the spell, he will also take a point of damage! Once all conditions of the spell are met, or if *Remove Curse* is cast on the victim, the spell will end.

Overcharge: -1 to Will roll to resist per mana.

Mind Blank

Regular

Range: Self
Duration: 1 minute
Casting Time: 8 seconds
Cost: 8
Prerequisites: Suggestion, Confusion

While under the effects of this spell, the caster may not be the target of any Communication or Mind spells, nor may Telepathy be used on the caster! However, the caster suffers a similar inability in his own uses of these spells or powers.

Overcharge: +20 seconds duration per mana.

Modify Memories

Regular; Resisted by IQ

Range: 90 yards
Duration: 1 hour
Casting Time: 9 seconds
Cost: 9
Prerequisites: Read Memories, Forget, Command

Similar to the spell *Read Memories*, save that memories may be rewritten. Rewriting memories requires twice as much time as simply reading them, as they must be read, altered and then 'played back' in real time.

Overcharge: +10 minutes duration per mana.

Mind Killer

Regular; Resisted by Will

Range: Touch
Duration: Instant
Casting Time: 10 seconds
Cost: 20
Prerequisites: Modify Memories

This is a very powerful and evil spell. The caster ejects all traces of consciousness, memory and thought from the target creature, unless the target resists. The target's Resistance check is not modified by the caster's margin of success. The remaining husk of a body may not be re-educated, as it has no mind, but will continue to live and breathe.

Movement

The ability to increase or augment one's ability to move is quite popular. However, some of the spells in this College are almost more dangerous than they are worth.

Jump

Regular

Range: Self
Duration: 1 second
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell grants the caster the ability to jump ten yards in a straight line from standing still, with a height of three yards. With a running start, the caster may double his broad jump.

Overcharge: +1 yard forward or +1 foot straight up per mana.

Seal Portal

Regular

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

A door or window touched by the caster becomes locked, even if the caster has no clue how the locking mechanism works. If the door does not normally lock, it becomes stuck, requiring a ST check against the caster's margin of success to open.

Slow Fall

Blocking

Range: Self
Duration: One fall
Casting Time: Instant
Cost: 1
Prerequisites: None

The caster's falling speed drops to less than one yard per second, so that the caster takes no damage from the fall. The spell lasts until the caster reaches the bottom.

Spider Climb

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster's fingertips and toes become sticky, allowing him to adhere to walls. The caster gains a +5 on Climbing rolls until the spell wears off. However, the caster suffers a -5 to any DX checks and DX-based skills requiring fine motor control, due to the stickiness of his fingers.

Overcharge: +10 seconds duration per mana.

Levitation

Regular; Resisted by IQ

Range: 30 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Slow Fall

The target of this spell may be lifted into the air or lowered again. Vertical movement rate is one yard per second, and unless the target has some physical barrier to push against, he will be unable to move horizontally.

Overcharge: +10 seconds duration per mana.

Telekinesis

Regular

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Spider Climb

This spell allows the caster to manipulate things up to twenty yards away as though he were physically present.

Wizard Lock

Regular

Range: Touch
Duration: Permanent
Casting Time: 2 seconds
Cost: 4
Prerequisites: Seal Door

Similar to the earlier spell *Seal Door*, this spell will seal any openable object. Only a *Knock*, *Dispel Magic* or *Remove Curse* spell will open an object upon which *Wizard Lock* has been cast, and the caster of these spells must defeat the *Wizard Lock* spell in margin of success.

The mage who cast the *Wizard Lock* spell may freely open and close the target object.

Flight

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Levitation

This spell allows the caster, or any other person touched by him, to fly at a rate equal to twice his Move.

Overcharge: +1 Move per mana.

Haste

Regular; Resisted by HT

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Slow Falling, Jump

This spell causes the target to gain a +2 to Basic Speed and Dodge. When the spell lapses, the target will lose twice as many points of Fatigue as he had gained in Basic Speed.

Overcharge: +1 additional Basic speed and Dodge per two mana, to a maximum of +5.

Knock

Regular

Range: Touch
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Telekinesis

This spell will unlock any openable item or portal. It will defeat a *Hold Portal* spell instantly. A *Wizard Lock* spell will also be defeated by this spell, provided the *Knock* spell has a higher margin of success than the *Wizard Lock* spell.

Forced March

Regular; Resisted by HT

Range: 40 yards
Duration: 12 hours
Casting Time: 4 seconds
Cost: 4
Prerequisites: Haste

This spell will double the overland travel rate of the caster and three others chosen by himself. All affected party members must remain within forty yards of the caster during the march, or the spell ceases to affect them. At the end of the Forced March, the affected individuals will lose four hit points and all their Fatigue.

Overcharge: +1 person per mana.

Slow

Regular; Resisted by DX

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Haste

This spell will reduce any one person chosen by the caster to a Move of 1. Furthermore, the target of the spell may only choose a Maneuver once every other round.

Overcharge: +1 person affected per two mana.

Free Action

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Slow

When this spell is cast, the caster or any one person touched by him becomes immune to any movement-affecting spells, including *Web* and *Bind*. Furthermore, the target of the spell no longer has to worry about terrain factors. A slippery floor will not cause him to fall; rough terrain doesn't slow him down. Note, however, that this spell will not defeat a *Wizard Lock*.

Overcharge: +10 seconds per mana.

Telekinesis True

Regular

Range: 50 yards
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Telekinesis, Levitation

This spell allows the caster to manipulate objects by the power of his mind. The caster's Telekinesis is considered to have a ST of 20 for all purposes.

Overcharge: +5 ST per mana.

Easy March

Regular; Resisted by HT

Range: 60 yards
Duration: 12 hours
Casting Time: 6 seconds
Cost: 6
Prerequisites: Free Action

This spell allows the caster, and any four people chosen by him at the time the spell is cast, to move overland at their full movement rate. No terrain features will deduct from their speed.

Overcharge: +1 person per two mana.

Great Haste

Regular; Resisted by HT

Range: Touch
Duration: 20 seconds
Casting Time: 6 seconds
Cost: 6
Prerequisites: Haste, Levitation

The caster, or one person touched by him as the spell is cast, may take two turns every second instead of one. At the end of this spell, the target must make an Ageing check!

Overcharge: +1 to HT to resist Ageing per mana.

Highway

Regular

Range: Special
Duration: Special
Casting Time: 7 seconds
Cost: 7
Prerequisites: Easy March

This spell creates a magical path, extending over any terrain. The caster chooses his destination point, and the Highway will link his current position with his destination. The path remains until the caster reaches his destination.

Travel along the path occurs at twice normal speeds. The caster and his party may camp on the Highway, but may not leave it until they reach their destination. If the party does leave the Highway prematurely, the spell ends.

Suppress Inertia

Area

Range: 8 yards
Duration: 1 minute
Casting Time: 8 seconds
Cost: 8
Prerequisites: Telekinesis, Free Action

This unusual spell has the effect of removing all inertia from the area around the Mage! The practical results of this are: No weapons will function; hand-to-hand combat is ineffectual, except for holds and locks; the ST of any person within the affected zone is multiplied by ten for the purposes of moving objects only.

Overcharge: +10 seconds duration per mana.

Chariot of the Gods

Regular

Range: Special
Duration: 1 hour
Casting Time: 9 seconds
Cost: 9
Prerequisites: THighway, any one Light or Dimension spell

This spell summons a giant, flaming chariot to convey the caster and up to five other people. The flames given off by the chariot do not harm the caster or his party, but will cause 1d-1 fire damage to anyone within five hexes of it. The chariot can fly at a rate of 240 miles per hour. At the end of the spell, the chariot will land, rather than simply dumping its passengers off at high altitude.

Overcharge: +30 minutes duration per mana.

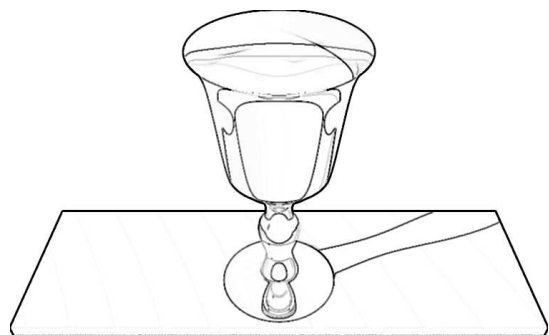
Haste True

Regular; Resisted by HT

Range: 30 seconds
Duration: 1 minute
Casting Time: 10 seconds
Cost: 10
Prerequisites: Great Haste, Flight

The ultimate boost in movement, this spell will triple the Move of the caster or one person selected by him, and also grant a second turn, as per *Great Haste*. When the spell ends, the target must make an Ageing check.

Overcharge: +1 to HT to resist Ageing per mana.



Necromancy

Almost every mage agrees that the College of Necromancy is purely evil, and should never be learned by anyone, for any reason. A small number of mages disagree, holding that some of the spells in the College may be used for good. And of course, there are a few evil mages who simply see this College as a path to power.

Chill Touch

Regular; Resisted by HT

Range: Touch
Duration: Special
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster may drain the life-force of his victim with a mere touch. One of the caster's hands glows a bright blue. When the Mage successfully touches his target, the target takes 1d-1 damage, bypassing all PD and DR. Half the damage inflicted on the target can be used to replace any hit points the Mage has lost. If the Mage is uninjured, or the amount available exceeds the damage the Mage has taken, the excess is lost.

Overcharge: +1 damage inflicted per mana.

Detect Undead

Divination

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

When this spell is cast, the Mage will become aware of the location of any and all undead within range of the spell. This spell is not limited by physical barriers or invisibility, and on a critical success, will even function across the Gauntlet.

Overcharge: +5 yards radius per mana.

Invisibility to Undead

Regular

Range: Self
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell will render the caster totally invisible to any undead. Mindless undead such as Skeletons and Zombies will ignore the caster; the more intelligent sort may still be aware of the caster's presence, but will have a -10 to locate or successfully attack the caster. If the caster attacks an undead while under this spell, the spell is broken for that one undead creature only.

Overcharge: +10 seconds duration per mana.

Turn Undead

Regular

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

All undead within the range of the spell will take 1d damage. If this damage is sufficient to destroy the undead, then it is destroyed; otherwise, the undead takes no damage, but instead must roll vs. IQ or fee.

Overcharge: +2 damage per mana.

Death Recall

Divination

Range: Touch
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Detect Undead

The caster may, by looking into the eyes of a corpse, relive the last sixty seconds of that corpse's life. The events are played back in real time.

Overcharge: +30 seconds duration per mana.

Feign Death

Regular; Resisted by IQ

Range: Self
Duration: 10 minutes
Casting Time: 2 seconds
Cost: 2
Prerequisites: Invisibility to Undead

This spell places the caster in a state of suspended animation nearly indistinguishable from death. Anyone attempting to determine whether or not the caster truly is dead must make a Medicine or First Aid roll at a -6. The caster may select any duration within the maximum, but may not abort the spell prematurely. The caster is also totally unaware of his surroundings while the spell is in effect.

Overcharge: +2 minutes duration per mana.

Spectral Hand

Missile

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Chill Touch

This spell is similar to the earlier *Chill Touch* spell. The caster brings into existence a glowing blue hand, which will fly forward to strike the selected target. The hand will cause 1d+2 damage to the target, bypassing all PD and DR. Half the damage inflicted (rounded down) may be applied to heal any damage previously taken by the Mage.

Overcharge: +2 damage inflicted per mana.

Animate Zombie

Regular

Range: Touch
Duration: Permanent
Casting Time: 3 minutes
Cost: 15
Prerequisites: Death Recall

This spell must be begun within five minutes of the death of the target creature. The target creature is animated as a Zombie.

The Zombie will have a ST of 12, DX of 10 and HT of 15. Its IQ falls to zero, and all of its

Skills are removed. The Zombie will have no PD or DR, unless dressed in armour, but is naturally immune to Crushing damage.

The caster may give the Zombie a set of simple instructions, as many as ten words, when the Zombie is animated. The Zombie will follow these instructions, and do nothing else. The instructions may not be changed without the use of a *command Undead* spell.

Overcharge: +1 hit point on the Zombie per mana. If the caster knows the Teleport spell, and a total of twenty mana are spent, the creature may instead be animated as a Crypt Guardian with a fifty-word instruction set.

Command Undead

Regular; Resisted by Spell Level

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Detect Undead, Invisibility to Undead

This spell allows the Mage to issue new orders to the various types of mindless Undead. If the Undead was previously controlled by the caster, no resistance is possible; otherwise, the level of the creating or most recently controlling spell is used to resist with.

Overcharge: +1 to margin of success per mana, to a maximum total of 20.

Paralyze Undead

Regular; Resisted by HT

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Spectral Hand

This spell will cause any four undead creatures selected by the caster to become totally immobile. Mindless undead may not resist; free-willed undead may resist as normal.

Overcharge: +1 creature per mana.

Animate Skeleton

Regular

Range: Touch
Duration: Permanent
Casting Time: 4 minutes
Cost: 20
Prerequisites: Animate Zombie

This spell will reanimate any one corpse as a Skeleton. Any flesh remaining on the bones will rot away rapidly, within three days of creation.

The Skeleton will have a ST of 10, DX of 12 and HT of 10. Its IQ falls to zero, and all of its Skills are removed. The Skeleton will have no PD or DR, unless dressed in armour. The Skeleton's Basic Speed, Move and Dodge are all at 6, and it may be granted one combat/weapon skill at its DX+1. Skeletons take only half damage from Cutting attacks, and at most only one point from Impaling attacks.

The caster may give the Skeleton a set of simple instructions, as many as twenty words, when the Skeleton is animated. The Skeleton will follow these instructions, and do nothing else. The instructions may not be changed without the use of a *Command Undead* spell.

Overcharge: +1 hit point to the Skeleton per mana.

Contagion

Regular; Resisted by HT

Range: Touch
Duration: Special
Casting Time: 4 seconds
Cost: 4
Prerequisites: Spectral Hand, Feign Death

By means of this spell, the caster causes his target to fall prey to disease. The target of this spell will lose one hit point per day until the disease is removed. No methods of healing, including daily natural healing, will repair this damage until the disease is cured. The disease may be removed by means of a *Cure Disease* or *Remove Curse* spell. A Medicine roll at -8 will also cure the disease, as will killing the caster of this spell.

Soul Jar

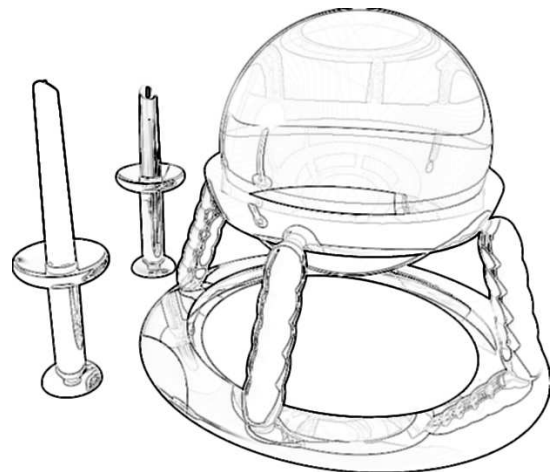
Regular

Range: 50 yards
Duration: Special
Casting Time: 5 seconds
Cost: 5
Prerequisites: Contagion

Before casting this spell, the caster must have prepared a talisman worth a minimum of \$10,000 (100 gp). When the spell is cast, the caster's body falls unconscious, and his soul is transferred to the talisman. The caster may choose to project his soul from the talisman to any other living body within fifty yards of the talisman, including his own. If the caster chooses to return to his own body, the spell ends.

If the caster attempts to enter another living body, he must make a contested Will roll vs. the target's Will. If the caster succeeds, the mind of the target is suppressed temporarily, and the caster takes over the body. All the caster's Skills remain, though they may be modified by the target's DX score.

The target of this spell may attempt to wrest control of his body away from the controlling mage under the following circumstances: The body is injured in any way; the mage's body is injured; the caster goes to sleep. If the caster's body is destroyed while this spell is in effect, the spell becomes permanent. If the talisman is destroyed while the spell is in effect, the caster's spirit is destroyed, and his body becomes a mindless husk!



Summon Undead

Regular

Range: Touch
Duration: Special
Casting Time: 5 seconds
Cost: 5
Prerequisites: Animate Skeleton

This spell will call a group of undead, usually Dybbuks, Barrow Wights or Wraiths, to fight for the caster. The exact type and number may be determined on the chart below.

Roll	Type
----	----
1-3	1d Dybbuks
4-5	1d/2 Barrow Wights
6	1 Wraith

Of course, if there are undead nearby, the GM may choose to simply select the undead types that respond. The undead will immediately enter into battle on behalf of the caster, and depart peacefully when the combat ends.

Overcharge: +1 undead summoned per three mana.

Death Touch

Regular; Resisted by HT

Range: Touch
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Soul Jar

When this spell is cast, the caster's hand (caster's choice, left or right) begins to glow a sickly green. A single touch with this hand will inflict 5d damage, bypassing all PD and DR. If the damage done is equal to twice the target's HT, the target must resist or be instantly slain; otherwise, the target takes no damage.

Overcharge: +1d damage per mana.

Reincarnation

Regular

Range: Touch
Duration: 1 minute
Casting Time: 6 hours
Cost: 30
Prerequisites: Soul Jar

This spell allows the caster to bring one recently slain person back to life. However, it does so by forcing a reincarnation of the target; the target's race will not necessarily be the same as it was originally.

To determine the target character's new race, roll 2d and consult the following table:

Roll	Race
----	----
2	Half-Ogre
3-4	Halfing
5-6	Dwarf
7	Human
8-9	Gnome
10-11	Half-Ork
12	Half-Elf

The target character will find his way to the party within 3d days. The target will have the Disadvantage of Lost a Life, worth -25 points, and may not spend any Character Points on anything else until this Disadvantage is bought off.

There is a -1 penalty to this spell for every day that the target has been dead. This spell will not function at all on Elves, and Half-Elves must make a Will check before it will function on them. The spell may only be attempted once!

Overcharge: +1 bonus to defray time penalties per mana.

Control Undead

Regular; Resisted by IQ

Range: 70 yards
Duration: 1 minute
Casting Time: 7 seconds
Cost: 7
Prerequisites: Comand Undead, Animate Zombie

This spell allows the caster to take control of one undead creature. The caster may direct the undead to take any action of which it is capable. Forcing the undead to act requires that the Mage

take the Concentrate maneuver. If the Mage does not concentrate, mindless undead will continue with their last orders; free-willed undead will simply do nothing.

Overcharge: +20 seconds per mana.

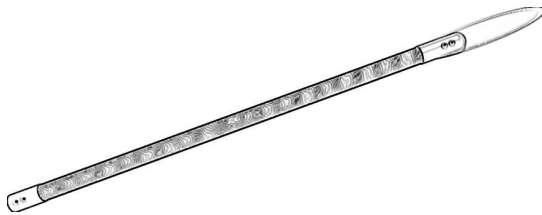
Death Ray

Missile

Range: 80 yards
Duration: Instant
Casting Time: 6 seconds
Cost: 10
Prerequisites: Death Touch

When this spell is cast, a ghostly green ray leaps from the caster's hand to strike his target. The target may attempt to dodge. The ray causes 6d damage. If the amount of damage caused is equal to or greater than twice the HT of the target, the target is instantly slain. If not, the target takes no damage.

Overcharge: +1d damage inflicted per mana.



Enbalming

Regular

Range: Touch
Duration: Permanent
Casting Time: 6 hours
Cost: 36
Prerequisites: Animate Skeleton, Choose Future (Dimension), Cause Fear (Mind)

This spell will reanimate any one corpse as a Mummy. The Mummy must be properly enbalmed and wrapped in linen as part of the casting of the spell.

The Mummy will have a ST of 15, DX of 14, HT of 10, and 15 hit points. Its IQ falls to seven, if not already lower, and all of its Skills are removed. The Mummy may not be dressed in armour, but will have a natural DR of 4. The Mummy may be granted the Brawling skill at its

DX+4.

The caster may give the Mummy a set of simple instructions, as many as twenty words, when the Mummy is animated. The Mummy will follow these instructions, and do nothing else. The instructions may not be changed without the use of a *Command Undead* spell.

Overcharge: +1 hit point to the Mummy per mana.

Army of Darkness

Area

Range: 100 yards
Duration: 1 day
Casting Time: 10 minutes
Cost: 20
Prerequisites: Animate Skeleton, Command Undead

This spell must be cast on a battlefi eld or graveyard. One hundred Skeletons will be animated, as per the *Animate Skeleton* spell, and will follow the caster's instructions explicitly.

Overcharge: +5 Skeletons per mana.

Phantasm

Illusions and semi-real mental effects are the calling cards of this College. Resistance rolls represent the act of disbelief, but as the effects are sometimes real, a Resistance check is not always possible.

Audible Glamer

Regular

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to create an illusion of noise. The noise may be of anything the caster has ever heard, but may not contain meaningful language. The noise will be muffed, but quite audible. The center of the noise may be anywhere within the range of the spell.

This is also a Sound spell.

Overcharge: +10 seconds duration per mana.

Blur

Regular

Range: Self
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell makes the caster's outline blurry and indistinct, causing his opponents a -1 to hit him.

This is also a Protection spell.

Overcharge: A further -1 to be hit per mana, to a maximum of -4.

Personal Glamer

Regular; Resisted by Vision

Range: Self
Duration: 5 minutes
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell creates an illusory disguise. The caster may take on the form of any person he has ever seen, provided that person is within 20% of the caster's height and weight. The illusion is not perfect; a person familiar with the subject of the disguise may attempt to resist, to see through the disguise.

Overcharge: +1 minute duration per mana.

Visual Glamer

Regular; Resisted by Vision

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster may create a single, simple illusion of anything he wishes. The illusion is static, unmoving and has no scent, sound or taste, but it does have a limited tactile component. Anyone who sees the image may attempt to resist; anyone who touches it will receive another resistance check.

Overcharge: +10 seconds duration per mana.

Invisibility

Regular; Resisted by IQ

Range: Self
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Blur

The caster of this spell becomes totally invisible. However, he still casts a shadow! Attempts to locate or attack the caster are at a -8.

Overcharge: A further -1 to attempts to locate or attack the caster per two mana, to a maximum of -10. At -10, the caster no longer has a shadow.

Minor Creation

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Personal Glamer

The caster may create any small item, up to two pounds in mass. The item is mostly illusory, and will fade in one minute.

Overcharge: +10 seconds duration per mana.

Simple Phantasm

Regular; Resisted by Will

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Any one Glamer

The caster may create an illusion with both visual and limited tactile components. The illusion may be mobile. Anyone seeing the image may attempt to resist.

If the illusion is of something harmful, and the target fails to resist, the target takes damage appropriate to the illusion. However, this damage is totally illusory. If the result of the damage would be death or unconsciousness, the target falls unconscious; otherwise, the target realizes that it is an illusion, and takes no damage.

Overcharge: +20 seconds per mana.

Complex Phantasm

Regular; Resisted by Will

Range: 30 yards
Duration: 5 minutes
Casting Time: 3 seconds
Cost: 3
Prerequisites: Audible Glamer, Visual Glamer

The caster may create a more complex illusion, combining sound, vision and tactile input. The spell is otherwise identical to *Simple Phantasm*.

Overcharge: +1 minute duration per mana.

Create Food

Regular

Range: Touch
Duration: 1 hour
Casting Time: 3 seconds
Cost: 3
Prerequisites: Minor Creation

The caster may create enough food for six people. Any food created must be immediately consumed; excess food vanishes in one hour. However, the food is only semi-real, and eventually will no longer prove nourishing. For every day that the party has subsisted on nothing but this Created Food, there is a -1 on the caster's skill with the spell.

Overcharge: +1 to offset penalties due to time per mana.

Phantasmal Killer

Regular

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Cause Fear (Mind)

This spell creates an illusionary attacker drawn from every nightmare the victim has ever had. The target of the spell must make a Fright check as soon as the spell is cast. However, the spell is not quite so simple; the illusionary attacker will press home the attack, even if the target is running in fear!

The Phantasmal Killer will attempt to close and attack its victim, moving at twice the victim's Move and having an apparent skill equal to five

better than the target's best Combat/Weapon skill. If it successfully scores a hit, the target must make a Fright Check at a -15. The spell will end once the Phantasmal Killer scores a hit.

Overcharge: -1 to the Fright Check per mana.

Phantasmal Terrain

Area; Resisted by IQ

Range: 40 yards
Duration: 10 minutes
Casting Time: 4 seconds
Cost: 4
Prerequisites: Complex Phantasm

This spell will create an illusion of whatever type of terrain the caster desires. Unless successfully resisted, anyone attempting to move through the 40-yard radius of the spell suffers appropriate terrain penalties.

Overcharge: +5 minutes duration per mana.

Vacancy

Area; Resisted by IQ

Range: One room
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Complex Phantasm

This spell causes one room to appear to be totally disused. Cobwebs in the corners, dust on the floor...whatever. Due to the simplicity of the illusion, the subjects are at a -4 to resist this spell.

Overcharge: A further -1 to resist per mana.

Major Creation

Regular

Range: Touch
Duration: 1 hour
Casting Time: 5 seconds
Cost: 5
Prerequisites: Minor Creation, Audible Glamer, Visual Glamer

This spell is a more powerful version of the earlier spell, *Minor Creation*. *Major Creation* will create any object up to ten pounds, which will be absolutely real for one hour, and persist as

a *Visual Glamer* for one hour after that. While the object created will have all appropriate mundane properties, it will not have any magical properties at all, though it will radiate a strong magical aura.

Overcharge: +10 minutes on both durations per mana.

Perfect Phantasm

Regular; Resisted by Will

Range: 50 yards
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Complex Phantasm, Minor Creation

This spell is similar to the earlier *Simple Phantasm* and *Complex Phantasm* spells, save that the spell is effectively real to anyone who fails to resist. It affects touch, thermal, audial, visual, smell, taste, and any other senses the mage knows about. Anyone attempting to disbelieve this spell has a -5 to the attempt.

Damaging effects caused by the spell are still illusory; a person "killed" by the spell merely falls unconscious for ten minutes per point of damage taken. However, the spell is powerful enough to allow a person to walk across an illusory bridge safely; his belief is powerful enough to make the bridge real.

Overcharge: +10 seconds duration per mana.

Project Image

Regular

Range: Self
Duration: Special
Casting Time: 6 seconds
Cost: 6
Prerequisites: Major Creation

This spell creates a duplicate of the caster, which may range as far as sixty yards away from the original. The duplicate is controlled by the caster, and may cast any spell that the caster has memorized. The caster must take the Concentrate maneuver every turn the duplicate is in existence, or else the spell ends. The spell will also end if the duplicate takes damage equal to the HT of the caster.

The duplicate will have no PD or DR to protect it, and any spells cast by the duplicate must have their mana cost paid for by the controlling Mage. The Mage has a -2 to cast any spells while controlling a *Projected Image*.

Overcharge: +2 hit points on the *Projected Image* per mana.

Solipsism

Regular; Resisted by Will

Range: Self only
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Perfect Phantasm

An unusual version of the *Perfect Phantasm* spell, *Solipsism* creates illusions as completely real to those who fail to resist as the earlier spell. However, the caster of the spell is given the ability to choose to fail to resist! Thus, the caster could make use of the illusory bridge mentioned in the earlier spell description, as he believes it exists.

Overcharge: +10 seconds duration per mana.

Programmed Phantasm

Regular; Resisted by Will

Range: 70 yards
Duration: Special
Casting Time: 7 seconds
Cost: 7
Prerequisites: Solipsism

This spell allows the caster to place any other Phantasm spell into abeyance until a condition defined at casting-time comes true. The programming may be as simple or as complex as the caster desires. No additional casting cost or time is required for the target Phantasm.

Overcharge: The target Phantasm may be overcharged as normal.

Simulacrum

Regular; Resisted by IQ

Range: Touch
Duration: 1 hour
Casting Time: 8 seconds
Cost: 8
Prerequisites: Project Image, Audible Glamer

Similar to the *Project Image* spell, *Simulacrum* creates a duplicate of the caster or any one target touched by him when the spell is cast. The *Simulacrum* is a complete duplicate in every way, requiring no concentration to maintain, but lasts for only one hour.

While the *Simulacrum* is in existence, the target of the spell is at -3 on any and all rolls. The *Simulacrum* will have all the memories of the target creature, but is beyond the target's control once created. However, as the *Simulacrum* will usually be aware of its separate existence and the reason for it, it will most likely act in the original's best interests.

Overcharge: +5 minutes per mana.

Screen

Area

Range: 90 yards
Duration: 1 week
Casting Time: 9 seconds
Cost: 9
Prerequisites: Programmed Phantasm

Screen is a powerful defense against spying. The spell creates an illusion, only perceptible to those using *Clairvoyance*, *Magic Font* or similar means of magical or psionic spying. The effects of the spell are any *Perfect Illusion* selected by the caster, filling the ninety-yard radius of the spell.

Overcharge: +1 day duration per mana.



Alter Reality

Regular

Range: Special
Duration: Permanent
Casting Time: 1 minute
Cost: 20
Prerequisites: Solipsism, Any three Enchantment Spells

This spell allows the caster to bring into being any altered state of reality he can imagine. In practical terms, this spell can immediately duplicate the effects of any one spell requiring ten or less mana to cast, regardless of whether or not either the caster or the target knows the spell.

Plant

The stock in trade for druids and rangers, these spells allow the caster to alter, improve and control plants.

Entangle

Area; Resisted by ST

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell causes the plants in the target hex (which must contain a fair amount of plant life) to become animated and entangle any creature within the hex. The entangled creatures may make a ST check against the caster's success in the spell to break free.

Overcharge: -1 to the target's ST check per two mana.

Locate Plant

Divination

Range: 2 miles
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell grants the caster knowledge of the location of one form of plant life.

Overcharge: +1 mile detection range per mana.

Log of Everburning

Regular

Range: Touch
Duration: 12 hours
Casting Time: 1 second
Cost: 1
Prerequisites: One Fire spell

A log touched by the caster begins to burn. The log will produce as much heat and light as a standard campfire, but will not be consumed by the flame until the spell ends. Note that the entire log catches fire, which makes it difficult to pick up and move.

Overcharge: +2 hours duration per mana.

Pass Without Trace

Regular

Range: Touch
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster (or any other person touched by him as the spell is cast) gains the ability to pass through even the most densely overgrown area without leaving a trail. This does not increase the rate at which the affected creature may travel, but does impose a -8 on all attempts to track him.

Overcharge: One additional target per two mana.

Good Berry

Regular

Range: Touch
Duration: 1 week
Casting Time: 2 seconds
Cost: 2
Prerequisites: Log of Everburning

The target of this spell must be three berries of a normally edible and nutritious type. After the spell is cast, the berries are enchanted. One berry will heal two points of damage when eaten, or three berries may be eaten to replace a single meal.

Overcharge: One additional berry may be enchanted per mana.

Trip

Regular; Resisted by DX

Range: 20 yards
Duration: Instant
Casting Time: 1 second
Cost: 2
Prerequisites: Entangle

When this spell is cast, the target's feet will become entangled by roots and plants around him. The target must make a DX check at a -1 or fall down.

Overcharge: One additional target may be tripped per two mana.

Warp Wood

Area

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Pass Without Trace

This spell causes all dead wood within the target hex to warp. Wooden weapons are ruined; wooden armour and shields lose one PD and one DR. A wooden door will be loosened if stuck, or have its lock destroyed if locked.

Overcharge: +1 hex area per mana.

Age Plant

Regular

Range: 30 yards
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Trip

The caster may age any one plant by any amount up to one year.

Overcharge: One additional plant per two mana.

Tree Growth

Regular

Range: Touch
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Warp Wood

This spell will increase any one tree in size. The plant's linear dimensions will double; mass is increased by a factor of five.

Overcharge: +15 seconds duration per mana.

Slow Rot

Regular

Range: Touch
Duration: Permanent
Casting Time: 3 seconds
Cost: 6
Prerequisites: Goodberry

This spell will cause the target plant matter, either alive or dead, to resist rot and spoilage. Up to ten cubic yards of plant matter may be affected. The amount of time required before rot sets in is increased by a factor of ten. This spell is often cast on beams and timbers before a building is built, or to convert ordinary rations into iron rations.

Overcharge: +10 cubic yards per three mana.

Paralyze Plant

Regular; Resisted by Will

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Age Plant

This spell will cause the target plant to become immobile unless its resistance roll is made. Note that unless the plant is normally mobile, the effects may not be immediately visible.

Overcharge: +20 seconds duration per mana.

Spiky Growth

Area

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Trip, Pass Without Trace

This spell causes the target hex, as well as the six hexes surrounding it, to become overgrown with briars and brambles. Any creature attempting to pass through the affected hexes takes 1d-1 damage, with DR protecting as normal, per hex crossed.

Overcharge: +20 seconds duration per mana.

Speak With Plants

Divination

Range: Self
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Paralyze Plant

This spell allows the caster to converse with any plant within ten yards of himself. Unless the plant is intelligent, the conversation is apt to be very boring.

Overcharge: +20 seconds per mana.

Stick to Snake

Regular

Range: Touch
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Spiky Growth

This spell allows the caster to turn any stick of length 3-6' into a poisonous serpent. The snake will have a DX of 12, HT of 11/4, Move 6, PD 0, DR 1, and will bite for 1d-2 damage. If at least one point of damage makes it past the target's armour, the target must make a HT check or lose a further 1d+1 hit points.

Overcharge: One additional snake may be created per four mana.

Enchant Tree

Regular

Range: Touch
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Stick to Snake

This spell allows the caster to animate a tree as though it were an Ent. The tree will have a ST of 20, DX of 14, HT of 12/20, Move 6, PD 0, DR 3, and will strike twice per turn for 3d damage.

Overcharge: +5 hit points per mana.

Tanglefoot

Area

Range: 60 yards
Duration: 10 minutes
Casting Time: 6 seconds
Cost: 6
Prerequisites: Spiky Growth, Locate Plant

This spell causes an area with a radius of ten hexes to become very overgrown with briars and nettles. Any creature attempting to move through the area has its Move divided by five (rounded down), and takes 1d-1 damage per hex crossed.

Overcharge: +1 damage caused per mana.

Wall of Thorns

Area

Range: 70 yards
Duration: Permanent
Casting Time: 7 seconds
Cost: 14
Prerequisites: Tanglefoot

This spell creates a ten-foot high wall of spiky plants. The wall will be five yards long. Any creature attempting to push through the wall will suffer 4d damage; any creature attempting to climb the wall will take 2d damage.

Overcharge: +1 hex length per mana.

Defoliate

Area; Resisted by HT

Range: 80 yards
Duration: 1 minute
Casting Time: 8 seconds
Cost: 8
Prerequisites: Wall of Thorns

This spell will destroy any plants within a five-hex radius of the target hex. Intelligent plants may make a HT check to resist; failure indicates that the plant will take 4d+2 damage.

Overcharge: +1 hex radius per mana.

Army of Wood

Regular

Range: 90 yards
Duration: 1 minute
Casting Time: 9 seconds
Cost: 9
Prerequisites: Defoliate

This spell will cause ten trees to become animate. Not as potent as the demi-Ents created by *Enchant Tree*, these creatures will have a ST of 16, DX of 13, HT of 12/14, Move 5, PD 0, DR 2, and will strike once per turn for 2d damage.

Overcharge: One additional tree may be animated per mana.

Abundance

Area

Range: 1 mile
Duration: One month
Casting Time: 1 hour
Cost: 20
Prerequisites: Army of Wood

This spell will cause an area of one square mile to grow more abundantly. Plants will mature more quickly, and bear more than the usual amount of fruit. Harvest may be made in a month's time, even if the area was planted the day the spell was cast. Farmers may double their revenue for the harvest.

Sound

This College includes a few potent attack spells, as well as several useful non-combat spells. It is not an Elemental College.

Alarm

Area

Range: Touch
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster may use this spell to ward any seven hexes he chooses against entry. The caster, and any others he designates, may move into or out of these hexes without triggering the alarm. Any other creature that enters an affected hex will trigger an audible alarm. The alarm will automatically wake the caster, and can be heard clearly without a Hearing check.

This is also a Wards spell.

Overcharge: Two additional hexes may be affected per mana.

Audible Glamer

Regular

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to create an illusion of noise. The noise may be of anything the caster has ever heard, but may not contain meaningful language. The noise will be muffled, but quite audible. The center of the noise may be anywhere within the range of the spell.

This is also a Phantasm spell.

Overcharge: +10 seconds duration per mana.

Enhance Hearing

Regular; Resisted by IQ

Range: 10 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

The target of this spell gains a +2 on all Hearing checks.

Overcharge: An additional +1 to Hearing checks per mana.

Muffle

Area

Range: 2 yards
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

All sounds within the radius of the spell are reduced in volume and clarity. Anyone attempting to hear any noise coming from within the muffled region are at a -2 to their attempt.

Overcharge: An additional -1 to Hearing checks per mana.

Ears of the Fox

Regular; Resisted by IQ

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Enhance Hearing

A more powerful version of the *Enhance Hearing* spell, *Ears of the Fox* grants its target a +4 on all Hearing checks for the duration of the spell.

Overcharge: An additional +1 to Hearing checks per mana.

Silence

Regular; Resisted by IQ

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Muffle

This spell causes its target to become unable to produce any sound whatsoever. The target becomes completely unable to cast any spells, but gains a +4 on all Stealth rolls.

Overcharge: +10 seconds duration per mana.

Voices

Regular

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Audible Glamer

Voices allows the caster to create an auditory illusion, similar to those caused by *Audible Glamer*. However, unlike the earlier spell, meaningful speech may be created. The caster may choose to emulate any voice that he has ever heard.

Overcharge: +10 yards range per mana.

Area Silence

Area

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Silence

This spell causes a five-yard radius area, centered on the target hex, to become silenced. No person within the target area may cast spells, but any Stealth rolls are at a +4.

Overcharge: +15 minutes duration per mana.

Sonar

Regular

Range: Self
Duration: 1 hour
Casting Time: 3 seconds
Cost: 3
Prerequisites: Ears of the Fox

This spell allows the caster to "see" with sound, like a bat. This will totally negate any blindness or darkness penalties the caster may be suffering from. However, any Sound attack spells (such as *Sound Bolt*, *Great Shout* or *Wail of the Bane Sidhe*) will cause one additional point of damage per die to the caster.

Overcharge: +15 minutes duration per mana.

Sound Bolt

Missile

Range: 30 yards
Duration: Instant
Casting Time: 3 seconds
Cost: 3
Prerequisites: Voices

This spell creates a compressed bolt of sonic energy. The Sound Bolt does 1d+2 damage, bypassing all but the first point of DR (PD still protects as normal).

Overcharge: +1 point of damage per mana.

Shatterstorm

Area

Range: Centered on Self
Duration: Instant
Casting Time: 4 seconds
Cost: 4
Prerequisites: Gremlins or Sound Bolt

This spell causes all inanimate objects within three yards of the caster to suffer 1d damage. DR protects as usual. If the damage is insufficient to destroy any object, that object takes no damage. This spell is known to some Mages as "Bull in a China Shop."

This is also a Matter Spell.

Overcharge: +1 damage per mana.

Shout

Area; Resisted by IQ

Range: 8 yards
Duration: Instant
Casting Time: 4 seconds
Cost: 4
Prerequisites: Sound Bolt

This spell affects a cone sixty degrees wide and extending eight yards from the caster. Any creature within the affected area must resist or take 2d+1 damage and be mentally stunned. All inanimate objects within the area are affected as though they had been the target of a *Shatter* spell.

This spell cannot penetrate a *Silence* or *Area Silence* spell, but those under the effects of a *Muffle* spell take one less point of damage per die.

Overcharge: +1d damage per two mana.

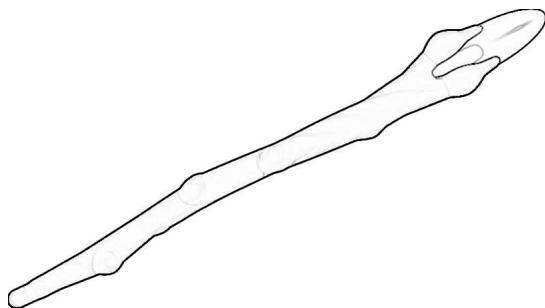
Alter Sound

Regular

Range: 50 yards
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Audible Glamer, Sonar

This spell allows the caster to alter the properties of any sound he can perceive. Conversations may be rewritten, though any person witnessing the conversation may make an IQ check to realize that something is wrong. Sound attack spells may be reduced in intensity, dropping their damage by one point per die. This spell may also be used (with an Instant duration) to dispel any ongoing Sound spell that has a base casting cost of four or less.

Overcharge: +20 seconds duration per mana.



Shrieking Walls

Area; Resisted by Will

Range: Touch
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Shout

This spell will affect any one room up to twenty feet cubed. When any creature larger than a normal rat steps foot in the room, the walls begin to shriek.

The intruder may elect to immediately leave the room, at which point the shrieking will end in 1d seconds. However, if the intruder takes any action other than to immediately vacate, he must resist or take 1d+1 damage and be mentally stunned. This will persist every round until the intruder leaves.

Silence or *Area Silence* will negate this spell.

Overcharge: +1 damage per mana.

Great Shout

Regular; Resisted by IQ

Range: 12 yards
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Shrieking Walls

This spell affects a cone sixty degrees wide and extending twelve yards from the caster. Any creature within the affected area must resist or take 3d damage and be mentally stunned. All inanimate objects within the area will take 2d damage, with DR protecting as normal. If the damage caused is insufficient to destroy the object, the object takes no damage.

This spell cannot penetrate a *Silence* or *Area Silence* spell, but those under the effects of a *Muffle* spell take one less point of damage per die.

And you thought *Shout* was bad.

Overcharge: +1d damage per mana.

Wall of Sound

Area; Resisted by DX

Range: 60 yards
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Alter Sound

This spell creates a wall of coherent sonic energy, consisting of five hexes in a straight line. The *Wall of Sound* may be positioned such that one or more of its hexes are within solid objects; those hexes are not affected by the spell.

A *Wall of Sound* is invisible, but produces a low hum. The wall may be located with a Hearing check, with a -1 per hex between the wall and the listener. Anyone attempting to cross the *Wall of Sound* will take 2d-1 damage and must make a DX check (with a penalty equal to half the amount of damage they took) or be thrown back the way they came.

Overcharge: +1 damage per mana.

Death of the Drum

Area; Resisted by HT

Range: 70 yards
Duration: 1 minute
Casting Time: 7 seconds
Cost: 7
Prerequisites: Great Shout

This spell hits the target creature, and all creatures within two hexes of the target, with a concussive wave. All affected creatures will take 4d damage and must make a HT check or be permanently deafened.

Overcharge: +1 damage per mana.

Word of Blinding

Regular; Resisted by IQ

Range: 8 miles
Duration: Instant
Casting Time: 1 second
Cost: 8
Prerequisites: Death of the Drum

The caster must know the name of the creature that this spell is cast upon. The target creature takes four points of damage and is blinded, as his eyes are rather graphically destroyed. A *Cure Blindness*, *Regeneration* or

Total Healing spell will cure the blindness.

Overcharge: +1 mile range per mana.

Wail of the Bane Sidhe

Regular; Resisted by Fright

Range: 90 yards
Duration: Instant
Casting Time: 9 seconds
Cost: 9
Prerequisites: Word of Blinding

The caster lets loose a frightful wail when this spell is cast. Any creature hostile to the caster who witnesses this must make a Fright check. Any who fail take 5d damage and must flee; those who critically fail are slain! Even those who succeed in the Fright check will take 1d damage.

Overcharge: +10 yards range per mana.

Magnify Sound

Regular

Range: Self
Duration: Special
Casting Time: 10 seconds
Cost: 10
Prerequisites: Any six Sound and any four Meta-Magic spells

The next damage-causing Sound spell cast by the Mage will cause +2 damage per die.

Wards

This College contains a vast array of spells used to defend a person or an area. It is a popular College for Clerics and Paladins.

Alarm

Area

Range: Touch
Duration: 12 hours
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster may use this spell to ward any seven hexes he chooses against entry. The caster, and any others he designates, may move into or out of these hexes without triggering the alarm. Any other creature that enters an affected hex will

trigger an audible alarm. The alarm will automatically wake the caster, and can be heard clearly without a Hearing check.

This is also a Sound spell.

Overcharge: Two additional hexes may be affected per mana.

Armour

Regular

Range: Self
Duration: Special
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell covers the caster with an invisible coat of force. The caster gains a Damage Resistance of 1, cumulative with any other armour he may be wearing. The spell will last until it has absorbed a total of 20 points of damage.

Overcharge: +1 DR per mana, to a maximum DR of 5, and an additional 20 damage absorbed, to a maximum of 100 damage, per mana.

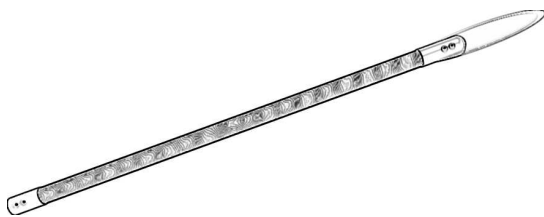
Endure Temperatures

Regular

Range: Touch
Duration: 1 hour
Casting Time: 1 second
Cost: 1
Prerequisites: None

The caster, or any person touched by him when the spell is cast, gains the ability to resist dangerous levels of heat or cold. The target of the spell may ignore cold and hot climates. Even polar cold or boiling water may be ignored. Note that this spell will not protect the target at all from damaging spells such as *Fireball* or *Ice Bolt*.

Overcharge: +1 person protected per mana.



Sanctuary

Area

Range: Self
Duration: 1 minute
Casting Time: 1 second
Cost: 1
Prerequisites: None

When this spell is cast, the hex the caster is in and the six around it are protected against entry. No person may enter the hex. Missile fire and damaging spells may still be directed against the caster, but attackers have a -5 to their Skill to hit the caster.

The caster may not do anything hostile while in the *Sanctuary*. If the caster attacks anyone, or if he leaves the *Sanctuary*, the spell instantly ends.

If any of the hexes to be affected are occupied when the spell is cast, the spell fails. Obviously, the hex the caster is in is not considered "occupied" unless another creature is sharing the hex with the caster.

Overcharge: Missile and spell-throwing Skill reduction to hit the caster may be increased by one per mana.

Aura of Comfort

Area

Range: 2 yards
Duration: 1 hour
Casting Time: 2 seconds
Cost: 2
Prerequisites: Endure Temperatures

This spell is identical to the earlier spell, *Endure Temperatures*, save that all creatures within two yards of the caster are affected.

Overcharge: +10 minutes duration per mana.

Shield

Regular

Range: Self
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Armour

This spell creates an invisible shield between the caster and his attackers. The caster

gains a Passive Defense of one for the duration of the spell. In addition, anyone attacking the caster with missiles or spells suffers a -1 to hit the caster. Melee attacks against the caster are not penalized in this fashion.

PD granted by the Shield spell is used in place of any PD the caster may have.

Overcharge: PD may be increased by one per two mana, to a maximum of six.

Watch-Beast

Area

Range:

Duration: 12 hours

Casting Time: 2 seconds

Cost: 2

Prerequisites: Alarm

This spell summons a *Watch-Beast* to guard over an area. The caster may ward any seven hexes he chooses against entry. The caster, and any others he designates, may move into or out of these hexes without triggering the alarm.

The *Watch-Beast* is a shadowy wyvern. The creature has a DX of 12, Move of 8, three hit points, and may strike for 1d-1 damage. Its shadowy form makes it difficult to see, inflicting a -4 penalty to anyone trying to spot it or attack it. The creature will only attack those who enter the warded hexes. The *Watch-Beast* makes enough noise when attacking to wake anyone within ten hexes.

Overcharge: One additional hex may be warded per mana.

Glyph of Warding

Area

Range: Touch

Duration: Until triggered

Casting Time: 3 seconds

Cost: 3

Prerequisites: Alarm plus one Elemental spell

This spell allows the caster to scribe a magical glyph on the floor or ground. Any person entering the warded hex will take 2d-1 damage of an Elemental type chosen by the caster. The caster must possess one spell from the chosen Elemental College.

Overcharge: +1 damage per mana.

Tiny Hut

Area

Range: Self

Duration: 12 damage

Casting Time: 3 seconds

Cost: 3

Prerequisites: Sanctuary, Armour

This spell creates a totally impervious dome around the caster. The dome will cover a two-yard radius centered on the caster. The dome is opaque and totally impervious to damage. Those in the *Tiny Hut* need not worry about the quality of air, and may start a fire with no ill effects. The caster may cancel the spell before the end of its duration.

Overcharge: +1 hour duration per mana.

Turn Missiles

Regular

Range: Self

Duration: 1 minute

Casting Time: 3 seconds

Cost: 3

Prerequisites: Shield

While this spell is in effect, the caster may dodge any form of missile with a roll of fifteen or lower. Passive Defense does not add to this roll. However, as this effect is a dodge, a critical hit will bypass the spell, forcing the caster to roll only against his own PD.

Overcharge: +15 seconds duration per mana.

Protection from Lightning

Regular

Range: Touch

Duration: 1 minute

Casting Time: 4 seconds

Cost: 4

Prerequisites: Aura of Comfort and One Air Spell

The caster, and up to two other people, become resistant to electrical attacks. Such attacks do -2 damage per die to those protected.

Overcharge: One additional person may be protected per two mana.

Thief's Lament

Area

Range: Touch
Duration: 12 hours
Casting Time: 4 seconds
Cost: 4
Prerequisites: Glyph of Warding

This spell is cast on one building, or one wing of a particularly large building. In general, up to 1,200 square feet of floor space may be warded.

Any attempt to move stealthily through the warded areas will produce loud squeaks from the floorboards. Stealth attempts are at a -6 while the spell is in effect.

Overcharge: +2 hours duration per mana.

Repel Insects

Regular

Range: Self
Duration: Instant
Casting Time: 5 seconds
Cost: 5
Prerequisites: Turn Missiles plus one Animal spell.

This spell causes a massive overpressure wave that affects only insects. All insects within five yards of the caster suffer 1d+1 damage and are pushed back to the five-yard limit. Swarms are affected as if they were a single creature.

Overcharge: +1 damage per mana.

Resist Magic

Regular; Resisted by IQ

Range: Touch
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Protection from Lightning

The target of this spell gains the advantage of Magic Resistance. All spells directed at the target suffer a -2 on their base Skill. Missile spells suffer a -2 on their Spell-Throwing skill. However, if the target is a spellcaster, he suffers a -2 on his own spellcasting as well.

Overcharge: An additional -1 on magical Skills per two mana.

Invisible Maille

Regular

Range: Self
Duration: 1 hour
Casting Time: 6 seconds
Cost: 6
Prerequisites: Armour, Protection from Lightning

This spell is an improved version of the *Armour* spell. The caster gains a PD of 3 and a DR of 5. The DR is cumulative with any other DR the caster may have, but the PD is not. Unlike the *Armour* spell, *Invisible Maille* weighs twenty pounds, and counts towards encumbrance.

Overcharge: +1 to DR per mana.

Private Sanctum

Area

Range: Special
Duration: 12 hours
Casting Time: 6 seconds
Cost: 6
Prerequisites: Thief's Lament, Sanctuary

This spell will affect up to 1,600 square feet worth of floor space, rendering it completely private. From the outside, all windows will appear clouded and dark; No sound can escape the building; ESP, telepathy and similar abilities will not work into or out of the building. The caster may leave the building without affecting the spell.

Overcharge: +2 hours duration per mana.

Dragon Scales

Regular

Range: Self
Duration: 1 minute
Casting Time: 7 seconds
Cost: 7
Prerequisites: Invisible Maille

This spell causes the caster's skin to become rough and scaly, like that of a dragon. The caster gains a PD of 6, and all damage done to the caster is reduced by two points per die.

Overcharge: +30 seconds per mana.

Elemental Invulnerability

Regular; Resisted by IQ

Range: Self
Duration: 1 minute
Casting Time: 8 seconds
Cost: 8
Prerequisites: Turn Missiles plus one spell from each Elemental College

This spell renders the caster extremely resistant to any heat, cold, electrical, wind or earth-based magical attack. Damage from these attacks is reduced to one per every natural six rolled.

Overcharge: +30 minutes duration per mana.

Interdiction

Area

Range: Touch
Duration: 1 hour
Casting Time: 9 seconds
Cost: 9
Prerequisites: Elemental Invulnerability

This spell is cast on a building, affecting up to 2,000 square feet of floor space. No creature may enter the affected area without express permission from the caster. No attacks into or out of the *Interdiction*, either physical or magical, will succeed.

Overcharge: +30 minutes per mana

Total Invulnerability

Regular

Range: Self
Duration: 1 minute
Casting Time: 10 seconds
Cost: 20
Prerequisites: Interdiction

This spell renders the caster totally immune to all damage for the duration of the spell.

Water

This College contains not only spells for controlling water, but also ice spells. It includes several powerful attack spells. As an Elemental College, the spells within the College of Water may be targeted by any spell that affects the Elements.

Ice Bolt

Missile

Range: 10 yards
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell launches a bolt of ice at the target, inflicting 1d-1 damage.

Overcharge: +1 damage per mana.

Metamorphose Liquids

Regular

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to transmute any liquid he touches into any other liquid. The spell will not create valuable or damaging liquids, though it will allow for changing water to wine. Up to one quart of liquid may be transmuted.

Overcharge: One additional quart may be metamorphosed per mana.

Purify Water

Regular

Range: Touch
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to change even the most polluted, scummy, poisonous water into clean, pure drinking water. The spell will affect up to four quarts of water.

Overcharge: Two additional quarts may be purified per mana.

Water Jet

Missile

Range: 10 yards
Duration: Instant
Casting Time: 1 second
Cost: 1
Prerequisites: None

This spell allows the caster to direct a jet of water against a target. The target will take 2d-1 damage as knockback only.

Overcharge: +2 knockback damage per mana.

Change State

Regular

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Metamorphose Liquid

This spell will allow the caster to change the state of any liquid. Up to one quart may be so affected. Vapour may be changed into liquid, or liquid into ice, or vice versa. Only one state shift may be caused per casting of the spell.

Overcharge: One additional quart may be affected per mana.

Create Water

Regular

Range: Touch
Duration: Permanent
Casting Time: 2 seconds
Cost: 4
Prerequisites: Purify Water

This spell will create four quarts of pure, clean drinking water.

Overcharge: +2 quarts per mana.

Ice Knife

Missile

Range: 20 yards
Duration: 1 minute
Casting Time: 2 seconds
Cost: 2
Prerequisites: Ice Bolt

An *Ice Knife* is an *Ice Bolt* that has been sharpened and streamlined. The spell inflicts 1d Impaling damage.

Overcharge: +1 damage per mana.

Summon Undine

Regular

Range: 30 yards
Duration: 1 minute
Casting Time: 3 seconds
Cost: 3
Prerequisites: Create Water

This spell must be cast within 30 yards of a good-sized source of water. The spell will summon an Undine - a lesser water elemental - to fight for the caster. The Undine is not bound to follow the caster's instructions, but will be favourably disposed towards him.

Overcharge: One additional Undine will be summoned per two mana.

Walk on Water

Regular

Range: Touch
Duration: 5 minutes
Casting Time: 3 seconds
Cost: 3
Prerequisites: Purify Water, Metamorphose Liquids

This spell allows the caster and up to two others chosen by him to walk across water as though it were plain earth. The water walkers must be clasping hands as they walk; anyone who releases his grip will sink.

Overcharge: One additional person may be affected per mana.

Water Breathing

Regular; Resisted by HT

Range: Touch
Duration: 1 hour
Casting Time: 3 seconds
Cost: 3
Prerequisites: Change State

This spell allows the caster (or any one person touched by him as the spell is cast) to breathe water *and not air* for the duration of the spell. Unwilling recipients may make a HT check to resist.

Overcharge: One additional person may be affected per two mana.

Airy Water

Area

Range: 3 yards
Duration: 2 hours
Casting Time: 4 seconds
Cost: 4
Prerequisites: Water Breathing

This spell alters all water in a three-yard radius, making it safe to breathe for either water-breathers or air-breathers.

Overcharge: +1 hour duration per two mana.

Ice Storm

Area

Range: 40 yards
Duration: 1 minute
Casting Time: 4 seconds
Cost: 4
Prerequisites: Change State, Ice Knife

This spell causes the target hex, and all hexes within two yards of the target, to be struck by hail and sleet. The round that the spell is cast, all creatures in the target area take 1d+1 damage. For the remainder of the duration, any creature attempting to move through the target hexes at a speed greater than one must make a DX check per hex crossed, or fall down.

Overcharge: +1 damage per mana.

Lower Water

Area

Range: Special
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Airy Water

This spell allows the caster to lower the water level of an area to a minimum of one inch. The affected area may be up to twenty square yards, and the water may be lowered a maximum of six yards.

Overcharge: One additional yard depth lowered, or five additional square yards of area affected, per mana.

Summon Water Elemental

Regular

Range: 50 yards
Duration: 1 minute
Casting Time: 5 seconds
Cost: 5
Prerequisites: Water Jet, Create Water, Metamorphose Liquids

This spell summons a Water Elemental to fight at the behest of the caster. The Water Elemental will be friendly towards the caster, but is not compelled to follow the caster's orders.

Overcharge: +10 seconds duration per mana.

Freezing Sphere

Missile

Range: Special
Duration: 6 seconds
Casting Time: 6 seconds
Cost: 6
Prerequisites: Summon Water Elemental

This spell will create a small, one inch diameter sphere of ice. The sphere may be thrown by hand or launched from a sling.

If the sphere hits a target, the target will take 5d cold damage. Any creature within one yard of the target will take 2d+2 cold damage.

If the sphere lands in water, it will freeze the water, up to a ball one yard in radius.

If the sphere is not launched within its duration, it will melt and the spell will fail.

Overcharge: +3 seconds duration per mana.

Wall of Ice

Area

Range: 60 yards
Duration: 1 minute
Casting Time: 6 seconds
Cost: 6
Prerequisites: Ice Storm, Purify Water

This spell creates a wall of ice in the target hex, and any two adjacent hexes that lie along the same line. The ice wall may be as high as nine feet, though the caster may choose to create a lower wall. The wall must be vertical and firmly rooted when created, and cannot be created in any hex that is already occupied. The wall will be six inches thick, and will have a DR of 6 and 120 hit points per hex. Fire attacks will do double normal damage to the *Wall of Ice*.

Overcharge: +1 hex per two mana.

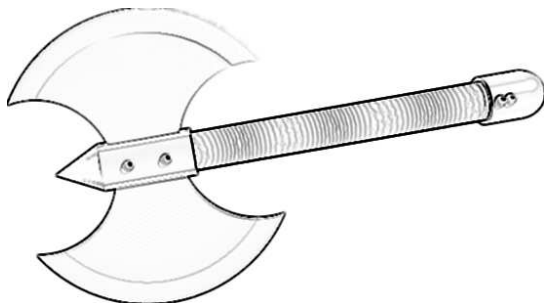
Part Water

Area

Range: 20 yards
Duration: 1 minute
Casting Time: 7 seconds
Cost: 7
Prerequisites: Lower Water, Any one Earth spell

This spell will create a channel twenty yards long and three yards wide in any amount of water. The channel will extend down to the bottom of the water.

Overcharge: +5 yards range per mana.



Destroy Water

Regular

Range: Touch
Duration: Instant
Casting Time: 8 seconds
Cost: 8
Prerequisites: Part Water

This spell will instantly destroy up to ten cubic feet of water, changing it into dust. It will not affect the water in a living creature. If cast on a Water Elemental or Undine, it will inflict 6d damage.

Overcharge: +1 cubic foot destroyed per mana.

Dessicate

Regular; Resisted by HT

Range: Touch
Duration: Instant
Casting Time: 9 seconds
Cost: 9
Prerequisites: Destroy Water

This exceptionally powerful attack spell will destroy all the water in a living target's body. This will even affect many undead, though not Skeletons or Mummies. The spell inflicts 8d damage on its victim unless the target successfully resists.

Overcharge: +1d damage per mana.

Create Spring

Area

Range: Touch
Duration: 1 year
Casting Time: 20 seconds
Cost: 20
Prerequisites: Create Water, Water Elemental, Change State

When this spell is cast, and the caster strikes the ground with his staff, the ground will split and water will well forth. The water will flow at a rate typical of a small fresh spring.

Overcharge: +1 week duration per mana.

Critical Spell Failure

It happens all too often for every mage; the dice are rolled, and come up 6, 6, 6.

A critical failure on a spell occurs whenever a spell skill roll comes up 17 or 18. If the caster's skill is 16 or higher, then a roll of 17 is merely a failure, not a critical failure. Whenever a critical failure occurs when casting a spell, roll 2d and consult the appropriate table below. All results on these tables are permanent unless otherwise specified, but may be removed with a *Remove Curse* spell.

Animal

- 2 Caster grows fur, feathers or scales.
- 3 Caster becomes the target of a *Summon Insects* spell.
- 4 Caster's IQ drops to 4 for 3d minutes.
- 5 Caster's hair becomes feathers.
- 6 Caster smells like a skunk for 3d minutes.
- 7 Spell succeeds, but replace the word 'animal' with 'human' in the spell description
- 8 One animal of the target type is summoned, and is hostile to caster.
- 9 Caster feels an uncontrollable urge to perch in a tree for 1d hours.
- 10 Caster becomes target animal for 3d hours.
- 11 Caster gains one animal feature, chosen by the GM.
- 12 Caster becomes an insectivore.

Body

- 2 Caster is in constant pain (-5 Shock) for 3d hours.
- 3 Target changes gender for 3d days.
- 4 Target's hair grows 3d feet.
- 5 Caster loses the use of his hands for 3d hours.
- 6 Target reeks of intense sweat for 2d minutes.
- 7 Caster drops anything in hands.
- 8 Spell succeeds, but swap target and caster in the spell description.
- 9 Caster grows small, useless horns.
- 10 Target changes handedness.
- 11 Caster loses 1d DX for 3d days.
- 12 Caster becomes Hideous.

Communication

- 2 Caster gains a 10-point Mental Disadvantage chosen by the GM.
- 3 Caster suffers from horrible hallucinations for 3d hours.
- 4 Caster gains the Disadvantage of Nightmares,
- 5 Target becomes completely content for 3d hours and will do nothing.
- 6 Caster gains Megalomania for 3d hours.
- 7 Spell succeeds, but swap target and caster in the spell description.
- 8 Target causes fear (-5 on Reaction checks) in a 20-yard radius for 3d minutes.
- 9 Caster falls into a coma for 3d hours.
- 10 Target forgets his Native Language and gains a new one (chosen by the GM).
- 11 Target loses all Languages, including Native Language, for 3d days.
- 12 Caster must make a Fright Check whenever meeting anyone new.

Dimension

- 2 Caster is shifted to the Shadow Realm.
- 3 Caster gains the flaw of Unlucky.
- 4 A rift appears between the World and the Shadow Realm for 3d hours.
- 5 Caster loses ability to see; gains the ability to see into the Shadow Realm.
- 6 Caster teleports exactly one hex away.
- 7 Spell succeeds, but the target gains a +5 to resist.
- 8 Spell fails, and caster takes 1d damage.
- 9 Caster loses ability to see; gains the ability to see into the Astral Realm.
- 10 A rift appears between the World and the Astral Realm for 3d hours.
- 11 Caster is trapped in a three-hex Pocket Realm for 3d days.
- 12 Caster is shifted to the Astral Realm.

Elemental

- 2 Caster takes 5d damage from an appropriate Elemental source.
- 3 All standing water within 20 yards of caster becomes steam.
- 4 Caster doused in acid, taking 1d damage with a -1 per round elapsed.
- 5 Caster's clothing turn to appropriate element. Fire does 1d damage to caster before fading; stone clothing weighs 100#.
- 6 Caster takes 1d from an Elemental Opposite attack.
- 7 Spell succeeds, but the Element is reversed.
- 8 Spell succeeds, but affects random target.
- 9 Spell succeeds, but affects random target and the Element is reversed.
- 10 All metal within ten feet of caster becomes air.
- 11 Caster encased in a globe of diamond for 2d minutes.
- 12 Water causes 1d damage to the caster for every minute of exposure.

Enchantment

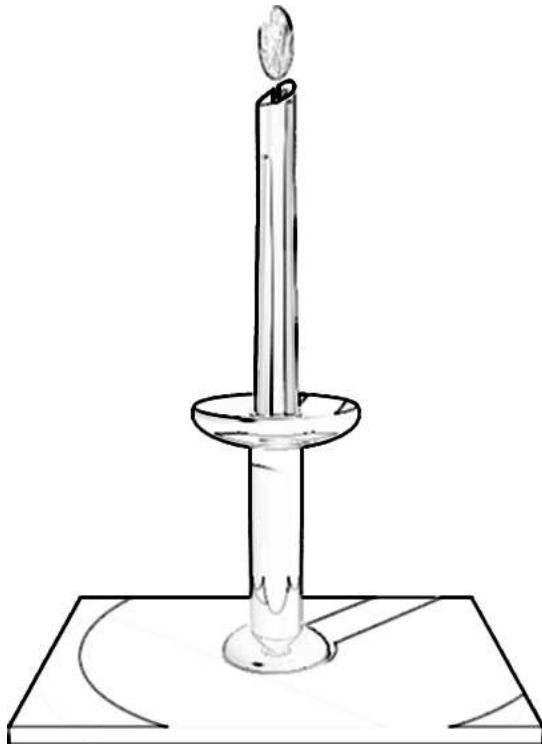
- 2 Target item gains 4d IQ, Strong Will +5, and ten Mind or Communication spells.
- 3 Target item kills all green plants within twenty yards whenever used.
- 4 Target item drains all fatigue from user when used.
- 5 Target item becomes stuck to user whenever used.
- 6 Target item 'sings' whenever used.
- 7 Spell succeeds, but on random target.
- 8 Target item becomes unusable when wet.
- 9 Spell seems to succeed, but target item only functions two out of three times.
- 10 User becomes addicted to item.
- 11 User must make an Age check whenever item is used.
- 12 Caster takes 2d damage whenever the target item is used by anyone.

Healing

- 2 Target becomes blind.
- 3 Target becomes an albino.
- 4 Target takes 2d damage.
- 5 Caster becomes colour blind for 3d days.
- 6 Target suffers an epileptic fit for 2d minutes.
- 7 Target takes 1d damage.
- 8 Target loses all hair, though it will grow back.
- 9 Caster falls asleep, and cannot be awakened for 1d hours.
- 10 Caster loses his voice for 3d hours.
- 11 Caster ages 1d years.
- 12 Target becomes an epileptic.

Knowledge

- 2 Caster suffers an aneurism, and takes 2dx4 damage.
- 3 Caster loses all memories for 3d days.
- 4 Target loses all memories for 3d hours.
- 5 Caster sees a vision of his own death, and must make a Fright check.
- 6 Spell seems to succeed, but the caster gets the wrong information.
- 7 Spell succeeds, but exchange the words 'caster' and 'target' in the spell description.
- 8 Caster forgets all memorized spells (they can be re-memorized).
- 9 Caster loses all points in the spell, and gains the Disadvantage of Incompetence (Spell).
- 10 Caster goes blind, but gains a permanent Wizard Eye.
- 11 Caster becomes illiterate.
- 12 Caster gains a 10-point Mental Disadvantage of the GM's choice.

**Light**

- 2 Caster takes 1d damage per minute of exposure to sunlight.
- 3 Caster is blinded for 3d days.
- 4 Caster casts *Continual Light* on himself with a duration of 2d days.
- 5 Caster is blinded for 3d hours.
- 6 Caster casts *Dancing Lights*, uncontrollable.
- 7 Caster casts *Continual Light* on target.
- 8 Caster takes 1d damage.
- 9 Caster loses his shadow.
- 10 Caster casts *Darkness* on himself.
- 11 Shadows within ten feet of caster become animated.
- 12 Target becomes permanently invisible.

Matter

- 2 All metal within twenty yards rusts to uselessness.
- 3 Caster's weapon shatters, causing 1d damage directly to his hand.
- 4 All ropes and strings within ten yards become snarled and knotted.
- 5 Caster's clothing becomes stiff, inflicting a -2 on DX until removed.
- 6 Target item becomes bright yellow.
- 7 Target item takes 2d damage.
- 8 Spell succeeds, but affects random target.
- 9 Caster's shoes take 4d damage (but not his feet!)
- 10 Target item becomes transparent.
- 11 All of the caster's clothes, plus 1d random items on caster, double in size.
- 12 Target item explodes violently, causing 3d damage to the target and 1d to everyone else within ten yards.

Meta-Spells

"Target Spell" in this case refers to the spell that the Meta-Magic was being cast to affect, or the spell itself if there was no target spell.

- 2 Caster loses one level of Magical Aptitude.
- 3 Next five spells hang, then all trigger when a sixth spell is cast.
- 4 Target spell hangs until the caster succeeds in an Active Defense.
- 5 Caster loses all mana, though it will recharge.
- 6 Target spell goes off at ten times normal effectiveness; All of caster's mana drained.
- 7 Spell works, but caster is surrounded by glowing motes for 3d seconds.
- 8 Spell works, but any dice rolled for effect will come up as 1.
- 9 Caster casts *Disjunction*, centered on himself.
- 10 Caster forgets all memorized spells (though they may be rememorized).
- 11 GM determines which spell from the caster's Grimoire would be the worst possible for the caster to cast at that moment; that spell is cast.
- 12 Target spell becomes permanent, at no cost to the caster.

Mind

- 2 Caster gains ten levels of Weak Will.
- 3 Target gains a Major Delusion.
- 4 Caster cannot lie at all for 3d days.
- 5 Target becomes Paranoid.
- 6 Target has a laughing fit for 1d minutes.
- 7 Spell works, but caster gains a fear-related Quirk.
- 8 Caster becomes Absent-Minded for 3d days, due to a little voice singing 'This is the song that never ends' that only he can hear...
- 9 Target gains a Minor Delusion.
- 10 Target becomes Overconfident.
- 11 Caster gains a severe Phobia.
- 12 Caster gains Pacifism at -15 points. If the caster already has Pacifism at -15 points, he becomes a Total Pacifist.

Movement

- 2 Target is teleported 6d miles in a random lateral direction.
- 3 Target is teleported to 100 feet above the nearest large body of water.
- 4 Target spins like Taz for 3d seconds, and is unable to do anything else.
- 5 Target and caster (or one other random person) trade locations, clothing and items.
- 6 Caster casts *Slow* on target.
- 7 Spell succeeds, but caster casts *Levitation* on himself as well.
- 8 Caster casts *Haste* on target.
- 9 Target's weapon teleports forty yards away.
- 10 Target is teleported 3d yards in a random lateral direction.
- 11 Target is teleported 4d yards straight up.
- 12 Gravity reversed for caster for 1d minutes.

Necromancy

- 2 Caster's body dies; Caster becomes an Astral Entity.
- 3 Caster summons an uncontrolled and very angry Barrow Wight.
- 4 Target becomes an Astral Entity for 1d hours.
- 5 Caster's skin and blood turn invisible. (-4 to all Reaction checks.)
- 6 Caster must drink a pint of blood every day, and does not feed otherwise.
- 7 Spell succeeds, but the caster must pay the casting cost with his own hit points.
- 8 Caster summons an uncontrollable Skeleton, which will attack him.
- 9 Caster may not be magically healed.
- 10 Caster summons 1d uncontrollable Zombies, which will attack him.
- 11 Caster contracts a terminal disease.
- 12 Caster takes 3d damage, which cannot be magically healed.

Phantasm

- 2 Caster gains a severe phobia based on the phantasm.
- 3 Illusion takes on its own life, uncontrollable and permanent.
- 4 Caster suffers a psychotic episode related to the phantasm, and gains a five-point Mental Disadvantage.
- 5 Caster turns invisible and is silenced for 3d minutes; an illusion of the caster appears to commit suicide.
- 6 Spell succeeds, but the illusion appears to be on fire.
- 7 Spell succeeds, but is obviously phony with no need to resist.
- 8 Spell fails, but the caster believes it succeeded.
- 9 Spell succeeds, but the illusion is covered with blood and gore.
- 10 Caster appears to turn into an Ork.
- 11 Caster appears to turn into a Demon.
- 12 Caster casts Phantasmal Killer on himself.

Plant

- 2 Caster turns green, and must photosynthesize for four hours a day rather than eat.
- 3 3d nearby plants are instantly killed.
- 4 Caster casts *Spiky Growth*, centered on himself.
- 5 Caster grows leaves, that require one hour to prune.
- 6 A mushroom grows on the caster's nose.
- 7 Spell succeeds, but all plants within ten yards gain one month's growth in one minute.
- 8 A nearby wooden item is warped.
- 9 Caster's hair turns to leaves and stems for 3d hours.
- 10 Caster casts *Warp Wood*, centered on himself.
- 11 Caster becomes a shrubbery for 3d hours.
- 12 Caster turns into a rather large seed. If planted, it will grow into a plant with a massive seed-pod that contains the caster. This takes 4d weeks. Caster is considered a sentient plant from then on.

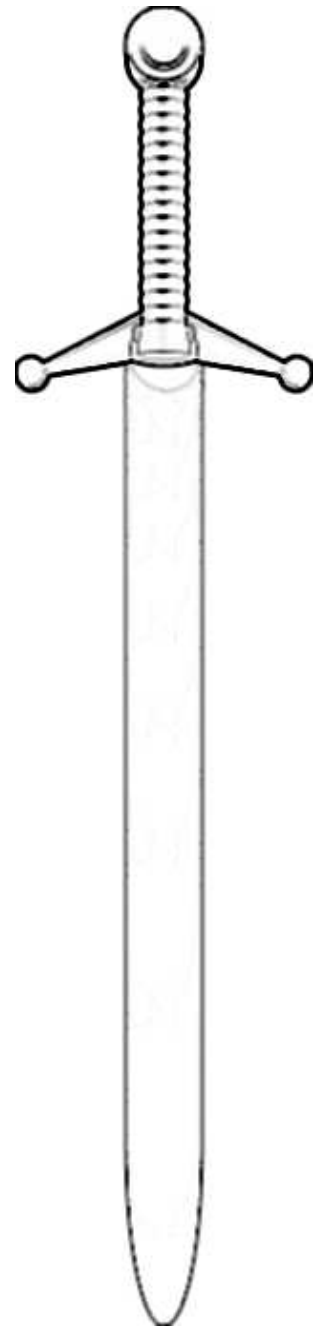
Sound

- 2 Caster's voice permanently amplified by a factor of ten, except to himself.
- 3 Caster must sing instead of speak for 3d days.
- 4 Next spoken phrase by caster is repeated in that hex for the next 3d days.
- 5 Caster gains a lisp.
- 6 Caster chirps like a bird for 3d minutes.
- 7 Spell succeeds, but is preceded by a deafening thunderclap.
- 8 Spell fails with a deafening thunderclap.
- 9 Caster goes deaf for the next 3d days.
- 10 The hex occupied by the caster has a permanent *Silence* spell cast on it.
- 11 Next spoken phrase by caster is heard by all living things within 6d miles.
- 12 Caster goes deaf.

Wards

- 2 Next attack against caster automatically hits, cannot be defended against, and does maximum damage.
- 3 Next successful attack against caster does maximum damage.
- 4 The caster's next foe gains 1d PD for 3d hours.
- 5 Next successful attack by anyone does double damage.
- 6 Caster immediately senses danger, whether or not there is any.
- 7 Spell works, but caster loses 1d DR for 3d hours.
- 8 Spell works, but caster's next successful attack does minimum damage.
- 9 The caster's next foe gains 1d+1 DR for 3d hours.
- 10 Next attack by anyone automatically hits, cannot be defended against, and does maximum damage.
- 11 Any missile attacks within 20 yards of the caster are attracted to the caster for 3d hours.
- 12 The caster's next foe permanently gains 2d ST and 1d DX.

Storyteller's Section



Rules

There are several cases within Caverns and Creatures where rules not covered by GURPS Lite are needed. In a few cases, they cover rules that even GURPS itself has neglected. This section will address these needed rules.

In an attempt to avoid replacing GURPS Basic, the rules in this section are deliberately made worse than their equivalents in the official rulebook. These rules will work. Better rules, you'll have to pay for.

Fright Checks

In any case that a character must make a Fright check, the player rolls 3d against his IQ score. If he fails, then his character must immediately flee the source of the Fright check, and will continue to do so for a number of seconds equal to the amount that the Fright check was failed. If the result was a critical failure, the character also gains a single five-point Disadvantage related to the cause of the Fright Check, chosen by the GM.

Darkness

GURPS Lite covers light and darkness well; this section covers fantasy-specific situations. A character attempting to fight by torchlight suffers a -4 on all Attack rolls. Attempting to fight by lantern-light will inflict a -2 penalty. The Light spell or Dancing Lights spell are as bright as torchlight, while the Continual Light spell is equal to a lantern. Those attempting to fight while using Clairvoyance to overcome darkness still suffer a -2.

Experience

One of the harder things to judge in a GURPS game is the amount of character points to give to a character as experience points. Certainly, GURPS Basic is of limited help here; its rules for experience character points is rather limited, and often contradictory. Fortunately, many adventures include an experience CP reward, based on a number of conditions. For those that do not, however, I shall include a small series of rewards, based on the Professional Package selected by the character.

Group Awards

Certain awards are granted to the group, for successful completion of mission goals. These awards are granted to all PCs equally, unless the GM has specific reasons not to award a particular PC (for example, a PC who was noticeably uncooperative with the party should receive fewer CP.) At most, a group may receive up to three group awards. This said, however, most parties will gain no more than one Group Award per session.

- Party completed or made significant headway towards completing a major story goal: +1
- Party defeated a major monster or villain that posed significant risk to the Party: +1
- Party recovered a significant amount of cash or a powerful magical item: +1

Individual Awards

Other awards are granted to individual PCs, based on their Professional Package. At most, a PC may gain two individual awards per session. The GM may select these two bonus awards from the General List, or from the Professional Package List.

General Awards

- Player had at least one clever idea: +1
- Player role-played his character well: +1

Warrior, Paladin, Ranger

- Player defeats a dangerous monster in single combat: +1

Mage, Bard

- Player casts spells to overcome problems: +1

Priest, Paladin, Druid

- Player casts spells to further his deity's ethos: +1

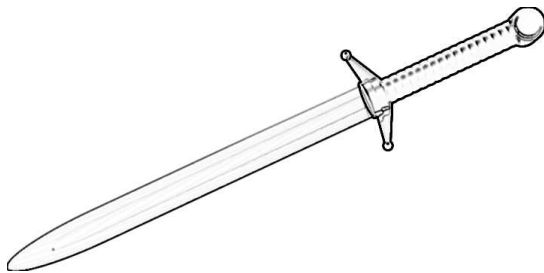
Thief, Bard

- Player successfully acquires significant treasure through stealth, trickery or outright robbery: +1
- Player successfully uses at least one Rogue or Bardic skill at a critical moment: +1

The Creature Feature

This document contains all of the monsters that you should need for a Fantasy game. More are available in other GURPS supplements, or online.

Three traits for each creature need explanation in this document. Size is the bonus or penalty required to successfully attack the creature in question. Treasure refers to the Treasure Table, and is explained in somewhat further detail in that section. Treasure values in brackets are found only in the creature's lair. Courage is the creature's Fright Check, and is rolled under certain circumstances: If the creature's leader is killed; If the creatures have lost over half their numbers; the first time magic is used against the creatures in combat. Failure indicates that the creatures will attempt a fighting retreat; critical failure indicates that the creatures will panic and flee.



Poisons

Several of the creatures within this book use toxic agents as an attack form. Poisons in this book are rated in strength from A (the weakest) to G (the deadliest).

Each poison has an onset time - the amount of time it needs to seep through the bloodstream and start to cause damage. A *Neutralize Poison* spell will stop the poison at this time. A *Slow Poison* spell will merely add its own duration to the onset time. Once onset has occurred, only a *Cure Poison* or *Heal* spell will stop its effects.

Type A poison is a painkiller and narcoleptic, often used by creatures as a hunting poison. Onset time is 2d second. After this time, the affected creature will begin to lose fatigue at a rate of one per second, until he or she falls unconscious. While fatigue is being lost, the creature will effectively have the Advantage of High Pain Threshold.

Type B poison is typically used by creatures such as wasps or bees. It is incredibly painful. Onset time is one second. The affected creature will suffer as much pain as he would have from 3d damage. That is, he will have a penalty to all Skill checks as though he had taken 3d damage. Even a creature with High Pain Threshold will suffer from 1d pain damage. The amount the creature suffers will go down by one point per second, until it reaches zero, and the toxin is flushed from the system.

A type C poison has an onset time of 2d minutes. At the end of this time, the affected creature must make a HT check or suffer one point of damage. Every minute thereafter, the creature must make another HT check, suffering one point of damage for every check failed, until it succeeds in a HT check. This toxin is typical of most natural creatures' venom.

A type D poison has an onset time of 1d rounds. At the end of this time, the character will begin losing Fatigue at the rate of one per minute. Once all Fatigue is lost, then the character falls unconscious, and must make a HT check at a -2. If this check is failed, the character begins taking one hit point of damage per minute, until he or she dies or the poison is neutralized.

A type E poison has an onset time of 1d rounds. At the end of this time, the affected creature must make a HT check or suffer 1d damage. Every round thereafter, the creature must make another HT check, suffering one point of damage for every check failed, until it succeeds in a HT check or dies. This toxin is typical of the more virulent natural poisons, such as cobra venom or black widow poison.

A type F poison has an onset time of 1d weeks. At the end of this time, the character must make an ageing check, regardless of his actual age! This is not actual ageing, but rather, represents a very slow-acting toxin affecting the system and causing breakdowns. If any of the four HT checks are failed, then the toxin remains in the bloodstream, and will take effect again the next month. If all four are passed, then the body has managed to purge the toxin.

A type G poison is incredibly dangerous, and represents poisons as deadly as cyanide. Onset time is 1d seconds. The affected creature must make a HT check at this time. Failure results in the instant death of the affected creature. Success still results in 2d damage.

Bane Sidhe

ST: 10 Damage: 1d
 DX: 10 Reach: C
 IQ: 15 Size: 0
 HT: 10 Treasure: (D)
 Move/Dodge: 5/5 Number: 1
 PD/DR: 0/0 Courage: 13

Skills: Brawling-10, Terror-15

A Bane Sidhe is the spirit of an evil female elf. They hate the living, and seek out dismal places to lair. The mere sight of a Bane Sidhe forces a Fright check. The spirit is capable of attacking physically, by means of a chilling touch that causes 1d damage, ignoring all PD and DR. The Bane Sidhe can also wail, causing anyone beholding it to make a Fright check at a -3, plus one per success on the Bane Sidhe's Terror roll.

Being incorporeal, the Bane Sidhe may not be attacked physically. However, spells may target it, as may Ethereal persons or any person wielding weapons that cross the Ether. Bane Sidhe are undead, and are therefore affected by any spells that normally may only affect undead creatures, but they are free-willed, and may therefore be charmed.

Barrow Wight

ST: 10 Damage: 1d
 DX: 12 Reach: C
 IQ: 8 Size: 0
 HT: 10 Treasure: (F)
 Move/Dodge: 7/8 Number: 3d-1
 PD/DR: 0/20 Courage: 14

Skills: Brawling-17

Barrow Wights bear a strong resemblance to zombies, but are more skeletal. They are undead; they take damage from holy water (2d per vial), and are subject to most spells that affect other undead.

The touch of a Barrow Wight is incredibly damaging to living creatures, causing 1d damage and ignoring all PD and DR. Those slain by Barrow Wights will rise as new Wights the next sundown, unless the body is blessed by a priest.

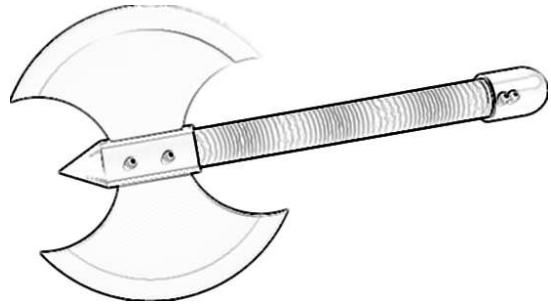
Silver and enchanted weapons automatically bypass a Barrow Wight's DR. Spells do not, unless they cause fire damage or are specifically designed to be used against undead.

Basilisk

ST: 7 Damage: Cr 1d-3
 DX: 10 Reach: C
 IQ: 3 Size: -1
 HT: 10/13 Treasure: (G)
 Move/Dodge: 3/3 Number: 1d-1
 PD/DR: 0/2 Courage: 12

Skills: Petrify-15

Small, lizardlike creatures from the Elemental Plane of Earth, Basilisks have the nasty habit of turning those they bite into stone. If the Basilisk successfully bites its target, and makes its Petrify roll, the target must resist with its HT or be turned into stone. This doesn't actually kill the target, but it does make it difficult to move around.



Bugbear

ST: 14 Damage: Cr/Cut 2d+3
 DX: 12 Reach: C, 1
 IQ: 8 Size: +1
 HT: 12 Treasure: J, K, L, M (F)
 Move/Dodge: 6/7 Number: 1d+1
 PD/DR: 2/4 Courage: 12

Skills: Brawling-15, Axe/Mace-15, Stealth-15, Shield-12

Bugbears are large, hairy cousins of the Goblins. They typically use simple weapons such as axes, maces, clubs and the like. They lair underground, but are not restricted to such; unlike Goblins and Orks, they suffer no penalties in strong daylight.

Despite their large size, Bugbears find it easy to move quietly underground. They prefer to attack from ambush if possible.

Carrion Crawler

ST: 6 Damage: Cr 1d-3
 DX: 12 Reach: C, 1
 IQ: 3 Size: +1
 HT: 12/11 Treasure: (F)
 Move/Dodge: 6/6 Number: 1d
 PD/DR: 0/0 Courage: 9

Skills: None

A Carrion Crawler is a large, grublike creature with eight long tentacles. The tentacles are covered with a sticky secretion that acts as a Type D toxin. Any creature hit by the tentacles on bare flesh will be affected within 1d rounds; if the area struck is covered with leather armour, onset time will be 3d rounds, unless the armour is removed before half the rolled time elapses.

The Carrion Crawler's head is covered with a tough hide, giving it a head DR of 4 rather than 2.

Chimera

ST: 30 Damage: See Below
 DX: 13 Reach: 1/C
 IQ: 4 Size: +2
 HT: 13/22 Treasure: (G)
 Move/Dodge: 6.5/7 Number: 1d-2
 PD/DR: See Below Courage: 13

Skills: None

Nobody is entirely certain where the Chimera originated, but it has become somewhat widespread. They prefer to live in caves in the mountains, but will also live in ruined buildings wherever they might find them.

A Chimera has the hindquarters of a goat, the forequarters of a lion, and two heads - that of both a lion and a goat. Its tail is a snake, ending with the snake's head. In combat, it will rake with its front claws for 3d cutting damage, or bite for 1d+1 impaling. Given enough room, it will begin combat by ramming, impaling its target on its horns for 3d+1 damage.

The creature has PD 2, DR 5 on its heads and forequarters, but only PD 1, DR 2 on its hindquarters. But those who would attack from the rear can be attacked by its tail, which does 1d-2 impaling. If one point or more from this bite gets past DR, then the bite also affects the creature with a Type C poison.

Cockatrice

ST: 8 Damage: Cr 1d-3
 DX: 17 Reach: C
 IQ: 3 Size: -1
 HT: 12 Treasure: (D)
 Move/Dodge: 7.25/7 Number: 1d
 PD/DR: 0/1 Courage: 11

Skills: None

A cockatrice is a bizaare combination of lizard and rooster. It would merely be a nuisance if it were not for its deadly poison.

If the bite of a cockatrice manages to do at least one point of damage to its target, the target will be affected by a Type D toxin. While not very intelligent, the cockatrice is quite canny. It will first try to target the torso, then the head if the torso is too well armoured, and will not attack the same location on the same target twice in a row.

Crypt Guardian

ST: 12 Damage: Cr 1d+2
 DX: 10 Reach: C
 IQ: - Size: 0
 HT: 10 Treasure: (T)
 Move/Dodge: 5/5 Number: 1
 PD/DR: 1/3 Courage: --

Skills: Brawling-17, Teleport-17

Crypt Guardians are nearly mindless undead; they are immune to Charm magics, but their complex programming allows them to seem quite clever. They resemble skeletons, save that they are usually dressed in long robes. As they are undead, splashing them with holy water will injure them (2d damage), and spells that normally affect the undead will affect Crypt Guardians. However, no caster may ever usurp control over a Crypt Guardian.

A Crypt Guardian may cast Teleport, sending any one individual to any place previously designated by the creator of the creature. The Crypt Guardian must touch the individual to be teleported. Damage that reduces a Crypt Guardian to zero hit points destroys the magic that animates it, and the monster will be destroyed permanently.

Djinni

ST: 25	Damage: Cr 2d
DX: 15	Reach: C
IQ: 13	Size: 0
HT: 12/17	Treasure: None
Move/Dodge: 20/6	Number: 1
PD/DR: 2/2	Courage: 14

Skills: Mend-21, Fog Cloud-20, Fabricate True-15, Gust of Wind-15, Brawling-19

Djinn are powerful spirits who make their home on the Elemental Plane of Air. They are only infrequently found on Earth, usually bound to some object such as a ring or lamp.

If a bound Djinni is discovered, the new Master may elect to have the Djinni serve him for one hundred and one days, or may choose instead to have the Djinni grant him three Limited Wishes. In either case, once the Djinni's service is complete, it is free to return to the Ethereal Plane of Air. If its master treated it well, it may remain in contact, possibly acting as a new Ally.

Doppelganger

ST: 10	Damage: Cr 1d-2
DX: 13	Reach: C
IQ: 12	Size: 0
HT: 11	Treasure: (C)
Move/Dodge: 6/7	Number: 2d
PD/DR: 0/2	Courage: 13

Skills: Alter Self-16, Brawling-15

Doppelgangers are grey, mostly featureless humanoids. Their thick hide provides them with some moderate protection, but its true purpose is to allow the Doppelganger to take on the form of any humanoid from four to eight feet in height.

Few have seen the Doppelganger in its true form. Before attacking its target, a Doppelganger will first take on the target's form. Once the victim has been slain, the Doppelganger will attempt to take his place. If discovered and slain, the Doppelganger's last instinctive action is to take on the form of its killer.

Dragon, Cloud

ST: 33	Damage: See below
DX: 15	Reach: C, 1, 2
IQ: 15	Size: +3
HT: 10/30	Treasure: (A)
Move/Dodge: 18/6	Number: 1d/2
PD/DR: 1/6	Courage: 15

Skills: Breath Weapon-15

Cloud Dragons are long, sinuous beasts, with no wings, dog-like faces and a thick coat of fur. They are very intelligent, and usually friendly towards humanoids. Cloud Dragons are manavores; they need not consume anything to survive. They are typically found in high mana zones, such as along ley lines or at nodes.

A Cloud Dragon will attempt to flee if something attacks it. Despite a lack of wings, Cloud Dragons can fly at a Move of 21. If forced to do battle, or if it chooses to enter battle willingly, it can bite for 2d-1 cutting damage, or claw for 3d+2 cutting damage. A Cloud Dragon's tail is not long enough to make effective tail slaps.

In addition to teeth and claws, the Cloud Dragon can breathe out a cloud of superheated steam. This takes one second of preparation. The dragon can choose to lay down a cone of steam, covering a sixty degree arc out to six hexes distance, or a cloud of steam, hitting a five-hex diameter circle. In either form, the steam will automatically inflict 1d damage on anything within the affected area. Worn armour will not protect the targets against this attack, but natural DR and Toughness will.

Cloud Dragons may turn invisible at will, requiring a second's concentration to do so. If the dragon attacks while invisible, it will instantly become visible. Attacks against the dragon while it is invisible are at a -10. Cloud Dragons may also cast any of the following spells, at a Skill of 16: *Alternate Reality*, *Choose Future*, *Gust of Wind*, *Control Winds*, *Weather Summoning*.

No person has ever seen a juvenile Cloud Dragon, and the species' method of reproduction is a complete mystery.

Dragon, Firedrake

ST: 27	Damage: See below
DX: 15	Reach: C, 1, 2
IQ: 12	Size: +3
HT: 9/27	Treasure: (A)
Move/Dodge: 18/6	Number: 1d/2
PD/DR: 2/8	Courage: 15

Skills: Stealth-18, Breath Weapon-15

Firedrakes are powerful dragons, possessing four limbs plus batlike wings that allow them to fly. They are intelligent and cunning fighters. The mere sight of a Firedrake causes a Fright check in any intelligent person. Both arms and legs may be used to claw, causing 3d-1 cutting damage, and the tail may be used to slap a target, doing 5d+2 crushing damage. Tail slaps have a Reach of 2, 3, 4. A bite will do 1d+2 impaling damage, but a dragon is loathe to bite living prey. A Firedrake may make up to two physical attacks per turn.

In addition to teeth and claws, the Firedrake can breathe fire. This takes one second of preparation. The dragon can choose to lay down a cone of fire, covering a sixty degree arc out to six hexes distance, or may spit a stream of flame out to twenty hexes distance, striking only one target. If the dragon chooses to breathe a cone, all creatures in the target area automatically take 1d+2 fire damage. A stream of fire will do 4d damage to its target, but the dragon must roll against Breath Weapon to hit his target. If the dragon is airborne, it may also lay down a fire blast hitting a five-hex diameter circle.

Firedrakes can change their skin colour, like a Chameleon. When at rest, Firedrakes are red and green; an angered Firedrake will turn completely red. Their camouflage allows them to hide in almost any surrounding.

Firedrakes are egg-layers, and typically solitary by nature. If two dragons are indicated, they will be a mated pair, and there is a two in six chance that there is an egg in the lair. If three are indicated, the third will be a juvenile dragon, not yet able to breathe fire and having a ST and Hit Points of 18. Juvenile Firedrakes inflict 1d+2 cutting damage with claws, and bite for 1d impaling.

Dragon, Serpent

ST: 50	Damage: See below
DX: 12	Reach: See below
IQ: 12	Size: +4
HT: 9/60	Treasure: (A, C)
Move/Dodge: 25/5	Number: 1d/2
PD/DR: 3/12	Courage: 18

Skills: None

The largest and most powerful of dragonkind. Serpents have four limbs plus small wings, though they are far too large to fly. They typically lair underground, and have also been known to lair underwater. They are excellent swimmers, able to cover ten yards per second underwater.

Serpents may strike with claws, causing 6d impaling damage, or they may bite, causing 2d+2 impaling. Their wings are tipped with spears, both at the tips and at the knuckle, allowing them to impale targets for 4d damage. They may also use their wings to buffet, causing 7d crushing damage, or they may slap with their tails for 8d crushing. They also have horns, which they may use to impale targets for 5d impaling damage. Serpents may make up to three physical attacks per round. Their Reach is 2, 3, 4 with most physical attacks, 1, 2, 3 with any wing attacks, and 3, 4, 5 with a tail slap.

Serpents may also breathe fire. Their breath weapon is a cone in shape, sixty degrees wide, and extending fifteen hexes from their mouth. All creatures within the area of effect will automatically take two dice of fire damage. The dragon must spend one round preparing to breathe, and must wait four turns before breathing again. Their breath weapons will even function underwater, though their range will be reduced to six hexes.

Despite their reptilian appearance, Serpents are live bearers, and typically solitary by nature. If two dragons are indicated, they will be a mated pair. If three are indicated, the third will be a juvenile dragon, not yet able to breathe fire and having a ST of 30 and Hit Points of 36. Juvenile Serpents inflict 3d impaling damage with claws, and bite for 1d+2 impaling. They may only attack twice per round, and will not make tail or wing-spear attacks.

Dragon, Wyvern

ST: 18	Damage: See below
DX: 15	Reach: 1, 2, 3
IQ: 9	Size: +2
HT: 10/20	Treasure: (B)
Move/Dodge: 6/7	Number: 1d
PD/DR: 2/6	Courage: 10

Skills: None

Wyverns are the smallest and stupidest of dragonkind. They lack front arms, having only rear legs and leathery wings. They will attempt to engage in combat while airborne, if at all possible. Their legs are powerful, but lack proper combat claws. Their tails, however, have a stinger, rather like a scorpions', and this is their primary weapon.

Wyverns may strike with their tail in any direction, even while flying, though their reach to the front is only C, 1. A strike from the tail will inflict 1d+2 impaling, or 3d from a slap. A bite will inflict 1d damage. If either a sting or a bite manages to do at least one point of damage to the target, after considering all DR, the target will be injected with a Type E venom. A Wyvern may also attempt to attack with the claws at the knuckle of their wings, though they may only do this while grounded. A hit from this claw will inflict 2d impaling damage. Wyverns may make up to two physical attacks per round.

A Wyvern may also empty its venom sacs in order to breathe a cloud of venom. This cloud will fill a three-hex-diameter area. Any creature within the cloud will be affected by a Type E venom, but gains a +2 to their initial HT check to resist. Breathing venom will render the Wyvern unable to inject venom on a bite for the next four hours, so the dragon will not use this ability unless desperate.

Wyverns are social dragons, usually found in flocks. If more than two Wyverns are encountered, the additional members of the flock will be juveniles. Juvenile Wyverns have a ST and Hit Points of 15. Their stingers inflict 1d+1 impaling damage; a tail slap does 2d+1 crushing; a bite inflicts 1d-1 cutting damage.

Dust Devil

ST: 10	Damage: Cr 1d-1
DX: 12	Reach: C
IQ: 6	Size: 0
HT: 10	Treasure: None
Move/Dodge: 5/5	Number: 1
PD/DR: 0/0	Courage: 18

Skills: None

Dust Devils are extremely weak Air Elementals, usually summoned by a Mage. They manifest as small, weak whirlwinds, sucking up small amounts of sand and dust.

A Dust Devil can strike once per round for 1d-1 crushing damage. If a Dust Devil suffers ten points of damage, it is dispersed.



Dybbuk

ST: 12	Damage: Cr 1d
DX: 12	Reach: C
IQ: 5	Size: 0
HT: 10/12	Treasure: (F, R)
Move/Dodge: 5/5	Number: 4d
PD/DR: 1/0	Courage: --

Skills: Brawling-13

Dybbuk are free-willed undead, but the magical processes that keep them alive have driven them mad. Like lesser forms of undead creatures, they are immune to charm spells, but take 2d damage from being splashed with a vial of holy water, and can be affected by Necromatic spells.

Dybbuk must feed on the flesh of living creatures to maintain themselves. They take no damage from crushing attacks. Damage that reduces a Dybbuk to zero hit points destroys the magic that animates it, and the Dybbuk will be destroyed permanently.

Efreeti

ST: 40	Damage: Cr 4d-1
DX: 12	Reach: C
IQ: 13	Size: 0
HT: 12/17	Treasure: None
Move/Dodge: 18/6	Number: 1
PD/DR: 2/3	Courage: 16

Skills: Invisibility-15, Wall of Fire-15, Ignite Fire-15, Brawling-21

Efreet are similar to Djinn, save for the fact that they come from the Elemental Plane of Fire. Also unlike the very human-seeming Djinn, Efreet are often oddly-coloured and sport horns, fangs and the like. When found in our world, they are typically bound to iron bottles.

A newly freed Efreeti will grant three Wishes to its rescuer. If the reaction check to its new master is good, it will most likely grant the wishes fairly close to the spirit they were made in. On a bad reaction check, the Efreeti will go out of its way to twist the wording to make the wish come true as badly as possible. However, until it has granted the three wishes, it may not return to its home plane, nor may it attack its master.

Elemental, Air

ST: 10	Damage: None
DX: 20	Reach: -
IQ: 7	Size: 0
HT: 15/25	Treasure: None
Move/Dodge: 18/6	Number: 1
PD/DR: 0/0	Courage: 17

Skills: Air Jet-25

An Air Elemental is the living spirit of air, embodied. The spirits are summoned from the Elemental Plane of Air, and upon arriving on our plane, immediately coalesce into a form much like a dust devil.

Though an Air Elemental cannot physically attack, it can direct an Air Jet at a target, causing the target to be knocked back 1d yards. If the target hits a solid object, he or she takes a number of dice equal to the distance he or she flew. Since Air Elementals are non-corporeal, only magic and magical weapons can affect them.

Elemental, Earth

ST: 55	Damage: Cr 6d
DX: 12	Reach: C, 1
IQ: 7	Size: +1
HT: 15/25	Treasure: None
Move/Dodge: 3/6	Number: 1
PD/DR: 4/25	Courage: 17

Skills: Brawling-25

Earth Elementals are spirits from the Elemental Plane of Earth, given anthropomorphic form. Their bodies are formed out of the rock, earth and stone of the area they are summoned in.

Simple and straightforward, an Earth Elemental will merely wade into battle, smashing all that oppose it.

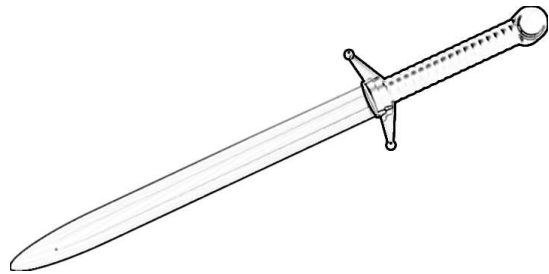
Elemental, Fire

ST: 10	Damage: Fire 3d
DX: 15	Reach: C, 1
IQ: 7	Size: 0
HT: 15/25	Treasure: None
Move/Dodge: 8/7	Number: 1
PD/DR: 0/0	Courage: 17

Skills: Fireball-25, Brawling-25

Fire Elementals are spirits from the Elemental Plane of Fire, summoned to our reality. They commandeer the nearest fire source, and feed it as much as possible.

The Fire Elemental is immune to any weapon not specifically designed to resist fire; indeed, attacking the Fire Elemental with normal weapons merely results in the destruction of that weapon. The Fire Elemental can attack by striking with a flaming paw, or by hurling a fireball out to thirty yards. It is, of course, immune to any fire attacks.



Elemental, Water

ST: 20 Damage: Cr 3d
 DX: 15 Reach: C to 3
 IQ: 7 Size: 0
 HT: 15/25 Treasure: None
 Move/Dodge: 5/5 Number: 1
 PD/DR: 0/0 Courage: 17

Skills: Brawling-25

Water Elementals are spirits from the Elemental Plane of Water, given form by means of animating large amounts of water. They prefer to remain in water, where they are invisible (-10 to be hit), but can move out onto land.

Water Elementals can lash out with a pseudopod of water, striking for 3d damage. They are not immaterial, but so fluid as to be the next best thing; physical attacks merely flow right through them, even from enchanted weapons. However, fire attacks do double normal damage!

Ent

ST: 20 Damage: Cr 2d/3d+2
 DX: 14 Reach: C
 IQ: 11 Size: +2
 HT: 12/20 Treasure: Px5, S
 Move/Dodge: 6/3 Number: 4d-3
 PD/DR: 0/0 Courage: 15

Skills: Brawling-17

Ents are large intelligent plants, dedicated to protecting the forest and hating evil things. They are normally peaceful, but can be terrible foes if provoked. An Ent can strike twice per round, doing 2d crushing damage per swing, or once, doing 3d+2 crushing damage. Despite their size, they can move quickly if they need to.

Ents often appear a little bit stupid, due to the slow speed at which they talk, and the amount of time they spend pondering problems. However, they are often more intelligent than most of the smaller races, and certainly more tolerant and patient.

Gargoyle

ST: 15 Damage: Cr 1d+3
 DX: 10 Reach: C
 IQ: 7 Size: 0
 HT: 13/20 Treasure: Mx10 (E)
 Move/Dodge: 12/5 Number: 2d+1
 PD/DR: 0/0 Courage: -

Skills: Brawling-18

Gargoyles are magically animated statues, made hideously ugly. They can fly, by means of a *levitation* effect. They attack with claws, doing 1d+3 crushing damage.

Gargoyles were originally created to guard buildings, but a limited amount of free will was programmed into them. In particular, a Gargoyle will attempt to gather treasure from those it slays.

Ghost

ST: 10 Damage: 1d
 DX: 12 Reach: C
 IQ: 13 Size: 0
 HT: 10 Treasure: (D)
 Move/Dodge: 5/5 Number: 1
 PD/DR: 0/0 Courage: 12

Skills: Brawling-21, Age-15

Ghosts are the restless spirits of the evil dead. They are free-willed ethereal undead; holy water causes no damage to them, and they may only be attacked magically or ethereally.

The touch of a Ghost does 1d damage, ignoring all PD and DR, and will also (if the Ghost makes its Age roll) age the person struck by one year. The target may attempt to resist this by rolling a HT check, with a penalty equal to the amount the Ghost made its Age check.

Giant, Greater

ST: 50 Damage: Cut 8d
 DX: 12 Reach: C to 8
 IQ: 10 Size: +4
 HT: 12/45 Treasure: (C)
 Move/Dodge: 30/6 Number: 1d+2
 PD/DR: 3/10 Courage: 15

Skills: Two-Handed Sword-27, Broad Sword-27, Brawling-26, Throwing-27

These are the Frost and Fire Giants, battled by Thor and the Gods in Norse mythology. Frost Giants and Fire Giants are effectively the same,

save for habitat and the fact that they war continuously against each other. Fire Giants take -2 damage per die from any fire-based attack; Frost Giants take -2 damage per die from any cold-based attack.

Greater Giants employ massive bastard swords. There is a 4 in 6 chance that any one Greater Giant has a shield, and is using his sword single handed. Those using their swords double-handed will do an additional +5 damage. Greater Giants will also toss boulders, inflicting cr 6d damage per rock, with a range of 100/350.

Owing to their continual wars with each other, Greater Giants are well-trained in tactics, and will usually have an unpleasant surprise ready for any attackers.

Giant, Lesser

ST: 30	Damage: Cr 6d
DX: 13	Reach: C to 6
IQ: 8	Size: +3
HT: 9/30	Treasure: (D)
Move/Dodge: 11/5	Number: 2d
PD/DR: 0/2	Courage: 14

Skills: Staff-23, Brawling-22, Throwing-23

Giants are exactly that: huge human-like people, standing at average twenty feet tall.

The Giants are quite skilled in battle, typically wielding medium-sized trees as staves or merely wading into battle with fists and feet. They will also hurl boulders as missile weapons, doing 3d crushing with a range of 60/105. Typically, their boulders will weigh between fifty and a hundred pounds.

Though not overly bright, they have managed to work out the basics of tactics. Often, if a large group is encountered, the Giants will leave one or two of their number back with a large supply of boulders to provide fire support. They are also not above staging an ambush. Against more dangerous foes than themselves, they will concentrate their attacks, attempting to knock out their targets one at a time.

Gnoll

ST: 12	Damage: Cut 1d+5
DX: 11	Reach: C, 1, 2
IQ: 8	Size: 0
HT: 10	Treasure: L, M (D, Px5, Q)
Move/Dodge: 5/6	Number: 2d
PD/DR: 1/2	Courage: 11

Skills: Brawling-13, Polearm-13, Spear-13

Gnolls are large, evil goblinoids, resembling dogs or hyenas. They travel in 'gangs', typically with the leader being the largest and strongest Gnoll present.

Gnolls believe in strength in numbers. They prefer to try and overrun their opponents with sheer numbers using horde tactics. They will occasionally use ambush tactics, but it is not common. Gnolls favour spears and polearms in combat, and generally don't use missile weapons.

Goblin

ST: 8	Damage: Cr/Cut 1d
DX: 10	Reach: C, 1
IQ: 9	Size: -1
HT: 10/6	Treasure: K (E)
Move/Dodge: 4/6	Number: 4d
PD/DR: 1/1	Courage: 10

Skills: Brawling-12, Shield-12, Spear-12, Axe/Mace-12, Short Sword-11, Bow-11

Goblins are 'pest' monsters, usually residing underground. They have infravision, allowing them to see quite well in the dark, but their eyes are very sensitive to bright light. Aboveground, during the day, they suffer a -1 to all Success rolls. They occasionally come out at night to raid villages.

Goblins prefer weapons that require little training--axes, spears and maces. They will occasionally use shortbows as missile weapons, firing one or two volleys before closing for battle.

There is a 1 in 6 chance that a party of Goblins will be astride Worgs.

Golem, Clay

ST: 15	Damage: Cr 1d+1
DX: 11	Reach: C, 1
IQ: 8	Size: +1
HT: 13/20	Treasure: None
Move/Dodge: 6/6	Number: 1
PD/DR: 0/0	Courage: --

Skills: Brawling-12, Haste-15

A Clay Golem is a statue made of clay, animated by an Elemental Spirit and bound to the will of the caster. It strikes with its fists in combat, and can use melee weapons if so directed by its creator at default levels. They are completely immune to any Charm spells or fire attacks.

Once per day, the Clay Golem can use *Haste* on itself. This will boost its Move and Dodge to 10 for five rounds. Generally, it will be programmed not to use the *Haste* until it has taken at least one point of damage.

A Clay Golem has, on its chest, a large dedicated powerstone. This powerstone provides the mana required to operate the Golem. A successful called shot at the stone (-5 penalty) will strike the stone. The stone has DR 3 and 5 hit points. Destroying the stone will kill the golem. As the stone is dedicated, recovering it intact after destroying the golem is of little use.

Golem, Flesh

ST: 18	Damage: Cr 1d+2
DX: 12	Reach: C
IQ: 8	Size: 0
HT: 13/20	Treasure: None
Move/Dodge: 6/6	Number: 1
PD/DR: 0/0	Courage: --

Skills: Brawling-12, One Weapon Skill-12

A Flesh Golem is a composite being, stitched together from several sets of human remains and animated by an Elemental Spirit. They often reek of the grave, leading those who encounter them to mistake them for the Undead.

Unlike other constructs, Flesh Golems are faintly self-aware. Their reasoning ability is very low, but they are capable of personal initiative. Though they cannot talk, they understand any languages that their creator spoke. They cannot be ordered into obviously suicidal acts, though merely life-threatening orders are obeyed instantly.

A Flesh Golem will strike with its fists, or can use one weapon designated by its creator. It is immune to Charm spells, and lightning attacks will actually repair one hit of damage for every die normally inflicted by the attack. Flesh Golems have DR 10 against bludgeoning attacks only.

A Flesh Golem has, at its core, a dedicated powerstone. This powerstone provides the mana required to operate the Golem. A successful called shot at the heart (-6 penalty) will strike the stone. The stone has DR 3 and 2 hit points. Destroying the stone will kill the golem. As the stone is dedicated, recovering it intact after destroying the golem is of little use.

Golem, Iron

ST: 30	Damage: Cr 3d
DX: 12	Reach: C, 1
IQ: 9	Size: +1
HT: 15/40	Treasure: None
Move/Dodge: 6/6	Number: 1
PD/DR: 3/6	Courage: --

Skills: Brawling-13, One Weapon Skill-13

Iron Golems are massive suits of armour, standing nine feet tall, magically animated by an Elemental Spirit and bound to the will of its master. They are almost always armed with swords of some sort, but can be designed to use any all-metal weapons.

Iron Golems are totally immune to all spells, save those specifically designed to affect metals. Fire attacks actually heal the golem, at a rate of one hit per die of damage inflicted by the attack.

The helmet of an Iron Golem has, in its core, a dedicated powerstone. This powerstone provides the mana required to operate the Golem. A successful brain through eyeslot called shot (-10 penalty) will strike the stone, bypassing the Iron Golem's DR entirely. The stone itself has DR 3 and 3 hit points. Destroying the stone will kill the golem. As the stone is dedicated, recovering it intact after destroying the golem is of little use.

Golem, Stone

ST: 20 Damage: Cr 2d-1
 DX: 11 Reach: C
 IQ: 8 Size: 0
 HT: 13/20 Treasure: None
 Move/Dodge: 6/6 Number: 1
 PD/DR: 2/4 Courage: --

Skills: Brawling-11, One Weapon Skill-11, Slow-15

Stone Golems are humanoid statues, animated by an Elemental Spirit and bound to the will of their creator. Stone Golems are totally immune to spells. Though the least skilled in battle, they are very strong and quite well protected. Stone Golems can cast *Slow*, which they will do on the first creature to successfully damage them.

A Stone Golem has, at its core, a dedicated powerstone. This powerstone provides the mana required to operate the Golem. A successful called shot at the heart (-6 penalty) will strike the stone. The stone has DR 3 and 2 hit points. Destroying the stone will kill the golem. As the stone is dedicated, recovering it intact after destroying the golem is of little use.

Golem, Wood

ST: 15 Damage: Cr 1d+1
 DX: 11 Reach: C, 1
 IQ: 8 Size: +1
 HT: 13/20 Treasure: None
 Move/Dodge: 6/6 Number: 1
 PD/DR: 0/1 Courage: --

Skills: Brawling-12

A Wood Golem is a statue made of wood, animated by an Elemental Spirit and bound to the will of the caster. It strikes with its fists in combat, and can use melee weapons if so directed by its creator at default levels. They are completely immune to any Charm spells, but take double damage from fire attacks.

A Wood Golem has, buried deep in its chest, a large dedicated powerstone. This powerstone provides the mana required to operate the Golem. A successful called shot at the stone (-8 penalty) will strike the stone. The stone has DR 3 and 5 hit points. Destroying the stone will kill the Golem. As the stone is dedicated, recovering it intact after destroying the Golem is of little use.

Gryphon

ST: 22 Damage: Cut 2d
 DX: 15 Reach: C
 IQ: 5 Size: +2
 HT: 11/14 Treasure: (E, Q)
 Move/Dodge: 13/6 Number: 2d
 PD/DR: 1/2 Courage: 11

Skills: None

Gryphons have the body of a lion, with an eagle's head, wings and foreclaws. Their favourite food is horsemeat, and this often brings them into conflict with humans and demihumans.

Gryphons are fiercely territorial and loyal. A Gryphon hatchling can be tamed and trained, and make excellent mounts.

Gwythaint

ST: 13 Damage: Cut 1d
 DX: 15 Reach: C
 IQ: 5 Size: 0
 HT: 11/8 Treasure: None
 Move/Dodge: 13/6 Number: 2d
 PD/DR: 1/2 Courage: 11

Skills: None

Gwythaints resemble very large vultures, but are fiercer predators than eagles. They are foul-tempered birds, and will usually attack anything that comes near their nests.

Hobgoblin

ST: 10 Damage: Cr/Cut 1d+2
 DX: 10 Reach: C, 1
 IQ: 10 Size: 0
 HT: 10/9 Treasure: J, M (Px5, D)
 Move/Dodge: 5/6 Number: 3d+2
 PD/DR: 1/2 Courage: 12

Skills: Broadsword-13, Polearm-13, Shield-13, Flail-13

Hobgoblins are larger, nastier cousins of the Goblins. They are more skilled at arms, and reasonably good at tactics. A party of these creatures would most likely prove to be quite a challenge for a beginning party.

Like their smaller brethren, Hobgoblins can see up to twenty yards underground, due to their infravision. However, they do not suffer the same penalties as Goblins aboveground.

Hydra

ST: 50	Damage: Cut 2d+2
DX: 12	Reach: 2, 3, 4
IQ: 4	Size: +4
HT: 10/50	Treasure: None
Move/Dodge: 27/5	Number: 1
PD/DR: 0/5	Courage: 9

Skills: None

Hydrae are massive reptilian creatures with multiple heads. Typically, any one Hydra will have 1d+4 heads. The capabilities of the Hydra vary depending on the number of heads. Add one to the creature's DX (for attack purposes only) and five hit points per head.

It is not true that a Hydra will regrow two heads for every one destroyed, though it sometimes seems that way. A Hydra's body regenerates one hit point per minute unless slain, and the heads each regenerate one hit point per second. Fire or acid damage will prevent regeneration.

At most, any one normal-sized creature can be attacked by four heads. Smaller humanoids, such as Dwarves and Gnomes, can be attacked by three heads, and Hobbits by only two.

Invisible Stalker

ST: 10	Damage: See below
DX: 14	Reach: C
IQ: 14	Size: 0
HT: 10/15	Treasure: None
Move/Dodge: 6/6	Number: 1
PD/DR: 0/0	Courage: 14

Skills: Stealth-20, Brawling-22

These creatures are spirits from the Elemental Plane of Air. Unlike more conventional Air Elementals, these creatures are very intelligent. When found on our plane, they have typically been summoned by a wizard to carry out a duty.

Invisible Stalkers are naturally invisible, but not intangible. Perception checks and attack rolls against them are at a -10. They attack by forming the air into a micro-thin edge, and either cutting for 3d-3 damage or impaling for 2d-2. The attacks of an Invisible Stalker are armour piercing; divide the DR of its target by two, but also divide damage that gets past DR by two before cutting or impaling bonuses.

Kobold

ST: 8	Damage: Cr/Cut 1d-2
DX: 11	Reach: C, 1
IQ: 10	Size: -2
HT: 10/5	Treasure: J, N (Px5)
Move/Dodge: 3/6	Number: 3d+2
PD/DR: 1/1	Courage: 8

Skills: Traps-12, Knife-12, Spear-12

Kobolds are small, cowardly and sadistic creatures. They resemble humanoid dogs, save for the fact that their skin is scaly and they have small horns. Their small size lead them to frequently be underestimated by foes.

Kobolds tend to use knives and spears made of bone and flint; if they can get it, they will use steel weapons. Like many other Goblinoids, Kobolds have infravision, but suffer a -1 to all success checks when in strong daylight.

Lich

ST: 18	Damage: 3d
DX: 15	Reach: C
IQ: 20	Size: 0
HT: 15/20	Treasure: (B)
Move/Dodge: 5/5	Number: 1
PD/DR: 0/10	Courage: 18

Skills: Fear-15, Brawling-23, Any Spells-20

Liches are spell-casters who have discovered a means of attaining immortality...sort of. Their bodies wither, becoming gaunt and skeletal. Liches take damage from holy water (2d per vial), and are subject to most spells that affect Undead, but are totally immune to Charm spells and undead control spells. Liches are not uniformly evil, but the vast majority are.

Anyone seeing a Lich must immediately make a Fright check. The touch of a Lich is incredibly damaging, causing 3d directly to the target, bypassing all PD and DR. Liches will rarely engage in combat, preferring to use their spells.

But as hard as it is to defeat a Lich in combat, truly destroying it is harder still. The life force of a Lich is contained within some portion of its body that has been excised and hidden away. Unless this portion is discovered and destroyed, a defeated Lich will re-form, fully healed, in twenty-four hours.

Minotaur

ST: 17	Damage: Cr 1d/Cut 3d
DX: 16	Reach: C, 1
IQ: 6	Size: 0
HT: 14/17	Treasure: (E)
Move/Dodge: 7.5/8	Number: 1d+1
PD/DR: 1/3	Courage: 13

Skills: Axe/Mace-19, Brawling-19, Stealth-16

Large, powerful, quick, and stupid, Minotaurs are the offspring of a cursed queen and a demon in the form of a bull. The race has spread quite widely.

There is a 3 in 6 chance that a Minotaur will have an axe. If it does not, then it will attack with its fists for 1d damage, or with its horns, doing 1d+2 impaling. They make their Perception checks on a 12, and their Smell checks on a 16.

Mummy

ST: 15	Damage: Cr 2d
DX: 14	Reach: C
IQ: 7	Size: 0
HT: 10/20	Treasure: O (D)
Move/Dodge: 3/5	Number: 1d+1
PD/DR: 0/4	Courage: 15

Skills: Brawling-19, Fear-15, Curse-15

Similar to Zombies, but much more powerful, Mummies are embalmed corpses that have been animated by powerful magics. Any person who sees a Mummy must make a Fright check at -2.

The touch of a Mummy has the potential to inflict a powerful curse on the subject. Every time a person is struck by a Mummy, and the Mummy successfully rolls its Curse skill, the GM may choose to replace any one later roll made by the character with any value he chooses. These curses may carry over between sessions, and should never be used for good results!

Damage that reduces a Mummy to zero hit points destroys the magic that animates it, and the Mummy will be destroyed permanently.

There exists a somewhat rarer form of Mummy, called the Children of Osiris. These creatures, like the Dybbuk, may feed on the flesh of the living to heal, or may simply bask in the sun. Flesh is faster; one full body will restore its base HP in damage, but one entire day in the sun will only heal one point. They are more

intelligent, having an IQ of 14, and will have either Combat Reflexes or one level of Magical Aptitude. They can easily pass for human if not too badly injured.

The Children of Osiris cannot be slain in battle; no matter how much damage they take, they are never truly destroyed, and will simply reform after a great amount of time. However, they cannot regenerate without sunlight or flesh, and if reduced to -5xHT, fall into a state of torpor. There are rumours of Children of Osiris locked away, far from the sun, awaiting the day they can escape.

Ogre

ST: 20	Damage: Cr 2d-1/3d+1
DX: 11	Reach: C, 1, 2
IQ: 8	Size: +2
HT: 15/20	Treasure: J, M (P, F, Q)
Move/Dodge: 14/7	Number: 2d
PD/DR: 1/2	Courage: 12

Skills: Club-15, Brawling-15

Ogres are the largest of the Goblinoids, and lone Ogres often will ally with Orks. They are stupid, ugly, smelly, bad tempered and sadistic, and those are their good points. They will attack with their bare hands, or with a club, but rarely can figure out more advanced weaponry.

Ork

ST: 11	Damage: Cr/Cut 1d+2
DX: 10	Reach: C, 1
IQ: 9	Size: 0
HT: 10/8	Treasure: L (E, N, Px10, Q)
Move/Dodge: 5/6	Number: 5d
PD/DR: 1/2	Courage: 12

Skills: Broad Sword-12, Flail-12, Brawling-12, Crossbow-10, Axe-12

Orks are a more highly evolved form of Goblin, both physically and culturally. Where Goblins are chaotic pests, Orks are a serious threat to other Humanoid races. They understand tactics and strategy, and enjoy tactics such as ambushes and sniping. Orkish society has developed a stern code of honour, from which few Orks will deviate, but said code of honour is not at all chivalric.

Orks typically appear in great numbers. Each tribe will have a battle standard, and is led by the largest and toughest Ork in the tribe. Orks

would never consider turning against their Chieftain.

Orks have infravision, like their smaller Goblin cousins, but suffer a -1 penalty to all Success rolls under daylight. There is a 1 in 6 chance that a tribe of Orks will be accompanied by one to three Ogres, and a further 1 in 6 chance that any one band of Orks will be led by an Orog-Hai.

Orog-Hai

ST: 12	Damage: Cr/Cut 1d+4
DX: 10	Reach: C, 1
IQ: 10	Size: 0
HT: 10/12	Treasure: L (E, O, Px10, Q)
Move/Dodge: 5/6	Number: 2d
PD/DR: 3/5	Courage: 15

Skills: Broad Sword-14, Flail-14, Brawling-14, Crossbow-12, Axe-14

Orog-Hai are a race of larger, stronger Orks, possibly mixed with Ogre blood. For some reason that nobody has been able to explain, Orks will instinctively obey the Orog-Hai.

As skilled as Orks are in tactics, the Orog-Hai are even better. Orog-Hai often serve as warleaders or Chieftains. Orog-Hai have also been known to hire themselves out as mercenaries. Where Orks wear light armour, and carry low-quality weapons, Orog-Hai use plate armour and carry the best weapons that they can steal.

Roc

ST: 40	Damage: Cut 4d+1/Cut 2d+1
DX: 12	Reach: C to 6
IQ: 4	Size: +6
HT: 13/130	Treasure: (E)
Move/Dodge: 120/5	Number: 1d/3
PD/DR: 0/0	Courage: 11

Skills: Flight-15, Brawling-15

Rocs are giant eagles, measuring sixty feet long. In battle, they will attempt to grab and fly off with a target, then drop it or else bite it with their beaks. Biting damage is Cut 2d+1; falling damage varies based on altitude.

Giants have been known to domesticate Rocs and use them for steeds. Certainly, no smaller race is capable of doing this.

Salamander

ST: 6	Damage: See below
DX: 12	Reach: C
IQ: 3	Size: -2
HT: 10/5	Treasure: None
Move/Dodge: 3/5	Number: 1d
PD/DR: 0/0	Courage: 9

Skills: None

These creatures appear to be rather large lizards. Their colours range from bright red to mottled black and dark red.

Salamanders are completely immune to fire. Even the heat of an atomic blast, or being dropped into a nearby star, would not harm them in the slightest. Furthermore, their skin temperature typically hovers around three hundred degrees centigrade. A bite from a Salamander inflicts 1d-4 cutting damage, plus 2d heat damage.

Skeleton

ST: 10	Damage: Cr 1d-2/Cut 1d
DX: 12	Reach: C
IQ: -	Size: 0
HT: 10	Treasure: None
Move/Dodge: 6/6	Number: 5d
PD/DR: 0/0	Courage: -

Skills: Brawling-13, Broadsword-13

Skeletons can be animated through the use of Necromantic spells. As mindless undead, they cannot think for themselves, but merely follow the directions they were given when created. They are immune to all Charm spells, but may be affected by any spell that normally affects the undead. A vial of holy water, when splashed on a Skeleton, does 2d damage.

Skeletons take full damage from crushing attacks, half damage from cutting, and only one point of damage from a successful impaling attack. Damage that reduces a Skeleton to zero hit points destroys the magic that animates it, and the Skeleton will be destroyed permanently. Skeletons do not heal!

Strix

ST: 5	Damage: Imp 1d-2
DX: 10	Reach: C
IQ: 5	Size: -2
HT: 14/3	Treasure: None
Move/Dodge: 6/6	Number: 2d
PD/DR: 0/0	Courage: 15

Skills: None

These creatures resemble hummingbirds, save for their size and two extra sets of legs. They feed on blood, and will attack almost anything fearlessly. If a Strix successfully hits its target and does at least one point of damage, it will begin to draw blood at a rate of one hit point per turn, until it has drawn a total of three points. At that point, the Strix will detach and fly off to digest its meal. A feeding Strix may be cut off by its victim, and may not dodge an attempt to do this.

Troll

ST: 18	Damage: Cr 1d+2
DX: 16	Reach: C
IQ: 8	Size: 0
HT: 14/20	Treasure: P (D)
Move/Dodge: 7.5/8	Number: 2d
PD/DR: 1/12	Courage: 14

Skills: Brawling-19

Trolls are hideous creatures, forged of stone and given the breath of light. Their hide can bounce almost any weapon with impunity. Worse yet, it is nearly impossible to slay a troll. They heal one point of damage per combat round, even if reduced to $-5 \times \text{HT}$. However, they cannot regenerate damage due to fire or acid, though this damage will heal at a normal rate of one per day. If they fail a HT check to stay conscious, they may be destroyed at the party's leisure, by dousing the body with oil or acid.

As powerful as trolls are in battle, the magics that enchant them are disrupted by sunlight, causing 1d damage per minute of exposure. If they take 34 points of damage total from sunlight, the enchantment on them fails, turning them back to statues forever. Therefore, trolls hate and fear sunlight, remaining only in the deepest and gloomiest forests, caves and ruins.

Undine

ST: 9	Damage: Cr 1d-1
DX: 11	Reach: C
IQ: 9	Size: 0
HT: 10	Treasure: None
Move/Dodge: 6/6	Number: 1d
PD/DR: 0/1	Courage: 11

Skills: None

Undines are lesser spirits from the Plane of Water. When at rest, an Undine appears as an attractive female Elf; when in battle, they appear to be a snake formed of water.

Undines are not too bright, and have an effective Will of 8. They are nearly invisible in water, and opponents have a -8 to strike them when they are underwater. They are very fluid, and do not suffer additional damage from cutting or impaling attacks. Fire attacks, however, cause double damage to an Undine.

Vampire

ST: 15	Damage: Cr 1d+3
DX: 15	Reach: C
IQ: 14	Size: 0
HT: 15	Treasure: (C)
Move/Dodge: 7/8	Number: 1d/2
PD/DR: 0/0	Courage: 16

Skills: Brawling-21, Cure Light Wounds-20, Charm Person-20, Invisibility-20, Armour-20, Strength-20

Vampires are the most feared of the undead, as they can pass without notice among humankind. There are three types of vampires: minions, masters and lords. The stats above are for a typical master vampire.

A vampire lord comes into existence when a mage questing for the secret of immortality makes a pact with a demon. The demon's spirit enters the mage's body, destroying the mage's soul in the process. The vampire lord will typically create a number of master vampires, and send them out to spread chaos.

A master vampire can create more vampires, though those vampires are considerably weaker. A minion vampire will not have as much magic available to it, nor will its Attributes be as high. When a minion vampire has been in existence for sufficient time, it will be able to break free from its master, becoming a master vampire itself.

Vampires take damage from holy water (2d per vial), and are subject to most spells that affect Undead, but are totally immune to Charm spells and undead control spells. Sunlight causes 1d damage per round of exposure, as does being immersed in running water. A stake through the heart--typically only possible if the vampire is caught sleeping--will slay the vampire instantly.

If a person attempts to hold a Vampire at bay with a holy symbol, the Vampire will typically laugh...unless the person doing so has Clerical Investment at two levels or higher, or the Advantage of True Faith. In this event, the Vampire must make a Fright Check with a -1 penalty for every five points in either of the above Advantages.

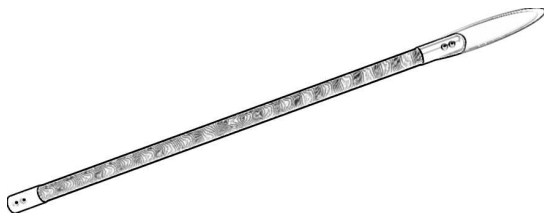
Wraith

ST: 10	Damage: Special
DX: 12	Reach: C
IQ: 12	Size: 0
HT: 10/15	Treasure: (E)
Move/Dodge: 12/6	Number: 2d
PD/DR: 0/0	Courage: 15

Skills: Brawling-17

Wraiths appear to be formless shadows, with glowing red eyes. They are non-corporeal undead; they can only be attacked by magic or by ethereal creatures. Spells that normally affect undead creatures will affect a Wraith.

The touch of a Wraith lowers the target's HT Attribute by 1d. If the target's HT drops below zero, he or she dies, and will rise again the next night as a Wraith. Every point of HT drained by a Wraith will heal one point of damage taken by the Wraith. Drained HT is recovered at a rate of one per day.



Worg

ST: 18	Damage: Imp 1d+2
DX: 12	Reach: C
IQ: 6	Size: +2
HT: 12/16	Treasure: None
Move/Dodge: 8/8	Number: 2d
PD/DR: 0/1	Courage: 14

Skills: None

Worgs are massive pack-running carnivores, resembling giant wolves or jackals. Their long front legs and shorter rear legs give them a comical gait, but there is nothing comical about their bite. Worgs are semi-intelligent, and have been occasionally domesticated by goblins.

Zombie

ST: 12	Damage: Cr 1d
DX: 10	Reach: C
IQ: -	Size: 0
HT: 15	Treasure: None
Move/Dodge: 3/6	Number: 4d
PD/DR: 0/5	Courage: -

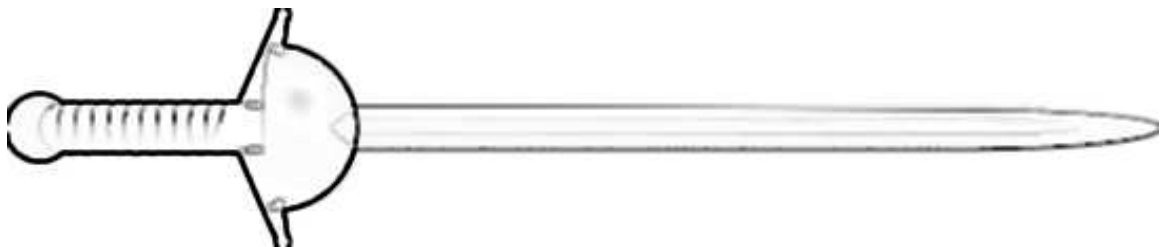
Skills: Brawling-13

Zombies are the animated remains of a recently deceased person. Creation of a Zombie takes some doing; the mage must be present as the person expires. Therefore, these creatures are fortunately rare.

A Zombie is totally immune to any form of crushing attack. They are undead, and therefore take damage from holy water (2d per vial). They are subject to most spells that affect Undead, but are totally immune to Charm spells.

Treasure

Lair Treasures						
Type	Copper	Silver	Gold	Gems	Art	Magic Items
A	3-8 1dx1000	3-9 (1d+1)x1000	3-11 (1d+1)x100	3-10 4d+2	3-10 3d+2	3-7 Any 6
B	-- --	3-6 1dx1000	3-9 3dx10	3-7 3d+1	3-6 1d+1	3-8 Any 5 Except Weapons
C	3-8 2dx50	3-9 1dx50	3-9 6d	3-11 1d	3-10 1d/2	3-9 Any 3
D	3-5 3dx20	3-8 5dx20	3-8 5d	3-7 1d/2	3-6 1	3-8 Any 3 + 1 Scroll
E	3-6 3dx10	3-7 5dx10	3-10 2d	3-8 1	3-6 1	3-7 Any 2 + 1 Elixer
F	3-7 5dx10	3-9 3dx10	-- --	3-8 1	3-5 1	3-6 Any 2
G	3-10 3dx10	3-8 2dx10	3-8 1d	3-8 1d/2	3-5 1	3-6 1 Armour or Weapon



Individual and Small Lair Treasures						
Type	Copper	Silver	Gold	Gems	Art	Magic Items
J	1d+1	--	--	--	--	--
K	--	1d	--	--	--	--
L	--	1d+2	--	--	--	--
M	--	--	1d	--	--	--
N	2d+2	1d+3	--	--	--	--
O	--	3d+1	3d	--	--	--
P	--	--	--	1d-1	--	--
Q	--	--	--	--	--	1d+1 Elixers
R	--	--	--	--	--	1d-1 Scrolls
S	--	--	--	--	--	2 Elixers
T	3-18 (2d-1)x10	3-18 2dx10	3-18 2dx10	3-10 1d	3-10 2d	3-10 Any 3

To use the treasure tables, first find the letter given under the monster listing. Move across the row, rolling 3d for each entry that has a range listed. If the roll falls within the indicated range, roll the amount specified to determine the amount of items found.

Most of the entries in the Individual and Small Lair Table have no range; treat these as a range of 3-18 - always appearing.

When rolling treasure results, multiply the resulting values by the number of monsters encountered. The exception to this is magical items; they are rolled once per group of monsters, and only if at least 50% of the maximum number of monsters appearing is rolled. Most monsters with an IQ of seven or higher will use magical items. This is especially true of magical weapons and armour.

Coins

When coins are found as part of a treasure horde, they will usually be collected into bags or chests. Fifty coins of any sort except gold, platinum or adamant weigh one pound; for the exceptions, twenty coins weigh one pound.

Gems

When gems are found, determine the value of each gem (or each group of gems, if you don't feel like rolling all day) by rolling on the following table. Base value is given in gold pieces.

Roll	Base Value	Carats	Class
3	1	2	Ornamental
4	3	4	
5	6	6	
6	10	8	Semi-Precious
7	15	10	
8	20	12	
9	25	14	Fancy
10	30	16	
11	40	18	
12	50	20	Precious
13	75	25	
14	100	30	
15	200	40	Gems
16	300	50	
17	500	75	
18	1000	100	

Objects of Art

This category represents all of the various ornamented items that make life either easier or more pleasant - usually both. Roll on the following table to determine the value range of each item. The value is given in gold pieces.

Roll	Value	Material
3-6	2d-1	Jade or Stone
7-8	3d	Wrought Copper
9	1dx10	Copper and Gems
10	(1d+3)x10	Wrought Silver
11	2dx10	Silver and Gold
12	3dx10	Silver and Gems
13	4dx10	Wrought Gold
14	5dx10	Gold and Gems
15	(1d-1)x100	Gold and Platinum
16	1dx100	Wrought Platinum
17	(1d+1)x100	Platinum and Gems
18	2dx100	Wrought Mithril

Magical Items

For the most part, the GM should select the magical items to be handed out to the party. But, often the GM has more pressing matters on his mind. Therefore, a random determination system is available. If the GM wishes to limit items to the less powerful, he can roll 1d and add 7, rather than rolling 3d, on any of the individual tables.

Roll	Table
3-7	Elixers
8	Rings
9	Scrolls
10	Rods, Staves and Wands
11	Miscellaneous Magical Items
12	Armour and Shields
13-18	Weapons

Elixers 1 (1-2)

Roll	Elixer
3	Longevity
4	Disenchantment
5	Acid Resistance
6	Charisma
7	Animal Control
8	Clairaudience
9	Chameleon
10	Fire Resistance
11	Growth
12	Delusion
13	Clairvoyance
14	Climbing
15	ESP
16	Essential Water
17	Dragon Control
18	Improved Health

Elixers 3 (5-6)

Roll	Elixer
3	Youth
4	Wisdom
5	Poison
6	Improved Shrinking
7	Vitality
8	Fitness
9	Sleep
10	Shapechanging
11	Ventriloquism
12	Alertness
13	Shrinking
14	Running
15	Strength
16	Water Breathing
17	Dexterity
18	Resurrection

Elixers 2 (3-4)

Roll	Elixer
3	Regeneration
4	Giant Strength
5	Health
6	Flight
7	Heroism
8	Fire Breath
9	Madness
10	Healing
11	Invisibility
12	Plant Control
13	Improved Healing
14	Speed
15	Improved Fire Resistance
16	Improved Heroism
17	Invulnerability
18	Prowess

Rings

Roll	Ring
3	Traveller
4	Missile Turning
5	Dexterity
6	Strength
7	Beast Speech
8	Protection from Ice
9	Invisibility
10	Slow Falling
11	Dark Vision
12	Earrings of Clairaudience
13	Protection from Fire
14	Earrings of Languages
15	Health
16	Wisdom
17	Regeneration
18	Wishes

Staves 1 (1-3)

Roll	Staff
3	Beast-Mastery
4	Influence
5	Communication
6	Sol Blade
7	Moses
8	Truth
9	Webs
10	Lightning Bolts
11	Meteors
12	Fireballs
13	Dimension Doors
14	Moonbeams
15	Plane Shift
16	Chain Lightning
17	Weather
18	Earth Control

Staves 2 (4-6)

Roll	Staff
3	Healing
4	Destruction
5	Resurrection
6	Merchants
7	Incendiary Cloud
8	Ice Bolts
9	Ice Knife
10	Trap Detection
11	Flame Bolts
12	Acid Bolts
13	Inferno
14	Sound Bolt
15	Fortifications
16	Sunray
17	Ice
18	Flame

Miscellaneous Magical Items (5d)

Roll	Item
5	Chaos Cards
6	Flying Carpet
7	Amulet of Long Years
8	Amulet of Luck
9	Boots of Jumping
10	Amulet of ESP
11	Amulet of Adaptation
12	Cloak of the Elves
13	Boots of the Elves
14	Glitter Dust
15	Crystal Ball
16	Gloves of Dexterity
17	Pearl of Wisdom
18	Pearl of Power
19	Gauntlets of Might
20	Rope of Climbing
21	Hat of Disguise
22	Amulet of Health
23	Quiver of the Elves
24	Belt of Strength
25	Boots of Speed
26	Djinni Lamp
27	Helm of Telepathy
28	Cloak of Protection
29	Bag of Holding
30	Efreeti Bottle

Armour

Roll	Armour
3	Leather Cap
4	Full Helm
5	Full Plate Armour
6	Maille Cap
7	Pot Helm
8	Scale Armour
9	Heater Shield
10	Scale Armour
11	Maille
12	Leather Armour
13	Centerboss Shield
14	Studded Leather Armour
15	Small Round Shield
16	Buckler
17	Maille and Plate
18	Tower Shield

Armour Bonus

Roll	Bonus	GP Value
3-5	-1	10gp
6-11	+1	150gp
12-13	+2	450gp
14-15	+3	900gp
16-17	+4	1500gp
18	+5	2250gp

Weapon Table 1 (1-4)

Roll	Weapon
3	Elven Sabre
4	Bastard Sword
5	Great Sword
6	Shortsword
7	Light Crossbow
8	Short Bow
9	Broadsword
10	Axe
11	Arrows (4d)
12	Bolts (2d)
13	Dagger
14	Mace
15	Flail
16	Spear
17	Long Bow
18	Sling

Weapon Table 2 (5-6)

Roll	Weapon
3	<i>Ahril</i>
4	Great Mace
5	Great Axe
6	Javelin
7	Arbalest
8	Atlatl
9	Atlatl Dart
10	Morning Star
11	Arrows (4d)
12	Bolts (2d)
13	Dagger
14	Warhammer
15	Glaive
16	Halberd
17	Sling
18	Staff-Sling

Weapon Bonus

Roll	Bonus	Cost
3-5	Special†	-
6-11	+1	25gp
12-13	+2	75gp
14-15	+3	150gp
16-17	+4	250gp
18	+5	375gp

†Roll 1d+12 on the Weapon Secondary Enchantment table.

Weapon Secondary Enchantment

Roll	Bonus	Cost
3-10	None	-
11	Light	5gp
12	Penetrating	50gp
13	Graceful	75gp
14	Defender	125gp
15	Flaming	275gp
16	Quick-Draw	150gp
17	Loyal	375gp
18	Dancing	625gp

Elixers

Elixers are magically brewed concoctions that must be ingested to take effect. Some must be swallowed, others must be inhaled, and still others soak in through the skin.

Forms of Elixers

Most Elixers are available in one of six forms. For any Elixer that states 'Any Form', roll on the table below. Elixers with fewer forms will state what forms are available, with the odds being equal for each form.

Roll	Form
1	Potion
2	Powder
3	Pastille
4	Oil
5	Incense
6	Flechette

Potions are a liquid-form elixer that is taken by drinking. They are very fast acting, taking effect in one second. The effects will last for 2d+6 seconds, except where noted otherwise. An opened potion will lose its powers within a day, as

will a potion that has been mixed with anything.

Powders must be mixed with food or drink, and take 2d minutes to take effect. There is only a 50% chance per year of exposure to air that a powder will lose its potency. Powders will last for 2d minutes after taking effect, unless noted otherwise.

Pastilles are small, thumbnail-sized tablets. They are activated by setting fire to them, causing them to flash instantly into smoke. The smoke will fill the hex it was activated within, and the six surrounding hexes. Anyone caught within the radius must roll vs. HT, or HT-3 if they were caught by surprise, or suffer the effects of the pastille within 2d seconds. An unburned pastille will last a month if exposed to air; if exposed to water, it is destroyed instantly. The effects of a pastille last for 2d+6 seconds, unless otherwise noted. Pastilles cost twice as much and take twice as long to manufacture as other forms of Elixer.

Oils must be applied to the skin of the target. An oil will take effect within 1d seconds. Oils will last a week if exposed to air; water neutralizes them instantly. Most oils are of the type that last forever, but those that do not, last for 2d minutes.

Incense is a less dramatic form of a pastille. A stick of incense will fill a hex and the six surrounding with smoke, and takes 3d minutes to burn down. The people within the smoke will suffer the effects of the incense unless they roll a HT check. The effects of the smoke will last as long as the incense is burning and the targets remain in the smoke, or for 1d seconds if they leave the smoke. Incense will last a year if exposed to air, and are instantly destroyed by water; for this reason, sticks of incense are normally covered with a thin layer of wax, making them harder than pastilles.

Flechettes are small, pressurized bottles containing an Elixer. Upon being shattered, they explode into a cloud, filling the target hex and effecting any creatures within that hex unless they make a HT check at -2. The Elixer will take effect in one second, and the effects, if not instantaneous, will last 2d+6 seconds. The cloud dissipates after one second, or immediately after affecting a creature. A flechette bottle has two hit points; a thrown flechette takes damage equal to the throwing creature's thrust-2 on impact.

List of Elixers

Each Elixer description below contains the following information, in this order: The name of the Elixer; the effects of the Elixer; the possible forms of the Elixer; the selling value of the Elixer. If a PC wishes to purchase an Elixer, the cost will usually be double the listed cost.

Acid Resistance - will render the user totally immune to acid damage. Oil form only. 60gp.

Alertness - grants the imbiber four levels of the Alertness Advantage. Any form. 3gp.

Animal control - will allow the imbiber to control any creature with a racial IQ of 7 or lower. Any form. 5gp.

Chameleon - will allow the imbiber to change his skin hues to blend into the background. It will not affect equipment, but will affect clothing. This gives the imbiber a +4 on all Stealth rolls. Any form. 2gp.

Charisma - will give the imbiber +5 on all Reaction checks. 25gp.

Clairaudience - will allow the imbiber to hear sounds occurring up to sixty yards away as though he were present. Walls and other obstacles have no effect on this ability. Any form. 5gp.

Clairvoyance - will allow the imbiber to see things occurring up to sixty yards away. Walls and such have no effect on this ability; neither does light or the lack thereof, and neither does blindness. Any form. 5gp.

Climbing - gives a +5 to the imbiber's Climbing skill. Any form. 6gp.

Delusion - the target will believe that he or she is under the effect of a totally different Elixer! Any form. 2gp.

Dexterity - increases the Dexterity of the imbibing creature by four, also increasing all of his Physical Skills by the same amount. Basic Speed, Move and Dodge all go up by one. Any form. 100gp.

Disenchantment - causes the target to lose all magical abilities for the duration of the Elixer. Any magical items carried by the target also temporarily lose their effects. Mana Talismans are totally discharged, but can be recharged as per normal. Any Power Reserve held by the target is lost. All Elixers carried by the target creature are permanently destroyed. Any form. 200gp.

Dragon Control - allows the imbiber to give commands to a dragon, that the dragon must obey! The dragon gets an IQ-6 roll per command to resist. Potion form only. 500gp.

ESP - will allow the imbiber to "hear" the surface thoughts of another creature. If the other creature is aware that his thoughts are being read, he may make an IQ check to block said reading. Any form. 40gp.

Essential Water - the purified and ultimate water, now available in bottled form. One bottle of Essential Water will extinguish any fire up to seven hexes in area, or purify any liquid, up to five cubic feet. Potion form only. 100gp.

Fire Breath - will allow the imbiber to breathe out a jet of fire, causing 1d+1 fire damage per dose taken! A roll against Magic Breath or DX-4 is required to hit a target. There are four doses per bottle. Potion form only. Average. 10gp.

Fire Resistance - will reduce damage by fire to the imbiber by one point per die. Any form. 3gp.

Fitness - increases the Health of the imbibing creature by two for the duration of the Elixir. Any form. 45gp.

Flight - will allow the imbiber to fly at a Move of 18. Any form. 50gp.

Giant Strength - will triple the strength of the imbibing creature! Any form. 150gp.

Growth - will double the height of the imbibing creature and all his equipment. ST and Hit Points double. Any form. 7gp.

Healing - will restore 1d+1 hits of damage to the imbibing creature. Excess hits go to the creature's Fatigue; excess beyond that is lost. 3gp.

Health - will cure blindness, deafness, disease, insanity, infection, poison, whatever! Removes any one Disadvantage of the types listed above. This Elixir will not remove Disadvantages purchased at character creation, but if any of the above were gained after character creation, due to wounds, failed Fright checks, or whatever, this Elixir will remove them free of Character Point cost! Potion form only. 70gp.

Heroism - will boost all combat skills by four levels! This will usually also affect any active defenses. The elixer will also add two to the imbiber's Dodge. Potion form only. 4gp.

Improved Fire Resistance - will render the imbiber totally immune to any heat or fire short of a nuclear weapon, and those are difficult to come by in a fantasy game. Oil only. 120gp.

Improved Healing - will restore 3d+6 hits of damage to the imbibing creature. Excess hits go to the creature's Fatigue; excess beyond that is lost. Potion or Powder form only. 10gp.

Improved Health - will cure blindness, deafness, disease, insanity, infection, poison, whatever! Removes all Disadvantages of the types listed above. Alternately, it will remove up to ten points' worth of Disadvantages selected at character creation! Any form. 250gp.

Improved Heroism - will boost all combat skills by ten levels! This will usually also affect any active defenses. The elixer will also add five to the imbiber's Dodge. Any form. 40gp.

Improved Shrinking - reduces the target's height by a factor of twelve. Feet become inches. ST and Hit Points are divided by ten. Unlike the normal Elixir of Shrinking, all equipment currently carried by the target also shrinks to scale. Any form. 40gp.

Invisibility - will render the imbiber invisible. Opponents have a -10 to attack an invisible character, and a -4 on all active defenses against attacks from such a character. Any form. 5gp.

Invulnerability - will render the imbiber immune to any physical damage whatsoever! Potion form only. 200gp.

Longevity - will increase the age at which the imbiber must start making ageing checks by 1d years. This is permanent! Potion form only. 200gp.

Madness - will permanently afflict the target with an insanity chosen at random by the GM! Any form. Average. 18gp.

Plant Control - will allow the imbiber to control plants of any sort. Mind you, this is less than useful unless the plant is ambulatory or intelligent. Any form. 3gp.

Poison - the affected creature must make a HT check or suffer 1d points of damage. Every second thereafter, the creature must make another HT check, suffering one point of damage for every check failed, until it succeeds in a HT check. Any form. 30gp.

Prowess - permanently adds one point of ST to the character! Character weight also

increases by ten pounds. However, the character must also immediately make an ageing check, due to the stresses involved in suddenly gaining ten pounds of muscle and bone. Any form. 600gp.

Regeneration - restores a lost arm, leg, hand or foot. The appendage will grow back in 1d+6 hours. During that time, the user also recovers one point of damage per hour. Oil only. 300gp.

Resurrection - restores a dead creature to life! The target creature must pass a HT check, with a -1 per day the creature has been dead, in order to survive the resurrection. The target creature will be bedridden at -HT for 20 days, minus the amount he or she passed the HT check. Thereafter, normal healing may ensue. Note that this Elixir will have no effect on those who died of old age, and those who died of poison or disease may find themselves in danger of dying again unless treatment is procured! Oil or Incense only; incense will only affect one creature. 250gp.

Running - triples the imbiber's Move, though not his Dodge. The imbiber will lose ten fatigue when the Elixir's duration ends. Any form. 7gp.

Shapechanging - forces the imbiber to take on the form of an animal. The type of animal the imbiber becomes is set when the potion was created; since the potion is brewed using the hair of a were-creature, the animal form will be the same as the were-creature's animal form. Any form. 3gp.

Shrinking - reduces the target's height by a factor of twelve. Feet become inches. ST and Hit Points are divided by ten. Equipment does not shrink! Any form. 8gp.

Sleep - puts the imbiber to sleep, unless he makes a HT-6 roll. During the duration of the Elixir, the target cannot be awoken at all; thereafter, it becomes normal sleep. Any form. 25sp.

Speed - doubles the rate at which the imbiber moves! The character's Basic Speed is doubled, with all the attendant increases in Move and Dodge. The imbiber also gains one additional attack and parry while the Elixir is affecting him. Once the Elixir wears off, the imbiber must immediately make an ageing check! Any form. 12gp.

Strength - increases the strength of the imbibing creature by three. Any form. 60gp.

Ventriloquism - will allow the imbiber to throw his voice up to fifty yards, ignoring all obstacles. Any form. 2gp.

Vitality - will restore all lost Fatigue to the imbiber, save those points spent powering magic and psionics. Any form. 4gp.

Water Breathing - will confer on the imbiber the ability to breathe water. The effects last 2d+6 hours, regardless of form. Any form. 70gp.

Wisdom - temporarily increases the IQ of the imbibing creature by three, also increasing all of his Mental Skills by the same amount. This Elixir also temporarily grants the Common Sense Advantage. Any form. 100gp.

Youth - will reduce the age of the imbiber by (1d/2)+1 years. Potion or Powder only. 400gp.

Rings

All magical rings appear to be at least silver, and many appear to be very fine metal, but unless specified in the description of the ring, they are not found with patterns, engravings or set stones. Magical rings will re-size to fit any who would wear them.

With but a few exceptions, magical rings will only function if worn on the fingers. No more than one magical ring may be worn on each hand. Wearing more than one magical ring on one hand will cause both to fail.

Magical rings are treated as having a Skill of 16 and a Margin of Success of 6 for purposes of countering them, but no roll is necessary to invoke a ring's power. Magical rings do not radiate magic, so mage-sight will not detect them, but any person with Magical Aptitude who handles a ring gets a normal roll to detect the magic. A Detect Magic spell has the normal chances to find a magical ring.

List of Rings

Earrings of Clairaudience - These earrings are almost always found as a set, and both must be worn to gain the benefits. When worn, the earrings allow the wearer to hear sounds occurring up to sixty yards away as though he were present. Walls and other obstacles have no effect on this ability. 150gp.

Earrings of Languages - These earrings are almost always found as a set, and both must

be worn to gain the benefits. When worn, the earrings allow the wearer to understand anything said to him. However, they do not grant the ability to speak any languages. 50gp.

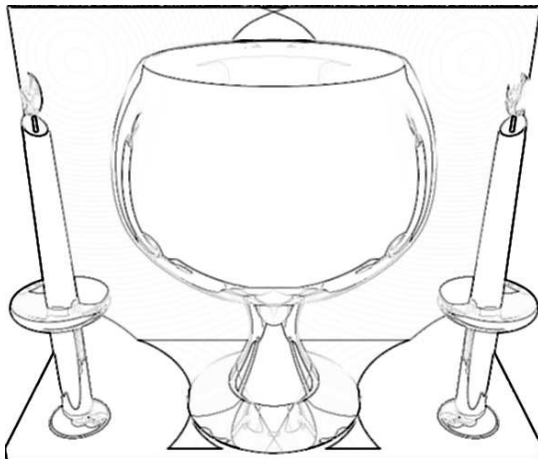
Ring of Beast Speech - This ring will grant the wearer the ability to communicate with any animal. Note that for the purposes of this ring, *animal* means any creature with an IQ of 6 or less, or the Pre-Sentient Disadvantage. This includes magical hybrids such as Gryphons and Hydrae. 50gp.

Ring of Dark Sight - This ring allows the wearer to see even in total darkness. No penalties are assessed due to darkness to the wearer. However, the wearer's sight is colour-blind; he sees everything in shades of white, black and blue. This will render certain skills completely useless. While the ring is worn, the wearer's eyes will appear catlike. 150gp.

Ring of Dexterity - This ring will add to (or in rare cases, subtract from) the wearer's DX Attribute. This includes increasing the wearer's Basic Speed and DX-based skills. Roll 3d and consult the following table to determine the effects of the ring.

Roll	Modifier	Cost
3-5	-1 DX	10gp
6-11	+1 DX	100gp
12-13	+2 DX	200gp
14-15	+3 DX	300gp
16-17	+4 DX	400gp
18	+5 DX	500gp

A ring with a -1 DX is cursed, and once placed on the hand, cannot be removed without a *Remove Curse* or *Dispel Magic* spell.



Ring of Health - This ring will add to (or in rare cases, subtract from) the wearer's HT Attribute. This includes increasing the wearer's Hit Point total and his Basic Speed. Roll 3d and consult the following table to determine the effects of the ring.

Roll	Modifier	Cost
3-5	-1 HT	10gp
6-11	+1 HT	100gp
12-13	+2 HT	200gp
14-15	+3 HT	300gp
16-17	+4 HT	400gp
18	+5 HT	500gp

A ring with a -1 HT is cursed, and once placed on the hand, cannot be removed without a *Remove Curse* or *Dispel Magic* spell.

Ring of Invisibility - This ring will render its wearer invisible to the naked eye. Attempts to locate the wearer are at a -10; attacks against an invisible character are also at a -10. If the wearer has attacked any creature while invisible, the penalties fall to a -6. If the ring is placed in fire, and Black Speech appears on the band, take it to the nearest Hobbit for disposal. 100gp.

Ring of Missile Turning - This ring surrounds the caster with a barrier against missiles. The wearer of the ring may dodge any form of missile with a roll of fifteen or lower. Passive Defense does not add to this roll. However, as this is a dodge, a critical hit will still leave the wearer of the ring unable to defend, though he may roll any PD he might have at this point. 150gp.

Ring of Protection from Fire - This ring will render the wearer more resistant to fire-based attacks. Damage from fire and heat will be reduced by one point per die. 150gp.

Ring of Protection from Ice - This ring will render the wearer more resistant to cold-based attacks. Damage from cold will be reduced by one point per die. 150gp.

Ring of Regeneration - When worn, this ring will heal the wearer at the rate of one hit point per ten minutes. In addition, the wearer will be able to regenerate lost limbs. Lost fingers or toes will grow back in 1d days, lost hands or feet in 1d weeks, arms and legs in 1d months. 600gp.

Ring of Slow Falling - This ring will reduce the falling speed of the wearer to one yard per second. If the fall is greater than one yard, the wearer may roll against DX or Acrobatics each

turn to orient himself so that he lands safely on his feet, taking no damage. 50gp.

Ring of Strength - This ring will add to (or in rare cases, subtract from) the wearer's ST Attribute. This includes increasing combat damage and Fatigue. Roll 3d and consult the following table to determine the effects of the ring.

Roll	Modifier	Cost
3-5	-1 ST	10gp
6-11	+1 ST	100gp
12-13	+2 ST	200gp
14-15	+3 ST	300gp
16-17	+4 ST	400gp
18	+5 ST	500gp

A ring with a -1 ST is cursed, and once placed on the hand, cannot be removed without a *Remove Curse* or *Dispel Magic* spell.

Ring of the Traveller - When worn, this ring grants the ability to speak any language at IQ-1, regardless of difficulty. In addition, the wearer will automatically know the customs and culture of the person he is addressing, giving the wearer the skill of *Savoir-Faire* at IQ-1, regardless of area penalties or knowledge. If the wearer has a *Language* or *Savoir-Faire* skill higher than the level granted by the ring, he may use his own skill rather than that provided by the ring. 300gp.

Ring of Wisdom - This ring will add to (or in rare cases, subtract from) the wearer's IQ Attribute. This includes increasing the wearer's Will, Fright and IQ-based Skills. Roll 3d and consult the following table to determine the effects of the ring.

Roll	Modifier	Cost
3-5	-1 IQ	10gp
6-11	+1 IQ	100gp
12-13	+2 IQ	200gp
14-15	+3 IQ	300gp
16-17	+4 IQ	400gp
18	+5 IQ	500gp

A ring with a -1 IQ is cursed, and once placed on the hand, cannot be removed without a *Remove Curse* or *Dispel Magic* spell.

Ring of Wishes - When this ring is found, it will have 1d/2 Limited Wishes in it. Unlike most magical rings, a Ring of Wishes has three pearls set in the band. After each wish is made, a pearl will shatter into powder. A Limited Wish can immediately duplicate the effects of any one

spell requiring 6 or less mana to cast, regardless of whether or not the wearer knows the spell.

One in six of these rings contains the more powerful form of the *Wish* spell. These more powerful wishes can each do one of the following:

- 1) Cause any spell to occur, with zero casting time;
- 2) Remove up to ten points' worth of Disadvantages for free;
- 3) Add up to ten points' worth of Advantages for free; or
- 4) Anything else that the wisher desires, providing the GM doesn't feel it's too unbalancing or game-breaking.

Rings of Wishes can be sold for 150gp per Wish; Rings of Greater Wishes can be sold for 2500gp per Wish.

Scrolls

Scrolls are almost always found in scroll cases, containing between one and six scrolls (roll 1d for number). The GM should select the spells on the scrolls; a random roll-up chart would be very large, and would likely end up giving player characters unbalancing spells.

If the GM absolutely must roll randomly for the spell on the scroll, he may choose to roll one, two, three or four dice. The number of dice chosen should be based on the point level of the characters. Subtract one from the result for every die past the first, and count that many spells into the College of Magic. A result of 21 should be treated as a result of 1. The GM will still be required to select the College of Magic, and should remember that *Enchantment* and *Meta-Magic* Spells cannot be scribed.

Scrolls can be sold for one gold piece per mana casting cost of the spell.

The casting time for a spell on a scroll is equal to that of the spell itself, save that it will take one second for the scroll-user to ready the scroll. A person with the Advantage of *Magical Aptitude* need not make a roll to cast a spell from a scroll; any other person using a scroll must roll against a skill of fourteen to successfully cast the spell.

Wands, Staves and Rods

For the most part, these items are meant for use by mages only. Of course, there is variation within this range; on some game worlds, only those with the Advantage of Magical Aptitude would qualify; on others, any person with certain Advantages or Skills could use a wand. The GM may also elect to merely allow anyone to use the wands.

Rods, staves and wands vary in size, though not in function; a Wand of Lightning Bolts will prove as powerful, magically speaking, as a Staff of Lightning Bolts. However, a long staff may be used as a weapon, under Quarterstaff or DX-6; a shorter staff might be used as a baton, under Short Sword or DX-4. The shortest of wands generally cannot be used as a weapon. Furthermore, the amount of mana that may be placed on a rod, staff or wand is limited by its size and composition.

Wand Materials and Length

Roll	Material and Length	Mana
1	Wooden, 12"	20
2	Ivory, 12"	30
3	Wooden, 3'	60
4	Bone, 3'	90
5	Wooden, 5'	100
6	Wooden, 7'	140

A wand, when found by the player characters, will rarely be fully charged. To determine the number of charges in a wand when it is initially found, multiply its maximum charges by (2d/16).

The effects of a wand may never be overcharged, nor may Meta-Magic spells affect a spell cast from a Wand. Values in parenthesis after a Wand effect are the casting cost from the Wand's mana supply. Monetary values are given in case the characters wish to sell the item; If the characters wish to purchase the item, the price would be half again the listed value.

Activating a wand is a two-step action. On the first turn, the character performs the command sequence for the wand - usually a single command word and aiming the wand. On the second turn, the wand's power takes effect. If the power is a directed attack, the wielder must make a Spell Throwing or DX-2 roll to successfully hit his target. Wands of twelve inches in length have a +1 to this attack roll.

List of Wands

Acid Bolts - This wand will allow the user to launch a bolt of stone, coated with acid, at his target. If hit, the target's armour is damaged, losing 1d-1 DR. If the result is equal to or greater than the DR of the armour, then the armour is destroyed. In addition, the target takes 1d-1 impaling damage.

Beast Mastery - This wand is always made of ivory or bone. Roll 1d to determine composition and mana capacity:

Roll	Material and Length	Mana
1-2	Ivory, 12"	30
3	Bone, 12"	30
4	Bone, 2'	60
5-6	Bone, 3'	90

The wand allows the wielder to cast any of the following spells: *Befriend Animal* (1), *Locate Animal* (1), *Charm Animal* (2), *Speak with Animals* (2), *Summon Animal* (4), *Animal Growth* (6). 350gp.

Chain Lightning - This wand is always made of wood. The wielder may cast the *Chain Lightning* (9) spell. 250gp.

Communication - This wand allows the wielder to cast any of the following spells: *Comprehend Languages* (1), *Know Customs* (3), *Tongues* (4). 200gp.

Destruction - This rod is always a three-foot-long wooden rod. Upon being activated, the next inanimate object the wand touches will take 4d damage, bypassing all DR. If this damage would not be sufficient to destroy the target object, then the target is undamaged. If the target is destroyed, the rod itself will also be destroyed. 30gp.

Dimension Door - This wand takes a total of three seconds to activate, as the caster must trace the outline of a door on any barrier. On the fourth second, when the wand's power activates, the door will open. It will remain open for ten seconds, and then close. Using this power drains four mana from the wand. 100gp.

Earth Control - This wand allows the wielder to cast any of the following spells: *Earthy Grasp* (1), *Wall of Sand* (2), *Wall of Earth* (3), *Dig* (4). 250 gp.

Fireballs - This wand allows the caster to throw a *Fireball* (3) that inflicts 3d fire damage to its target. Anything in the same hex as the target

takes 2d fire damage, and anything one hex away from the target takes 1d fire damage. 75gp.

Fire Bolts - This wand will allow the user to throw a *Fire Bolt* at his chosen target. This requires two mana. The *Fire Bolt* has a range of twenty yards, and will inflict 2d flame damage on impact. 50gp.

Flame - This staff will allow the user to cast any of the following spells: *Produce Flame* (1), *Wall of Fire* (4), *Engulf* (5), *Flame Wave* (9). When held, the staff grants the effects of a *Protection from Fire* spell at no mana cost. 750gp.

Fortification - This wand will allow the user to cast any of the following spells: *Encampment* (3), *Entrenchment* (14), *Bastille* (24). 500gp.

Healing - This wand will allow the wielder to heal 1d hit points of damage (1), *Cure Blindness* (3), *Cure Disease* (4) or *Neutralize Venom* (5). If the wand is snapped in half and placed on a corpse, that corpse is *Resurrected*, with no penalty due to age of the corpse. 750gp.

Ice - This wand allows the user to cast any of the following spells: *Ice Knife* (2), *Ice Storm* (4), *Wall of Ice* (6), *Freezing Sphere* (7). While held, the wand reduces any damage due to cold taken by its owner by one point per die. 750gp.

Ice Bolts - This wand allows the caster to launch a bolt of ice to a distance of ten yards. The *Ice Bolt* will inflict 1d-2 crushing damage to its target. 25gp.

Ice Knife - This wand allows the user to launch a stake of ice to a distance of twenty yards. The *Ice Knife* will inflict 1d impaling damage to its target. 50gp.

Incendiary Cloud - This wand allows the wielder to cast an *Incendiary Cloud* (8). 200gp.

Inferno - This wand will produce a jet of flame from the end, doing 1d damage to its target. Damage is reduced by one point per hex of distance between the user and the target. The *Inferno* costs one mana to activate. 25gp.

Influence - This wand allows the wielder to cast any of the following spells: *Friends* (1), *Emotion Control* (3), *Leadership* (6). 250gp.

Lightning Bolts - This staff is always made of wood. When the power of this staff is invoked, a lightning bolt will arc to the chosen target. This costs four mana. The lightning bolt has a range of 30 yards, and will inflict 3d impaling damage.

Metal armour does not protect beyond the first point of DR. 100gp.

Merchants - This wand will allow the user to cast any of the following spells: *Mend* (1), *Know Age* (1), *Friends* (1), *Know Value* (5). 200gp.

Meteors - This staff allows the caster to throw one of three different sized meteors. The smallest meteor consumes one mana and inflicts 1d crushing damage. The second size of meteor consumes two mana to cast and inflicts 1d fire and 1d crushing damage. The largest meteor consumes three dice to cast and inflicts 2d fire and 2d crushing damage. All meteors have a 40 yard range. 150gp.

Moonbeams - This wand has two settings. The first, activated whenever the wand is held, causes a gentle glow to emanate from the wand. This glow is equivalent to torchlight, and this effect costs no mana. For five mana, the glow may be concentrated into a moonbeam and directed at a target. Undead hit by the beam take 2d damage; lycanthropes struck by the beam must make a Will roll or be forced to change forms. This effect lasts for five seconds, and reaches out forty yards. 150gp.

Moses - This staff is always made of wood. The wielder may use the staff to cast any of the following spells: *Lower Water* (5), *Part Water* (7). 300gp.

Plane Shift - The command words for this staff are always spoken in Black Speech. Each target of the effect must be touched by the staff, and his or her name spoken. This takes one second per target. On the final second of activation, the name of the plane of existence to travel to is spoken, and the butt of the staff is struck to the ground. Five mana are consumed by the effect, and every person designated plus the staff's wielder are instantaneously shifted to the named plane of existence. 150gp.

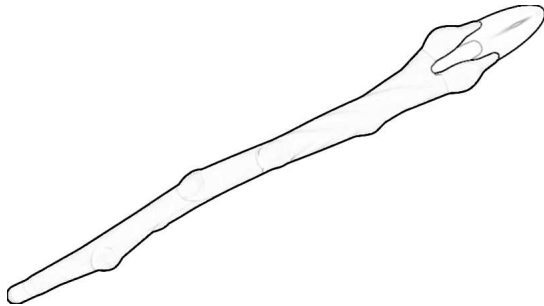
Resurrection - This wand will instantly raise the target creature from the dead. The mana cost to activate the wand is nine, plus one for every full day the target has been dead. 250gp.

Sound Bolts - This staff creates a compressed bolt of sonic energy. The *Sound Bolt* (2) does 1d+2 damage, bypassing all but the first point of DR (PD still protects as normal). 50gp.

Sol Blade - This wand always appears as a tube of burnished bone or ivory, twelve inches long. It always has a maximum mana capacity of

thirty. When the command word is spoken, a beam of light springs from the end of the tube. The beam will be three feet long, and may be wielded as a Broadsword. The *Sol Blade* cannot parry or be parried, though it may be dodged or blocked. The *Sol Blade* will inflict 3d damage, doubled against undead. The *Sol Blade* requires six mana to activate, and will last for one minute or until allowed to lapse by the user. 150gp.

Sunray - When the command word is spoken, a powerful beam of light springs from one end of the wand. This consumes six mana from the wand. The beam reaches out sixty yards and will last for ten seconds, or until the user wills it to turn off. The beam is pencil-thin, striking at most one target, and will inflict 3d damage. Undead take double damage from this effect. 150gp.



Trap Detection - When this wand is activated, the user will be aware of all traps within ten yards. Activating the wand requires one mana. 25gp.

Truth - This item is always found in the form of a five-foot long wooden staff. When one end is held to the floor and the command word spoken, no person within a two yard radius of the staff may tell a lie. The effect lasts until the staff is lifted from the ground. This effect costs two mana to activate. 75gp.

Weather - This wand allows the wielder to cast any of following spells: *Fog Cloud* (2), *Call Lightning* (3), *Control Temperature* (4), *Weather Summoning* (6), *Control Winds* (6), *Control Weather* (8). 750gp.

Webs - This staff allows the wielder to cast a *Web* (2) spell when the command word is spoken. 50gp.

Miscellaneous Magical Items

"Miscellaneous is always the largest category."

—J. Rosenberg, *The Warrior Lives*

Unfortunately, a very true statement. Here are all the magical items that can be collected under the title, "The Wierd Stuff".

Amulet of Adaptation - The wearer of this item automatically succeeds in any Resistance rolls against gases or suffocation, and may breathe water as though it were air. 100gp.

Amulet of ESP - The wearer of this item may read surface thoughts of any creature within twenty yards. The wearer must concentrate for one second to read the target's thoughts. If the target is aware that his thoughts are being read, he may make a Will roll to resist being read. Walls and such are no barrier to this spell, but one seconds' concentration must be spent to locate the creature on the other side before it can be scanned. 200gp.

Amulet of Health - The wearer of this Amulet gains a +2 on all HT checks. 100gp.

Amulet of Long Years - The wearer of this item (who must have worn it for at least a year) gains the Advantage of Longevity. 300gp.

Amulet of Luck - The wearer gains the Advantage of Lucky when this item is worn. If the wearer already is Lucky, the amulet increases his Luck to Very Lucky. If the wearer is Very Lucky, the amulet allows the wearer to use his luck once every twenty minutes of real time. 300gp.

Bag of Holding - This magical Bag weighs fifteen pounds at all times, whether or not there is anything in it. The Bag can hold up to five hundred pounds. No item larger than five feet in its longest dimension or one foot in its smallest dimension may be placed in the bag. 500gp.

Belt of Strength - The wearer of this item has his ST doubled, though his Fatigue does not increase. 200gp.

Boots of the Elves - Elven boots are made of the finest material, and have well padded soles. Anyone wearing Elven boots gains a +5 on all Stealth rolls. 100gp.

Boots of Jumping - The wearer of these boots may spend one fatigue to make a leap of twenty yards across or ten yards straight up. 250gp.

Boots of Speed - The wearer of these Boots has his Move increased by four levels. The wearer's active defenses all also increase by one. 250gp.

Chaos Cards - These very unusual cards are said to be the product of the Gods of Chance or the Gods of Chaos. No-one is entirely certain of their origin, but most people agree that the creators were neither good nor evil. Simply odd.

The Chaos Cards always appear as a set of the Major Arcana (Keys 1 to 21, plus the unnumbered Fool) of the Tarot. If you don't have Tarot cards, you may use the listed cards from a conventional deck of cards in place of the Tarot.

Each party member must declare, once the decision to draw cards is made, how many cards they wish to draw. Once all declarations have been made, the draws are made. Cards take effect immediately upon being drawn, and are returned into the deck after drawing unless otherwise specified. If the draws are interrupted by the loss of the deck, all further draws are lost. Once all party members have made all their draws, the deck disappears.

An unused Deck of Chaos Cards would likely sell for 1000gp.

Arcane	Card
Fool	Joker
Magician	AH
High Priestess	KH
Empress	QH
Emperor	JH
High Priest	2H
Lovers	AD
Chariot	KD
Strength	QD
The Hermit	JD
The Wheel	2D
Justice	AC
The Hanged Man	KC
Death	QC
Temperance	JC
The Devil	2C
The Tower	AS
The Star	KS
The Moon	QS
The Sun	JS
Judgement	2S
The World	Blank

Fool: Gain two more draws. You may trade in any remaining draws at this point for five character points per draw. Discard this card after

drawing.

Magician: Gain ten character points and a random magical item. The item must be beneficial, and cannot be a second set of Chaos Cards.

High Priestess: Gain a 100-point Warrior Ally that appears on a 12 or less. The player may generate this character, who would be worth 20 character points, but the character remains under GM control.

Empress: Gain twenty random items of jewellery.

Emperor: Gain Charisma +4 and a small keep. If the character already has a stronghold, the keep will magically appear nearby; otherwise, the character will somehow 'coincidentally' acquire a keep.

High Priest: Gain a treasure map and a magical weapon.

Lovers: Avoid any situation you choose...once. This card can be used to nullify any other card, in which case both draws are lost.

Chariot: The character must singlehandedly defeat the next monster he encounters. If he does so, he gains 20 character points.

Strength: Gain one level in an Attribute. The Attribute will be ST if the character is a warrior, ranger or paladin, DX if the character is a thief or bard, or IQ if the character is a priest, druid or mage.

The Hermit: At any time in the future, the drawer may ask the GM a question, which the GM must answer truthfully. There is absolutely no limit to the questions that may be asked of the GM!

The Wheel: Gain two Wishes. For details on these, see either the spell by the same name, or the Ring of Wishes. These must be used immediately, or they are lost.

Justice: The character gains a thirty-point Secret Enemy.

The Hanged Man: The character instantly loses all money, property, and everything else save the items carried on his person.

Death: The character dies. The deck instantly disappears when this card is drawn. On the positive side, if the slain character is brought back to life, he will gain five character points.

Temperance: Two of the character's Attributes are swapped. One will be the higher of DX and IQ; the other will be the lower of ST or HT.

The Devil: The character must immediately defeat a minor demon (ST 14, DX 15, IQ 11, HT 15/30, Broadsword-24, damage 3d-1, immune to fire, ice, lightning and mind-control spells). If the character dies in combat, he cannot be raised, resurrected, reincarnated or otherwise restored, even by a Wish. Anyone who attempts to assist the character gets a demon of their own to fight.

The Tower: The character vanishes, whisked away to a prison somewhere very remote. The deck also disappears. No scrying spells will locate the character, though a Wish will reveal his location.

The Star: The character gains fifteen points worth of mental Disadvantages, chosen by the GM. He also must draw again.

The Moon: If the character has any Allies, the highest among them is changed into an Enemy. If the character has no Allies, he gains an Enemy worth 20 points.

The Sun: The character instantaneously loses all magical items he owns. On the positive side, he gains one character point per item lost.

Judgement: The character suffers a -5 from all future Fright Checks.

The World: Choose the highest point-valued item on the drawer's character sheet and reduce it ten points. Choose the lowest point-valued item on the character's sheet and raise it five points. The character must draw again. Discard this card when drawn.

Cloak of the Elves - These cloaks have a tendency to blend into the background. They have shaggy fringes, and can change colour like a chameleon. Anyone wearing a Cloak of the Elves is 80% invisible. Those attempting to locate the wearer by sight suffer a -8 to their Vision checks. Attacks are penalized by -8 as well, as long as the wearer remains perfectly still. 100gp.

Cloak of Protection - This Cloak will grant a +2 to PD to the wearer. Note that this is in addition to any PD granted by the wearer's armour. If the wearer's armour is magical, count only the higher 'plus' between the Cloak and the armour. 200gp.

Crystal Ball - This is the standard scrying tool. The viewer selects a subject, and then rolls against a 20 to view him. The viewer suffers the following bonuses or penalties to his target number:

Distance	1/10 normal
Subject unknown	-5
Subject known somewhat	-2
Something associated with subject at hand	+2
Subject is inanimate	+2

A Crystal Ball will fetch 100gp on the open market.

Djinni Lamp - The possessor of this lamp may use it to summon the Djinni bound to the lamp. The Djinni will serve as described in the Creature Feature. 300gp.

Efreeti Bottle - The possessor of this bottle may use it to summon the Efreeti bound to the lamp. The Efreeti will serve as described in the Creature Feature. 900gp.

Flying Carpet - This carpet has enough room for six to sit upon it. It can fly at a Move of 12 (240 miles per day). 750gp.

Gauntlets of Might - These Gauntlets magically enhance the wearer's power. Melee attacks gain a +2 to all damage rolls; punches do thrust+1d damage. 100gp.

Glitter Dust - This fine powder comes in small wooden or bone tubes. 1d+1 of these tubes is found at any one time. When the tubes are blown through, the powder explodes outward, filling seven hexes arranged in a three-hex diameter circle. Any invisible objects within the area of effect are immediately made visible. 100gp.

Gloves of Dexterity - The wearer of these Gloves gains a +1 to all Physical skills. 100gp.

Hat of Disguise - The wearer of this Hat may change his appearance to a moderate degree. The Hat grants a bonus of +4 on all Impersonation or Acting rolls. 100gp.

Helm of Telepathy - The wearer of this item gains the ability to send and receive mental messages. Communication is ten times normal speed, and has a range of forty yards. 300gp.

Pearl of Power - This item is a mana-storage battery, containing twenty mana. This mana does not recharge; when used up, the Pearl crumbles to powder. 50gp.

Pearl of Wisdom - This item is normally found bound into a piece of jewellery. The owner of the Pearl will gain a +1 on all Mental skills. 100gp.

Quiver of the Elves - This magical Quiver will hold sixty arrows or bolts, thirty atlatl darts, twelve javelins or six spears. One unstrung bow may also be placed in the quiver, counting as two spears. A mix of items may be stored in the Quiver, provided the proportions are equal - an atlatl dart in place of two arrows, or a spear in place of ten arrows. The Quiver grants a +2 to all Fast-Draw skills, or grants a Default at DX-4. 150gp.

Rope of Climbing - This Rope is magically enchanted to move on its own. It has a Move of 1, and will follow the user's directions. 50gp.

Shields and Armour

Unlike magical weapons, magical armour almost never has additional enchantments beyond the standard bonuses to PD and DR. One in six will be made of mithril, and will have half the weight of a conventional shield or suit of armour.

The cost listed for the bonuses is for armour. Since shields are only enchanted to provide a PD bonus, their cost is lower. To determine the selling price for shields, divide the listed price by two.

Weapons

Magically empowered weapons are a stock in trade for the fantasy writer, and for the fantasy GM. The vast majority of enchanted weapons have a bonus to hit and to damage, expressed as a number from +1 to +5. Add this value to the user's Skill when an attack is rolled (though not for purposes of parries or critical thresholds), as well as to the total damage rolled.

Some weapons also have alternate enchantments. These are detailed below. To calculate the selling price of an enchanted weapon, add the gold piece value from the Weapon Bonus table and the gold piece value from the Weapon Secondary Enchantment table.

Dancing - The weapon can fly at a Speed of 5 and will attack with a Skill of 15 and a damage based on a ST of 15. The dancing weapon must be activated through the use of a command word. The owner need not be wielding the weapon, but must at least be touching it. This

enchantment only applies to melee weapons; discard or re-roll this result for ammunition.

Defender - The weapon adds +1 to any attempts to parry. This only applies to melee weapons. Discard or re-roll this result for all others.

Flaming - For melee weapons, the weapon will burst into flame upon the command word being spoken. For missile weapons, the ammunition being fired will instead burst into flame. In any case, the weapon will do +1d damage on impact. Ammunition is consumed when this enchantment is used; other weapons are unharmed. Double the gold piece cost for this enchantment on missile weapons or on any weapon that is not completely steel; divide it by ten for ammunition.

Graceful - For melee weapons, the weapon never becomes unready if used to attack or parry. For missile weapons, instead reduce snapshot numbers by two. For arrows and bolts, increase Quick-Draw Skill by two.

Light - The weapon will shed light in a five-yard radius, equal in strength to a torch.

Loyal - The weapon is capable of moving itself, and will always attempt to return to its owner. This includes the *Quick-Draw* enchantment, but goes a little further; thrown weapons will return to their owner, and anyone attempting to use the weapon against its owner will suffer a -4 to their skill. A new owner must spend four days with the weapon in his possession before the weapon will accept him as its owner. Reroll or discard this result for ammunition.

Penetrating - The weapon is armour-piercing. Divide the target's DR by two, but also divide damage done by the weapon (after all DR, but before cutting or impaling bonuses) by two. Round down in both cases. Crushing weapons can be reduced to zero damage, but cutting or impaling weapons will always do at least one point of damage.

Quick-Draw - The wielder may quick-draw the weapon without a Skill roll, even if he doesn't have the skill. If this result is rolled for arrows or bolts, a quiver is instead found, out of which arrows will seem to leap. The weapon will never become unready for any reason. This effect will not function if the weapon is more than a yard away, or is tied down, peacebound or in any other way restricted in movement.

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