



ADVENTURER

BOOK 2

SORCERY

AND

SUPERSCIENCE

FANTASTIC LOW-TECH ADVENTURE

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Introduction.

Sorcery and Superscience expands upon the rules of character generation given in the previous booklet by adding sorcerous and mystic careers to the heady mix of swords and sorcery heroes already presented. Spells are enumerated in addition to the rules for casting them, and a variety of types of spellcaster are delineated. Sorcery and Psionics, while superficially similar are nonetheless profoundly different once closely examined. Spell casting, perforce, involves the invoking, manipulating and control of strange extra-physical constructs known as spells; these are able to bend the universe to the will of the caster without recourse to the mundane and drab laws of physics.

Too, superscience is hinted at, and specific rules for fantastic flying craft are included, a constant element of much pulp sword and sorcery adventure.

For convenience, the career rules for characters most likely to gain access to sorcery are here repeated in bare bones fashion for those who simply wish to add a fantastical element to normal Traveller careers without reference to the full character generation rules.

	Mage	Priest	Other
Enlist	7+	8+	3+
+1	DEX 9+	SOC 9+	-
+2	INT8+	EDU 9+	-
Survival	7+	5+	5+
+2	INT 8+	EDU 8+	INT 9+
Position	4+	10+	
+1	EDU 7+	SOC 8+	-
Promotion	6+	8+	
+1	INT 9+	END 7+	-
Re-enlist	4+	5+	6+
Table of Ranks			
Initial Rank	Apprentice	Aspirant	-
Rank 1	Seer	Acolyte	-
Rank 2	Thaumaturgist	Vicar	-
Rank 3	Magician	Cleric	-
Rank 4	Warlock	Bishop	-
Rank 5	Sorcerer	Prelate	-
Rank 6	Wizard	Patriarch	-

		Mage	Priest	Other
Personal	1	Cantrip	Chant	+1 DEX
Development	2	+1 INT	+1 EDU	+1 End
	3	+1 INT	+1 End	Brawling
	4	+1 DEX	+1 STR	Streetwise
	5	Carousing	Carousing	Carousing
	6	+1 EDU	+1 EDU	Crosstraining
Service	1	Dweomer	Blessing	Con/Persuade
Skills	2	Cantrip	Chant	Slight of hand
	3	Cantrip	Cudgel	JOT
	4	Dagger	Liaison	Blade
	5	Slight of hand	Healing	Stealth
	6	Admin	Healing	Trade
Advanced	1	Sorcery	Prayer	Burglary
Education	2	Dweomer	Blessing	Gambling
	3	Dweomer	Blade	Admin
	4	Courtly Graces	Leader	Profession
	5	Advance	Admin	Liaison
	6	Mystery	Mystery	Crosstraining
		<i>only if INT 8+</i>	<i>only if EDU 8+</i>	<i>only if INT 8+</i>
Eldritch	1	Wizardry	Miracle	Assassination
Education	2	Sorcery	Ritual	Courtly Graces
	3	Sorcery	Interrogation	Impersonation
	4	Liaison	Con	Forgery
	5	Advance	Courtly Graces	Interrogation
	6	Mystery	Advance	Cross training

Automatic Skills

Enlist	Cantrip	+1 EDU	Any one skill from Other career tables (except eldritch EDU & crosstraining)
Term 3	Dweomer	Chant	Any Named Skill (except crosstraining)
Term 5	Mystery	Blessing	JOT
Position			
Rank 1	Cantrip	Chant	-
Rank 3	Dweomer	Ritual	-
	Sorcery or	Prayer or	
Rank 5	Mystery	Mystery	-
Rank 6	Wizardry	Miracle	-

NEW SKILLS AND TABLE ENTRIES

Admin In adventurer, Admin represents familiarity with how civilized cultures are run, local rules and customs, and the ability to move around without causing, or at least anticipating trouble with authorities. This helps somewhat even in very foreign cultures, as it is a conceit of the genre that civilized nations are all more or less the same at some level. If in a very foreign land, use of the skill takes a -1, with an additional -1 if the language isn't spoken.

Blade or Bow Upon receipt of a blade or bow skill, the player immediately chooses one particular weapon from the appropriate table. Blade chooses from Hand to Hand Weapons, and Bow chooses from Missile weapons. Further receipt of blade or bow may be applied to previously chosen levels in a weapon, or in a new one. Note that player characters can use any weapon at no penalty, unlike NPCs, which take the usual -3 penalty for unskilled use.

Brawling represents all forms of unarmed hand to hand combat. Note that all characters lacking the brawling skill, (NPC and PC) ignore the usual penalty for unskilled use when fighting other characters also lacking the brawling skill. However, if the opponent does possess any level of brawling skill, the unskilled penalty is applied.

Crosstraining: Player may roll on the same service table for any other career.

Stealth: sneaky stuff: hiding, silent move, exceptional climbing, etc. Urban equiv of recon in many situations

Hunting: from Sup 4 (the book, not the member)

Assassination: nasty killing stuff. Poisons, instant kill attacks, traps, etc.

Burglary lock picking, climbing, pick pocketing.

Con Arguing with and fooling others for fun and profit.

Sleight of hand Stage magic type stuff, as well as con game physical stuff

Trade: wool collar career experience other than farming or husbandry. Generally urban: butcher, tinker laborer, sailor etc. Character can have multiple different areas, as well as multiple levels in one area.

Profession lace collar career experience generally urban: Navigator, Scribe, moneylender, factor, etc. Character should generally only have one profession, with multiple levels.

Healing medieval + a bit of fantasy version of Medic

Courtly graces: Streetwise for posh society

Cantrip, Dweomer, Sorcery and Wizardry: spell casting skills for Mages (non-priest). Each gives access to a certain set of spells. In general, they go from weaker to stronger in the order listed.

Chant, Blessing, Prayer, Miracle: Spell casting skills for priests (non-Mages).

Advance: Player gains the next higher spell casting skill

Mystery grants access to a specialized casting skills: Summoning (AKA Goetry) Alchemy, Mesmerism and Necromancy

With each receipt of a spell casting skill in character generation, a character may choose a set number of spells from the appropriate list. Magic users may choose INT -6 spells, and Priest/clerics may choose Edu-6 spells. Each receipt of a spell casting skill allows choice of another set of spells.

Mustering Out Overview

Benefits are gained when a character leaves a career for any reason other than failing a survival roll. Each Term successfully completed allows one roll on either the cash or benefits table.

Once only, character may give up two rolls to choose a result other than a 7 on the benefits table.

Characters mustering out at rank 3-4 gain one bonus roll, two bonus rolls for ranks 5-6.

Characters Mustering out with Rank 4+ gain a +1 on the Benefits table.

Characters with the Gambler skill at level 1 or better, OR a final rank of 5+ get a +1 DM to all rolls on the Cash table.

You may only roll on the Cash table a maximum of three times no matter how many rolls you are entitled to. A character may give up any of these three roll on the cash table; each increases the characters REP by 1.

If the character has any money after rolling on the Cash table then he may purchase personal equipment worth up to half this amount immediately.

Benefits Material benefits are often the characters personal tools of the trade; few careers provide such in this period. However, when you leave a career in good standing with your previous employers, you may be gifted with various pieces of equipment, social promotion, or even a land grant.

Cash Money results indicate life savings, or a last five-fingered severance bonus.

Mustering out table

		Mage	Priest	Other
Benefits	1	dagger	Cudgel/armor	blade/bow
	2	Scrolls	vestments	toolkit
	3	+2 INT*	+2 EDU *	+ 2 DEX *
	4	Familiar	Patron *	Favor
	5	magic Item	relic	Magic Item*
	6	Secret	Favor	mount
	7	Artifact *	Reputation	Reputation
Cash	1	20	0	25
	2	20	10	Secret
	3	30	20	Secret
	4	40	30	0
	5	50	40	50
	6	Secret	Secret	100
	7	Reputation	200	300

*** can only be rolled once. Reroll if obtained a second time with +1**

Mount an adequate riding beast.

Cudgel choice of club, staff, spear, mace

Armor Any armor other than plate

Steed =Excellent mount

Blade any HTH weapon

Bow any ranged weapon

Favor a single use patron

Holding is a minor noble property –a tower on the border, a mansion in the Capital, a manor in the interior.

Freehold is simply a small farm in the country or house in a town or village. In a major city, it's probably more of an apartment or condominium style dwelling.

Familiar is a small intelligent animal that acts as a combination spy and servant; typically a familiar can speak to its master, and is at least as smart as a child.

Relics and Magic Items are small useful but non devastating magic items. For comparison, they should never have effects stronger than the first grade of spells.

Scrolls are single use spells, or an extra spell pick.

Favor a single use patron.

Artifacts are more powerful magic items, and generally are second or third circle spells, or a spell from one of the Mysteries.

Panoply for a Noble identifies his status and house. A panoply for anyone else identifies you as a recognized or licensed badass of one type or another. Panoply includes the best type of armor (generally plate), any one weapon, good clothing, a banner or blazon or some such, and a good quality horse, all of which should normally cost many hundreds of gold pieces if available.

Vestments are the priestly equiv of Panoply –they identify one as a member of the priesthood in addition to whatever else the benefit provides.

Reputation: reputation increases by 1.

Secret player has access to an important piece of information as regards the campaign, a map, a story, a rumor, a “ticket to

adventure”. Extra results of secret are best handled as more detailed or informative versions of a single secret.

Ageing

The effects of ageing begin when a character reaches 34 years of age. At the end of the fourth term, and at the end of every term thereafter, the character must roll 2d6 on the Ageing Table. Apply the character's total number of terms as a negative Dice Modifier on this table. If any characteristic is reduced to 0 by ageing, then the character dies.

Ageing Table

2d6	Effects of Aging
-6	Reduce three physical characteristics by 2, reduce one mental characteristic by 1
-5	Reduce three physical characteristics by 2.
-4	Reduce two physical characteristics by 2, reduce one physical characteristic by 1
-3	Reduce one physical characteristic by 2, reduce two physical characteristic by 1
-2	Reduce three physical characteristics by 1
-1	Reduce two physical characteristics by 1
0	Reduce one physical characteristic by 1
1+	No effect

Spells and Spell casting

Res Magicae

In Adventurer, spells are specific *things* that are summoned and controlled, to be used instrumentally. Such invocation may be of strange spirits, constrained demons, or perhaps localized pocket universes, the truth is perhaps unknowable to the mere mortal intellect. Nonetheless, it is important to understand that spells are NOT innate powers of a spellcaster; rather, the spellcaster summons and commands the spell. In short, the spell, not the spellcaster creates the effect.

Training in spellcasting involves mastering the creation of spells and the proper command thereof. This involves the use of mystical and rare components, combined with specific arcane gestures and phrases, precise timing, and astrological concordance, to name but a few components. The spell is thus created, and takes up residence within the spellcaster, to be expelled (cast) at will. Casters vary in their ability to contain spells, and all spells fade out after about one day if unused.

Thus, spells operate very much like modern rounds in a weapon, which must be obtained, preloaded and specified as to type. Similarly, once fired, spells are gone. Unlike a revolver (for instance), spells can be fired in any order, can be of various sizes and power, and (importantly) a given chamber in the cylinder *cannot* be reloaded for the remainder of the same day. In short: spells are bullets, the caster is the gun.

There are two basic varieties of spells: Magical and Spiritual spells. While the procedure to *use* a spellcasting skill is the same for both, the need for preparation, the costs of success, and consequences of failure are very different.

Magical spellcasting skills are regular skills that allow a caster to use his willpower and secret knowledge combined with his physical and mental strength craft to specific magical spells. Spiritual spells are those cast by priests, using the power of their deity and the casters faith and are thus differ from magical (Gnostic or Goetic) spells in important ways.

Spell preparation procedure summarized

A Magical spellcaster prepares spells at the start of the day and must preallocate all spells to be cast during the day.

- A spellcaster must preallocate all spells to be cast during the day.
- Spell capacity in any given day is determined by the casters intelligence and skill.
- Spell capacity is equal to or less than $1/2 \text{ INT} * \text{the highest level of any one spellcasting skill}$

A spiritual spellcaster may cast any spell he has access to without prior preparation, and may continue casting until he fails, at which point spellcasting abilities are lost until a day and a night have passed.

Xylarthen, now a spellcaster with INT 10, and Cantrip -3 Sorcery -1 Necromancy -2 can choose up to 15 points of spells per day. $(10/2 * (\text{Cantrip}) 3)$

Note that the actual spells chosen are not limited by the specific skill used as multiplier.

Spellcasting Procedure

Difficulty and cost

All **magical** and **spiritual** spells have a *difficulty* based on their overall power. The difficulty of a spell is based on the spellcasting skill and generally maps the relative power and difficulty of the spells associated with said skill. The difficulty is always applied as a DM to any attempt to use that skill. This is found in the spell listing table as appropriate.

Magical spells (only) also have a *cost*. Cost determines how much of a spell caster's capacity is used by memorizing it, and the physical toll of the casting. **The basic cost for casting a spell is subtracted as physical damage, and this occurs regardless of success or failure.** Where a spell allows optional costs to be paid, these are only applied if the spell succeeds.

Spiritual spells only have difficulty. There is no basic cost to cast spiritual spells successfully, although specific spells may allow the caster to increase the effect (or other results) by taking damage as with magical spells. This is always optional, even if there is no result if points are not spent (a fizzle occurs, essentially).

Casting:

Casting a spell is a standard skill use. Apply the difficulty of the spell type (if appropriate) , and the level of the appropriate spell casting skill, plus or minus optional or situational modifiers; throw 8+ for success.

There are no automatic success or failure rolls in magical casting. However, **if the dice result is a natural 2, apply unexpected consequences in addition to costs for success regardless of whether or not the spell roll is successful.** This doubles the cost for a magical spell, and explicitly applies to high risk spells.

Failure

Magic is inherently dangerous to a caster, above and beyond the corruption and damage to sanity that invariably accumulates through knowledge of unspeakable arts. If a casting skill roll fails, the unexpected consequences table must be consulted, and in some cases, the **Terrible Consequences** table is consulted.

Unexpected Consequences

Magical Spells

- If the spell fails, but the unmodified roll is 8+, any associated cost is still paid.
- If any HIGH RISK SPELL is attempted, additional and terrible consequences occur (consult the Terrible consequences table).
- If successful, determine the effect of the spell, and apply this as physical damage (in addition to the *cost*)

Spiritual Spells

- If the spell fails, the caster may not use any more spiritual spells until a day and a night have passed.
- If it succeeds, determine effect as normal, but apply this as physical damage.

High risk failures

Certain spells of both magical and spiritual origins are designated as high risk. These are spells of great power that channel particularly corrupt, unspeakable or dangerous forms of magic. In game terms, these are the dam-buster spells, and in most S&S genres, are terribly dangerous for the caster – which is why the caster doesn't use them to solve all problems.

Terrible Consequences (magical or spiritual)

If a mage fails the spell roll to cast a HIGH RISK spell the caster takes 1d6x1d6 points of damage in addition to the cost, and loses the ability to cast spells for a time. Use the lower of the two dice rolled for damage and apply to table V to determine for how long spellcasting ability is lost.

Success

When a spellcasting roll is successful, the spell is cast with the rolled effect. This will define much of how the spell manifests. Effect is the final modified roll minus 8.

Spellcasting and Effect

In many spells, given a successful casting, a caster is allowed to allocate the effect points to variables such as range, targets and damage. Range and damage are generally a direct relationship, and noted in the description.

Duration is generally determined by referencing the effect allocated with the duration type of the spell (I through VII) on the Duration table. Spells not using the Duration table will be specifically identified. Typically they are spells that have an instant and non-lingering magical effect, although the physical consequences may linger on. The default duration is instant.

Targets are the number of things (loosely defined as beings or items) that the spell takes effect upon. The final number is determined by referencing the final allocated effect on the appropriate column of the targets table.

The default for targets is 1.

Increasing effect

Many spells, especially spiritual spells, allow the caster to sacrifice Physical points to increase the effect of a successful casting. Note that unless specified otherwise, this only applies to the effect of a successful casting; points may not be spent to modify the roll for success. Use the following table to determine the effect increase.

END points sacrificed	Modifier
2	1
3	2
5	3
8	4
12	5
18	6

Any sacrifice is made after the roll is finalized and the additional modifier is included for all final effect calculations.

Spellcasting damage due to cost or sacrifice

Damage incurred due to spellcasting costs is treated as if it were damage for all purposes except recovery unless otherwise noted. All damage due to spellcasting is recovered after a nights sleep.

Note that this is not the same as exhaustion or actual damage, and cannot be recovered by spells, potions or any other effect that allow recovery of exhaustion or physical damage. Only a spell, potion or artifact that **explicitly** affects spellcasting costs can be used to recover such points, and they should be very rare and costly to use.

Several additional modifications to the procedure occur when casting spells in combat. These apply to when the spell is cast, reacting to spells, taking damage while casting, and aborting spells. They are discussed in detail in the combat section, under the action option of Spellcasting.

For purposes of damage due to spell casting (only), apply the following effects rather than the normal damage rules.

When END is reduced to zero or less the caster falls unconscious (as per combat) and excess damage is allocated to another stat.

If both END and a second stat are reduced to zero by the same spell, the caster dies. Otherwise, the damage becomes real, and requires normal healing. If all three are reduced to zero, the caster dies.

Note that the sacrifice rule can explicitly allow the caster to kill himself to increase effect. If so, the spell takes place, and the caster survives to see the final result, either mocking the victims or decrying his fate, as required.

Duration

Effect	Duration I	Duration II	Duration III	Duration IV	Duration V	Duration VI	Duration VII
0	1 round***	1 Minutes	1 Turn**	1 Hour	Half day*	Day	minute
1	2 rounds	2 Minutes	2 Turns	2 Hours	1 Day	Week	hour
2	3 rounds	4 Minutes	3 Turns	3 Hours	2 Days	Fortnight	day
3	5 rounds	8 Minutes	5 Turns	5 Hours	4 days	Month	week
4	8 rounds	16 Minutes	8 Turns	8 Hours	week	season	month
5	12 rounds	32 Minutes	12 Turns	12 Hours	fortnight	Equinox	year
6 +	18 rounds	1 hour	18 Turns	1 day	month	year	decade

* Sunrise to sunset, or vice versa.

** Whatever the basic movement turn is: 10 minutes, six minutes etc

*** Whatever the basic combat round is: 10 seconds, 6 seconds, etc

Targets

Effect	Targets I	Targets II	Targets III	Targets IV	Targets V	Targets VI
0	1	1	1	1	1	1
1	1	2	3	4	8	10
2	1	3	5	9	27	50
3	2	4	7	16	48	100
4	2	5	9	25	100	500
5	3	6	11	36	180	1000
6 +	4	7	13	49	300	5000

Avoiding or Reducing Spell Effects

Many spells can be negated or partially avoided by an effort of will, an indomitable intellect, or simply fast reflexes. Spells which can be avoided or reduced are noted as such. Typically, the roll will be described as a test vs. a stat, attempting to roll a total under the stat in question. In some cases, a skill may be used, in which case it is added to the stat, rather than the

roll. If successful, the spell will have no or reduced effect for the being in question. Any being effected by such a spell, whether by direct targeting, or being within the area of effect, may attempt the test. If the test fails, the spell takes full effect. If an individuals test is successful, the spell is cast, but negated or reduced for that specific target.

Learning New Spells.

A spellcaster only learns new spells if a spellcasting skill is increased or added. With each receipt of a spellcasting skill a character may choose a set number of spells from the appropriate list equal to INT -6. Each receipt of a spellcasting skill allows choice of another set of spells. If the level is gained in the career resolution, then the player simply picks the appropriate number of spells. Similarly, if the character has increased an existing spellcasting skill, or gained a new one, he becomes eligible for new spells once the skill is permanently increased. No further spell roll is required, but learning each spell does take a number of days equal to the spells cost +2. Too, the spells must be found or available in ancient magical tomes and scrolls. If such resources are not available, the time required is in weeks, instead of days, as the spellcaster develops them from first principles.

Note that there is no bonus for choosing or learning the same spell twice. So don't. I tried to have one, and it breaks things.

Note that when spiritual spellcasters gain new spellcasting levels, they gain new spells automatically, with no learning period.

Xylarthen the moderately Bright is a magic User with an INT of 10. When he first receives the skill Cantrip, he has the spellcasting skill Cantrip -1 and selects 4 spells (INT -6) from the Cantrip list: Detect magic, Hold Portal, Light and Magic Missile. If he gains Cantrip again, he has Cantrip -2 and chooses 4 more spells: Shield, Locate Object, Knock and Levitate



*Xylarthen in an unusually fine mood, contemplating his new spell:
Screaming Molten Death Unto All Who Opposeth Me.*

Summary of Spell Casting Procedure

(This table summarizes the above rules, but does not replace or overrule the detailed rules. If there is a conflict, apply the detailed rules.)

Casting a spell is a standard skill use

- Apply the difficulty of the spell type, and the level of the appropriate spell casting skill, plus or minus optional or situational modifiers; throw 8+ for success.
 - If the spell is a magic or mystery spell:
 - If successful **subtract cost of spell as damage**, starting with End, and resolve the effect of the spell.
 - Failure still pays costs, unless attempting a High Risk Spell.
 - Failed High risk spells cause **1d6 dice of damage** times normal cost ; or **1d6 x 1d6** if and spellcasting loss if spiritual.
 - If the Spell is a spiritual spell
 - There is no cost to cast, although the caster may increase the final dice roll for many spells by sacrificing END Given how sensitive a 2d6 roll is to modifiers, I wonder if the cost is high enough.
 - The sacrifice is made after the roll is finalized and the additional modifier is included for all final effect calculations.
 - Failed High risk spells **1d6 x 1d6** if and extended spellcasting loss.
- Determine final effect
 - Subtract 8 from final result, cap at 6.
 - Add any points sacrificed if allowed to do so (may increase beyond 6)
 - Allocate effect points to spell variables such as range, targets, duration if appropriate..
- Apply result of spell.
- Go home, tell minions.
- For purposes of spell casting, apply the following effects rather than the normal damage rules.
 - When END is reduced to zero or less the caster falls unconscious (as per combat) and excess damage is allocated to another stat.
 - If both END and a second stat are reduced to zero by the same spell, the caster dies. Otherwise, the damage becomes real, and requires normal healing.
 - If all three are reduced to zero, the caster dies.



Magic Spells Overview

Magic spells are spells cast by practitioners of the magical (some say dark) arts. They rely on the knowledge and willpower (or ego) of the mage to interact with the magical essence and flows of the world, and energy from the platonic world of ideals. Magic spells are divided into two types: common and Mystery, mainly differentiated by ease of access. Typically, common spells can be assumed to be available to most spellcasters, albeit with more effort at the higher levels. Mystery spells, on the other hand, typically are only available to members of secret gnostic orders, or thru research in terrible and oft prehuman tomes and scrolls.

Common Magical Spells: Circle (Difficulty) and Cost

Cantrip (+0)	cost	Dweomer (-1)	cost	Sorcery (-2)	cost	Wizardry (-3)	cost
Auramancy	1	Fey sight	2	Dimension Door	3	Teleport	4
Light and Dark	1	Haste/Slow	3	Ethereal form	4	Anti-Magic Shell	5
Fix/Free	2	Concealment /detection	2	Psychometry	3	Ensorcell	5
Ward	1	Levitation	2	All seeing eye	3	Elemental Passage	4
Gift of tongues	1	Sleep	3	Miasma	4	Scrye	4
Dispel: Cantrip	1	Dispel: Dweomer	2	Dispel: Sorcery	3	Dispel: Wizardry	4
Wall : Night and fog	2	Wall: Winds	3	Wall: Elemental	4	Wall : Adamant	5
Thaumokinesis: Prestidigitation	1	Thaumokinesis:: Mage's Hand	2	Thaumokinesis:: Sorcerer's Reach	3	Thaumokinesis:: Wizard's Grasp	4
Circle : Impediment	1	Circle : Abjuration	2	Circle : Protection	3	Circle :Sanctuary	4
Curse: Jinx	2	Curse :Hex	3	Curse: Burden:	4	Curse: Malediction	5

Common Magical spells are organized into four circles, more or less going from weakest to strongest: Cantrips, Dweomers, Sorcery, and Wizardry. Some spells are only included in one circle, others are in all. When the same spell appears in all four circles, it will generally have different effects depending on the circle it is cast from. Thus, a wizard casting Curse would specify the circle it is being cast from, for instance, Dweomer.

Note that regardless of such a spell being in multiple circles, each circle variant is only available to mages with knowledge of the appropriate circle spellcasting skill.

Thus, a spellcaster can cast bolt, but only using the appropriate spellcasting skill. As a result, a mage may know from one to four versions of bolt, depending entirely upon which of the spellcasting skills he has learned.

CIRCLE OF CANTRIPS

Auramancy

Range, 10', +10' per extra effect point.

Duration IV

Detects the presence of living beings within a specific area.

If cast at one being within LOS and Range, this spell allows the caster to determine the emotional state of one subject with good accuracy.

Illumination

Range: touch.

Duration IV

A 30' radius of bright light (equal to sunlight) or complete darkness. Can be cast on a stationary object or a mobile one, but not on a living creature or plant.

Fix/Free

Range, 10', +10' per extra effect point.

Duration IV

Makes an object extremely difficult to move, or easy to move regardless of physical constraints. Cast on a door, it can either seal it, or unlock it.

Protection

Range, one touched being or item. +1 per extra effect point.

Duration IV

Choose one of Animals, Missiles, HTH Weapons, Undead, good or evil, summoned creatures or constructs. 2 extra effect points to add an additional type. Any attacks from chosen

type gain any effect points not allocated to range or types as a penalty to hit. The Spell moves with target. Duration II

Gift of tongues

Range, one touched being or item. +1 per extra effect point.

CIRCLE OF DWEOMERY

Witch Sight

Range, one touched being or item. +1 per extra effect point.

Duration V

Allows the recipient to see without light and ignore the effect of a concealment, polymorph or phantasm spell. Otherwise gives a +2 to attempts to see mundanely concealed persons or items.

Sleep

Range, 10yards, +10 yards per extra effect point.

Duration II

Subject falls down and lapses into a light sleep. Subject is easily awakened, but is otherwise helpless. Range: 80 ft x (effect +1), area of effect, a sphere 2 yards x (effect+1) in diameter. 3d INT test to avoid. Effects only living creatures

Levitate

Range: Touch One being plus 1 extra per Effect pt.

Duration IV

This spell allows the caster (or others) to fly at a speed equal to a pre-chosen difficulty penalty. Thus, choosing an additional difficulty of 4, would allow the caster to fly at 4 bounds per turn, but would require a -4 to the spell roll to succeed. A speed of 0 may be chosen, in which case the caster simply levitates. Maximum height/altitude for the spell is $25^2 \times (1 + \text{effect})^2$ measured from the casters initial standing position. The target is aware of the spells termination time.

Duration III

Choose one of speak read or write ; +1 effect for each extra.) Recipients gain the chosen ability for any one current, unknown or dead language (+1 language per extra effect point).

Concealment

Range: Touch One being plus 1 extra per Effect pt.

Duration IV

Recipient is completely ignored by all not under the spell; includes sight smell and sound, but not touch, and passive effects such as traps. Spell ends when the subject touches another living creature other than others under the spell.

Duration IV

Haste/Slow

Range, see below

Duration see below

Subject(s) move at double or half speed.

Cast as haste, allows one creature a second action if a DEX roll is successful, and slow requires a DEX roll to act.

Range: Touch

Duration: II

Cast as slow, as many as 24 creatures within 60 ft around the point where the spell is targeted must make a 2d END test or only move and attack at half speed If cast on a single creature, duration is II, and END test is 3d.

Duration: I.

10'. +10' per extra effect point.

CIRCLE OF SORCERY

Dimension Door

Range, 10' +10' per extra effect; one being or object no larger or massive than the caster, plus one per effect

Duration instant

Causes a target to be displaced 180 ft x (effect+1) distance. Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleportation spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location within the spell's range. Test to avoid: DEX.

Ethereal Form

Range, Touch : one being, plus one per extra Effect.

Duration II

The subject of the spell and any clothing armor weapons or general possessions become ethereal, a limited non-corporeal state. The subject may only interact with non-corporeal objects or beings other than what was initially affected by the spell; thus they can use a sword they were carrying when enchanted to fight a non-corporeal specter, but could not pick up or move other material objects. The subject may pass through material objects at will, allowing one to stand on a floor, but pass through a wall. Material objects cannot affect

the subject, but magical and noncorporeal items creatures and effects can. Duration II

Psychometry

Range caster, item held.

Duration 1 hour or effect+1 questions.

Psychometry is a complex spell used to gain knowledge of the unknown in a variety of ways.

In the simplest case, the caster touches an object or person and gains information about its history (determined by below table) in the form of short questions and answers.. Similarly, a Living being's attitude, age and general life history can be read by this spell if in contact. Specific events the being saw, experienced or participated in can also be experienced by the caster, as can the functions of an object in hand, but the number of such specific facts are limited to the spells effect.

An item or being can be located by or bearing and direction. This use requires that the caster has a close connection with the target of the spell, or knows a great deal about it. Typically, an object could be located if the caster once owned it, has possession of a portion of it, or has an excellent idea of its appearance and/or functions spell gives the caster the general direction (as the crow flies) to the target. Note that the spell

can detect an object in a general class of items known to the caster: stairs, gold, etc.

A general class of beings can be located as above, but specific individuals require either part of the body or an item that has been in close proximity for an extended length of time as well as an excellent description. The latter can be obtained either by extensive observation and /or familiarity, or obtained from detailed research.

Finally, psychometry can be used to discover facts about legendary or hidden places, persons or things that the caster has never experienced, seen or touched. In this situation, this spell allows the caster, over the course of long and arduous magical efforts (2d6 x2d6 days), to gain knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

Effect	Time	Travel*
0	Day	Hour
1	Week	Day
2	month	Week
3	season	Months travel
4	year	Seasons travel
5	Olympiad	Half year
6	Decade	year
7	Century	Week
8	Millennium+	Months + travel

*See travel and mapping section

CIRCLE OF WIZARDRY

Miasma

Range 100' +100' per extra effect

Duration III

HIGH RISK

Duration: 1 hour Foul and poisonous vapors boil from the thin air, forming an opaque cloud 20' x 20'x30' (12000' sq ft) at up to 100' away from caster. It touches the ground and will fill depressions, moving away from the caster at a walking speed. The cloud moves directly forward at a rate of 6ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. Even touching the cloud (much less breathing it) requires a 3d END test to avoid immediate death.

AntiMagic Shell

Range: Touch

Duration III

HIGH RISK

Creates a 20' diameter bubble + 2' per extra effect point, which stops all magic or non-corporeal effects or creatures from entering or exiting. It extends thru walls, underground and suchlike.

The sphere would only be stopped by another antimagic spell, which would cancel both when they touch. Duration: III

Elemental passage

Range: See below

Duration IV

HIGH RISK

Creates a persistent tunnel or breach in a specific material. Designate earth, worked stone, fire, water or nonliving organic material (wood). A thin coating of metal or a non-specified material stops the effect.

Range: 30 ft. + 10' per extra effect. This spell creates a hole through the specified material, about 7 ft. high, 10 ft. wide, and 10 ft. x (effect+1) in depth or length. The hole closes at the end of the spell's duration :

Scrye

Range: Special

Duration II or IV

Clairvoyance or clairaudience. Clairaudience allows the caster to hear through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft.

Clairvoyance allows the caster to see through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within range .

Range is determined by final effect:

Effect	Distance/Travel*
0	10 feet
1	10 yards
2	100 yards
3	Mile
4	days travel
5	Weeks travel
6	Months travel
7	years travel
8	unlimited

*See travel and mapping section

Final effect can be increased by using a very expensive focus which is consumed by the spell. This must be committed to before the roll, and, if the roll is successful, the focus is destroyed and the effect is added.

Plus	Cost*
1	10 Gold
2	100 Gold
3	1000 Gold

Neither clairvoyance or clairaudience can pass through even a thin sheeting of unalloyed lead or noble metal (copper, Silver, Gold). Using both simultaneously is possible, but causes a -3 difficulty to be applied.

Range: 60 ft Duration: II . The spell(s) can be cast through a crystal ball (or other focus)which multiples range by (effect points x d6) OR increases duration to IV.

Apportation Range: Special

Duration II or IV

HIGH RISK

Instantaneous. This spell transports the caster or another person to a destination that the caster knows (requiring at least knowing what it looks like from a picture or a map). Success depends on how well the caster knows the targeted location, as follows: If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities. If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveller arrives low, 2d6 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveller arrives 2d6 x10 ft. over the targeted location—probably resulting in a deadly fall. If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error—a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is 1d3 x10 ft. high or low.

Ensorcement

Range: Special

Duration II or IV

HIGH RISK

This is the all purpose spell used to dispose of enemies in a dramatic manner. If casting fails, treat as a HIGH RISK spell. When cast successfully the caster loses one point of END or INT (choice) permanently. Then, the target and the caster each

roll 2d6. The target adds half his END or INT (whichever is greater) and the caster adds half his INT and the effect of the spell. If the caster has the higher roll, the target is turned into a small inoffensive animal—frogs are traditional. If the caster doubles the targets final result, the target is instantly slain in suitably dramatic manner. When using this spell, the caster may expend points for all three physical stats (one at a time) to increase their final opposed roll, **before** the roll is made. Similarly, if the target is a spellcaster, he may sacrifice points to increase his roll **before** the roll is made. Regardless of the outcome, the END points are taken as actual physical damage. If the target is a spell caster possessing this same spell, the loser of the contest suffers the result. Otherwise, treat losing the opposed roll as failing to cast a HIGH RISK spell, plus the caster is stunned for 1d6 – effect rounds.

Physical points sacrificed	Modifier
3	1
5	2
8	3
12	4
18	5
27	6

Spells of Multiple Circles

Whereas most spells are distinct and associated with only one circle, several are part of families of related spells spanning multiple circles. These are noted by sharing a general name: Dispel, Wall, Hold, Circle, Curse

Protective circles

Depending on the casting level, a circle of protection blocks or hinders the indicated type of creature, being or force from crossing the circle, or acting across the circle in any active manner. This would include missile attacks, elemental effects and damaging side effects of blocked creatures, but would not include conversation, or simply having a mind rending appearance. Hindered types must pass a STR test to cross the circle, and take noted damage regardless of success or failure. Magic spells cast by the indicated type that cross the circle add a -3 difficulty modifier.

Circle of impediment Blocks non-corporeal beings. Hinders beings that are strongly good or evil or under enchantment (hidden, charmed), or intend harm to those inside the circle: damage for passing (success or failure) is (effect+1) Duration: IV

Circle of abjuration Hinders undead **or** summoned creatures, **or** a specific named person. ("Todd Spengo") Blocks animals and non sentient creatures. STR test required to pass damage for passing (success or failure) is (effect+1) +d6 Duration: III

Circle of protection Completely blocks elementals, or hinders a class of beings (elves, lizard men, the Dutch). Damage for passing (success or failure) is (effect+1) x 1d6 Duration: II

Circle of sanctuary Blocks Demonic beings, or any hindered at lower casting levels. Duration: I

Multiple circles can and may need to be drawn; each casting level only applies to one of the stated types of being.

Dispel Magic

These spells can negate any spell within that circle with a duration longer than instant. The difficulty is equal to that of the spell being nullified. To cancel the spell, the dispel roll must be successful, and the final effect must exceed the effect of the target spell.

Mystery spells cannot be dispelled by magical spells. The Gods don't take kindly to mortals interfering with their whims.

After the final roll is calculated, the dispeller may increase the effect by expending END according to the above sacrifice table.

If the caster of the target spell is present, he may also attempt to reduce the final effect by expending END as per the above table. If both opt to do this, each round the two casters bid their expenditure secretly; the final bids are revealed at the end of the round, and the spell is dispelled or not as determined by the final Effect. Each caster takes the appropriate magical damage and applies effects accordingly.

Walls

Walls add a -2 additional difficulty modifier to any spells, melee or missile attacks thru them, (-4 if specifically opposed) and block LOS. Walls also block specific classes of beings or items based on their nature. Unless otherwise defined, walls are 1' thick, opaque and can be cast as planes or cylinders with outer surface area up to X sq feet.

Night and fog Blocks LOS; DEX test to avoid falling if passed through. Duration: V

Wind Cancels earth walls; blocks all normal missile attacks, but does not block LOS. Passing thru causes 2+effect d6 damage. Duration: IV

Elemental wall. Choose one of:

- *Earth* Cancels air walls. Opposes all physical attacks (melee or missile) Passing thru requires a 3d STR test and taking (1+ effect)d6 damage regardless of success or failure Duration: II
- *Ice* opposes blasts and fire based effects: Cancels Fire wall. Passing thru requires a 3d STR test and taking 2+effect d6 damage regardless of success or failure Duration: II
- *Fire* cancels darkness spells that overlap, opposes bolts, and ice and cold. Cancels Ice wall. Passing thru requires a 3d STR test and taking 2+effect d6 damage regardless of success or failure if not. Duration: II

Wall of Adamant. Choose one of:

- *Stone* is a physical masonry wall, 2' thick. It has no magical properties or auras, and resists any attack, spell or attempt to cross as an equivalent normal wall would. It does not cancel or become canceled by other walls. At the end of the spell, it disappears. Duration: IV
- *Phlogiston:* treat as a stone wall that is invisible and also affects non corporeal beings or objects. Duration: III

Thaumokinesis:

These spell allows the mage to manipulate move and generally affect objects without actual physical contact. Essentially, it creates an immaterial and invisible tentacle emanating from the mages body, with a normal human hand on the end. Its length range and lifting capacity is dependent on effect. The spell acts as if it is a material object with regards to intervening objects (i.e. it must reach around over or under, not through any blocking object). May only affect material objects. Attempting to use a skill via this spell (such as using a sword) are allowed but at -2 due to general unfamiliarity.

Prestidigitation Range: (effect +1) x d6 inches
Weight: (effect+1) ounces. Duration: IV

Mage Hand Range: (effect+1) feet, Weight: (effect+1) pounds Duration: II

Sorcerer's grasp Range: (effect+1) yards Weight: (effect+1) stone Duration: I

Wizards reach (effect +1) x d6 yards Weight: (effect+1) hundredweight Duration: (effect+1) seconds

Curse:

Range: within hearing, and LOS.

Duration: based on circle

Test to avoid: 3d vs. INT to for no effect

Curse is the basic means by which magical spellcasters harm others. When successfully cast, allocate effect points to duration and result. Note that once successfully cast,

Jinx

Range LOS + hearing

Duration: Table IV

Targets: Table I

Adds a negative DM to the target or targets next roll. Allocate effect points to the result (negative DM for the duration or until dispelled .

Hex

Range LOS + hearing

Duration: Table V

Targets: Table I

Caster can sacrifice End for effect.

Reduce a targets skill by the spells effect/2

(minimum 1) on all uses for the duration or until dispelled.

Burden

Range LOS + hearing

Duration: Table VI

Targets: Table III

Caster can sacrifice End for effect.

Reduces a specific physical stat (STR, DEX or END) by the effect, to a minimum of 1 for the duration or until dispelled

Caster can sacrifice End for effect.

Casting this spell at more than one target makes it **HIGH RISK.**

Malediction

Range LOS + hearing

One of two effects: Trial effecting a single target, or Tribulation effecting (potentially) many targets.

- *Trial*: Imposes a negative DM equal to effect all rolls the target attempts for duration or until dispelled. Duration: Table

VI, Targets 1. Caster can sacrifice End for effect.

- *Tribulation* **HIGH RISK** This acts as Burden, except that the caster may allocate points on target table VII, Caster can sacrifice End for effect. Range NA, Duration: Table VII

Mystery Spells

Mysteries represent esoteric and often Hermetic arts which differ from magic in theory, practice or traditions. It is theorized that they are essential general spells that have been developed too much greater levels, and become their own type. Regardless, spells of a mystery are only available to casters with a skill level in that specific mystery. When gaining a level in a mystery, one is allowed to choose a number of spells

equal to the lesser of the new spell casting skill level being gained, or INT-7

Obviously, by skill level 3, most users of above average intelligence will have all spells known, although less intelligent casters may not. This represents the fact that promotion in most mystery cults becomes a matter of politicking and charisma rather than what one knows.

Maleficae	Mesmerism	Skinshifting	Alchemy	Necromancy	Goetry
Thunderclap	Charm /beguile	Skinshift	Enhancement of the material form	Séance	Summon Animal/Familiar
Elfshot	ESP	Imbue attribute	Resistance of the elements	Charnel Aura	Invisible Servant
Burst	Suggestion	Animal speech	Pyrotechnics	Reanimate corpse	Summon Champion
Bolt	Madness & Confusion	Nature charm	Binding of the arcane essence.	Spiritwrack	Summon Monster
Smite	Dominate	Transformation		Revivify	Summon Demon

MALEFICAE



“Yeah, well guess what beats rock, scissors AND paper.. ”
Responded Xylarthen....

The powers of the Mystery of Maleficum are terrible indeed, granting great power over fire and lightning to destroy and incinerate. This body of spells exists solely to destroy and slay, and is very closely guarded by those who have access to it.

Thunderclap

Creates a tremendous blast of thunder, stunning and deafening those within a sphere 1 foot x effect in diameter. Does effect concussion damage and stuns those failing a 2d6 END roll for effect in minutes. Effects only living creatures, magic armor, protection wards or cover will negate this damage.

Elfshot

Shoots an insubstantial dart effecting only material targets, as a heavy crossbow for all range effects, ignoring all non magical armor Damage is 2d6 + effect. Caster must make a ranged attack. Test to avoid: none.

Bolt

Throws a bolt of lightning effect+1 feet long which does 1d6 x (effect+1) to the first target (material or otherwise) it contacts.

No ranged attack required. Test to avoid: 3d vs. DEX + skill for half damage.

Burst

Creates a localized burst of flame doing 1d6 + effect fire damage to all within a sphere 1 yard + effect in diameter. Affects any material items, including stone, and will ignite easily flammable items, although there is no concussion effect. Magic armor, protection wards or full cover will halve this damage. Test to avoid: 2d vs. DEX + skill for half damage

Smite

HIGH RISK

Manifesting as either a horrific explosion, a pillar of flame, or a massive arcing lightning bolt, blast does 1d6 x effect to any material or non-material items or beings within a sphere 1 yard + effect in diameter. Ignores magic armor or cover, and will ignite all normal flammable items, melt softer metals and shatter stone or moderately brittle substances DOOOOOM ! Test to avoid: 3d vs. DEX + skill for half damage.

MESMERISM

The secrets of mesmerism delve the depths of the human mind.....and sink hooks into it. Masters of hypnotism, mind reading and psionics, mesmerists alter the very core of how we perceive reality. Plus, they do that cool intense staring thing with their eyes.....

Beguide

This spell affects multiple beings of human size or smaller, such as goblins or dryads or one creature of any size. This spell can affect any one living creature, including powerful monsters, with the effect serving as a minus to the targets INT test to break free. It can also effect lesser beings in larger numbers, with up to 1d6/effect so affected. Beings falling under this spell see the caster as their dearest friend, mentor and authority. Essentially, treat them as brainwashed cultists, with the caster serving as "master". They will act accordingly, and become loyal if somewhat unmotivated servants. While targets can be ordered to attack friends and allies, the spell will not force the targets to injure or kill themselves. Actions that would cause a severe conflict with their unbeguided values and beliefs will trigger a test to break the spell (as an example of the severity needed, orders to kidnap ones parent would not, whereas killing ones father would) . Victims can break free of the charm, (one chance per week if away from the casters immediate influence, otherwise one chance per month) if a 3d INT test is made.

Range: 60 ft Duration: until broken or dispelled.

Range: 120 ft LOS and within hearing. Duration: Until dispelled If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Suggestion

Range: Shouting distance Duration: 1 week The Caster speaks a hypnotic suggestion to his intended victim. The suggestion may be a number of words equal to effect +1. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself or lethally attack (or kill) a friend or ally will not be obeyed.

ESP

ESP (Detect Thoughts) Range: 60 ft Duration: 2 hours The Caster can detect the thoughts of other beings at a distance of 60 ft. gaining a general emotional assessment of the targets intelligence and attitude. (Example: smart, evil). For each effect point, the caster can ask one short specific question

answered in one word by the GM. *If the caster succeeds in an opposed INT test, the main stream of thoughts is understood.*

The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

It may also be used to communicate soundlessly between any two willing beings within range, regardless of LOS, but subject to stone and metal limitations above.

Madness & Confusion

Range: 120 ft Duration: 2 hours This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following (see table 24) The effects of the confusion may shift every ten minutes or so, and the dice are once again rolled. The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

Dominate

HIGH RISK

Range: 120 ft LOS and within hearing. One being.

Duration: Until dispelled

This spell can affect any one living creature that fails an INT test on 2+effect d6.

The victim sees the caster as their dearest friend, mentor and authority. Targets *can* be ordered to attack or betray friends and allies, but not to injure or kill themselves. Victims can break free of the charm, (one chance per week if away from the casters immediate influence, otherwise one chance per month) if a successful INT test is made vs. the original effect of the spell. Actions that would cause a severe conflict with their unbeguided values and beliefs will trigger a test to break the spell (as an example of the severity needed, orders to kidnap ones parent would not, whereas killing ones father would). Note that the caster may renew the spell before a monthly (or weekly) check is made, avoiding the check, but failure breaks the spell completely, and disallows casting again on that victim for a month. Note that those so dominated are *seldom* well intentioned towards the caster once they are free.

SHAPECHANGING

Skinshift

Skinshift allows the caster to take the form of a generic example of a natural/normal animal, one of which may be chosen each time skinshifting is received. The caster must have seen a living free example of the form desired to choose it. Specific animals (old yeller), intelligent animals (Gawahir, king of eagles), or unnatural or fantastic animals (King Kong, A dragon) may not be chosen.

Difficulty is based on size of animal. Assume caster is between 6-7 size, so each size change up or down makes a -1 to the spell roll. The animal form gains stats equal to the maximum possible for the animal, and all normal armor, natural weaponry senses skills and special abilities. The caster becomes the animal, but retains his regular INT. Note that damage carries over from form to form, and that damage to a larger form may be sufficient to kill a smaller form when changed. Duration: Rather than determining when the spell ends, the duration of the effect is how long the spell must be maintained, and when it may be ended. Duration column V determines the duration increment that the form must be maintained without ill effects. If the caster wishes to return to normal form before the increment is up, or continue in the form for another increment, make an INT test. Success ends or extends the spell; failure reduces the casters INT in that form by the amount failed (failure effect). The INT returns when normal form is restored. If INT is reduced to zero or less, the caster becomes that animal in mind as well as body.

Normal human skills and language can be used if the animal is physically capable, but all require and INT test on any round they are attempted. If successful, skill use is nonetheless at -3; speech is possible if the animal has appropriate vocal abilities; reading and writing is possible if the shifter is literate

Imbue attribute

The caster may grant the target any one attribute of a natural creature (as defined in skinshift). Duration is determined by the effect from table 2. . Specific physical characteristics can be imbued such as the strength of a bull, in which case the casters attribute becomes that of the maximum value of the creature. Only attributes that require special physical form (such as flight) will alter the targets body so as to suggest the physical attribute –thus, the casters arms may become feathered (for flight) or his eyes may become unnaturally large or cat like (for enhanced sight). Duration: IV

Animal speech

The caster is able to speak to, and understand any animal whose form he can assume. Related creatures are understood less well. Obviously, the animal's intelligence will limit what can be achieved, but in general, the animal will be honest, and very helpful where possible. Duration III.

Nature charm

This is a charm spell that affects any living normal animal or animals. It is otherwise the same as the charm spell on humanoids, except that

If only one animal is chosen as the target, control is total, even unto self inflicted death. .

Note that while the animals will understand general commands, they do not gain the ability to speak to the caster, nor to understand complex commands. Generally, they should be limited to what one could teach a smart and loyal dog, and no more than two words.

Transformation

HIGH RISK

This spell uses all the same rules as skinshift, except as follows.

Any form can be taken. For magical, fantastic or otherwise extranormal creatures, the caster must possess a major body part of one of that type of creature (typically a heart, full skin, brain, etc). Thus, the forms of unique fantastic creatures (e.g. .Paul Bunions blue ox) and non-corporeal creatures cannot be assumed.

For normal creatures, the spell can also take the form of non-animals such as persons, and also specific examples of same. If a specific form is assumed (such as Ferdinand the bull, or Timmy the annoying kid), the caster must have seen the specific example, and have a scrap of the specific creatures body. Otherwise the caster must just be aware of the form desired.

For all forms, the increment is found on duration column III but is otherwise handled as in skinshift. If INT is reduced to zero or less while in an intelligent form, the caster becomes completely convinced that they are the form that is worn. Obviously, this can be a problem when impersonating the party's greatest enemy. They will ignore all contradictions and facts to the contrary, and if presented with the original, will assume the original is the fake.

ALCHEMY

Alchemy is the science of binding magical energies into mundane substances, allowing anyone to use or benefit from the spell. Alchemist spells are, in essence precast and carried around in the form of expensive potions and powders which must be consumed or thrown to activate the effects. The materials vary in their volatility, but all eventually become inert if not used.

Cost to produce an alchemical item is either explicitly listed for purely alchemical spell, or, for items binding Standard (non-mystery) spells, the circle of the spell. Most alchemy spells create a potion, compound or powder that holds the desired spell until activated, or until its effective life expires. If successfully cast, the final effect is allocated among its main effect, and to several optional variables; duration, effective lifespan,, and use limits. .. The main effect is described in the

spell in question, but is generally proportional to the effect points allocated to power.

- Points added to **duration** extend the potion by one hour per point.
- Points allocated to **lifespan** increase the amount of time the compound can be stored by a week per point.
- Limitations are a set of words that limit who can use the compound. Each point allows one word. Example: “me”(1 point) “my friends”(two points) “elves or dwarfs”(three points) “anybody but that tool, Bilbo” (5 points). If no points are allocated to these variables, the Note that the downside of the convenience is the fact that, as required by genre conventions, an alchemical failure causes an explosion proportional to the intended power.

NOTE: Duration, effective life and limitations need not be allocated points, (which would reduce the power of the final compound), in which case, use the default values for the potion: duration is one hour (or less, by spell), the effective life one day, no limits.

Enhancement of the material form

Cost: 100silver x 2d6 x maximum points chosen.

Difficulty: the chosen maximum Characteristic boost.

Time to prepare 1 day per point of maximum

This spell allows an alchemist to create potions or other medicines that temporarily increase the users natural characteristics by the allocated power. To cast, choose a characteristic from STR, DEX, END, or INT. If successful, note the final effect. The caster may allocate effect points to the power of the compound, its duration, effective life or any limitations.

Failure causes an explosion, doing damage equal to 1d6 *plus* the negative effect (treated as positive for all you clever Nellies). With a blast radius of 1 yard per point of negative effect. Additionally, the cost of the casting is lost.

Note: compounds increasing INT are often highly addictive for spellcasters*. When an INT boost compound expires, a spellcaster user must succeed in an INT test vs. dice equal to the boost or immediately attempt to consume another INT compound within (2d6 – boost) hours if available. If after that time a compound was not available, the spellcaster suffers a minus to all spell rolls equal to half the boost (rounded down) for a number of days equal to half the boost (retain fractions). This effect is *not* directly ameliorated by INT potions, but is affected by magical cures.

*defined as *anyone* who learns or can inherently cast a spell.

Resistance of the elements

This spell allows the alchemist to create potions that protect the imbiber from harm. The spell is effective against damage caused by the 4 classical elements plus mineral animal and vegetable. As an example, weapon damage is generally protected against by mineral protection (iron/steel), but the classic pointy stick would require vegetable protection, and a simple stone would require earth. Each element includes its opposite, where appropriate. Thus, protection against fire includes both heat and cold. When cast, choose one element from earth, Air, Fire, Water, Animal, Mineral, Vegetable. The

final power of the compound is number of damage points that will be ignored from any such.

Failure causes an explosion, doing damage equal to 1d6 *plus* the negative effect (treated as positive for all you clever Nellies). With a blast radius of 1 yard per point of negative effect. Additionally, the cost of the casting is lost.

Pyrotechnics

This spell allows the alchemist to create a highly reactive substance that explodes with great noise, dazzling light, dense smoke and potentially great damage. Three types exist: flash, smudge and blast. Flash creates an exceedingly bright flash and deafening noise, which stuns and/or temporarily blinds viewers. Smudge is silent, but creates a dense dark smoke cloud, which obscures vision in a specific area. Blast causes noise and flash, although not to the level of flash, its main effect is a highly destructive explosion. All three can be created to activate when set afire or shocked by impact. The final effect roll can be allocated to its power, duration (for smudge), visibility (flash), or blast area (blast), as well as effective life. Failing the roll to create any of the three to create any of the causes it to immediately take effect using the negative effect to modify duration.

Smudge; for each power point, smudge creates a dense obscuring cloud in a 10yd x 10 yd area. Basic duration is one combat round, with each point of increase allowing the charge continue smoking for an additional combat round, producing a larger cloud.

Flash. All sighted and unprotected creatures within 10 yards must make an END with dice equal to the power of the charge failure results in being stunned and blinded for a number of rounds equal to the power. This flash will ignite flammable materials. Basic duration is one combat round, with each point of increase allowing the charge to continue burning for an additional combat round and increases the sight range by 10 yards. This may also be used to create non blinding or stunning pyrotechnic displays of amazing complexity, in which case duration is treated as type III.

Blast does 1d6 damage to all within the blast radius (5'), halved if a DEX test is successful on dice equal to half blast power. Blast duration is effectively instant; for purposes of allocating effect points, this spell may increase the blast radius instead of duration. Lifespan and limitations are unaffected. Each point added to the blast area increases the radius by 1 yard

Binding of the arcane essence.

Cost: See below table

Duration: instant/as per spell

Life: base 1 day+1 week per allocated effect point.

This allows the Alchemist to bind standard spells into alchemical compounds. The spell must be either known by the alchemist, or be provided during formulation by a capable spellcaster. The spell must be successfully cast, and the final effect recorded and allocated as appropriate to the spell description. Once the bound spell is cast, the alchemist must succeed in an Alchemy task check, modified by the difficulty of the bound spell.

Success indicates the compound and spell are successfully bound. Extra effect points may be allocated to effective life and limitations as per **Enhancement of the material form**. Otherwise, the default life of the compound is one day, with no limitations.

If the roll fails, the compound (and costs) are lost, and the bound spell immediately takes effect as if cast at the Alchemist and helpers. Assume that all working on the formulation are within 3' of the spells point of effect, allow all but the casting Alchemist a DEX test to jump to cover and take ½ effect.

Costs of compounds are 100 x 2d6 gold coins or Solidi. In addition, any costs associated with the bound spell must be paid up front, and any physical effects upon the caster occur as listed to whoever provided the bound spell.

When consumed (or used –one could bind a spell into some odd ointment) the user may **and must immediately** cast the bound spell. The user of the compound does not suffer any effects related to casting the spell. Cool, huh?



NECROMANCY

Reanimate corpses:

The general procedure for reanimation is this: the caster locates sufficient *material* and casts the spell. If successful, but before rolling for wounds, the caster may sacrifice END points to increase the effect. Remove the points, and roll the damage, applying it randomly to an attribute. Note that each type of casting has consequences should the spellcaster pass out.

The specific type of undead requires the spell to be memorized and cast as noted.

Once created, all cease decaying (although all still give off a foul reek) and remain until turned, or physically destroyed.

The maximum number of undead a necromancer can raise is equal to his INT., with skeletons counting as ½ and mummies counting double.

Reanimate Skeleton

Skeletons can be raised from most remains, even from jumbled bones. They are fast but fragile, and essentially automatons, with no motivation or initiative but able to be programmed for specific tasks, otherwise. Without specific instructions, a skeleton is completely passive, even allowing itself to be destroyed if it has no relevant commands. . A skeleton may have one skill level in a skill with a STR or DEX modifier. The skeleton responds to simple commands reasonably related to the skill; when in doubt, if the number of words in a command seems overlong (generally more than one sentence of no more than six words) roll 2d6 and use that number of words—which may produce amusing results.

Creating skeletons costs 1d6 of wounds, but allows up to (effect+1) skeletons to be raised with a single casting (this is limited by available...*material*).A skeleton is always bones, even if raised from fresh remains; in which case the body withers horribly and the bones burst free, reassembling before the caster.

A skeleton has 2d6-1 STR, and 2d6 +2 DEX, END =2, and INT and EDU =0.

Effect enhancement table

END points sacrificed	Effect Modifier
2	1
3	2
5	3
8	4
12	5
18	6

Damage to a skeleton is permanent. Damage to a skeleton is randomly applied for each attack; if any one stat is reduced to zero, it shatters and is destroyed.

Reanimate Zombie

A zombie is a reanimated corpse, but one that has had its spirit driven out by the same spell that resurrects it; thus, it is as freshly dead as is possible, and so retains many useful abilities. A zombie may retain a number of skills from life equal to ½ the living beings EDU. All are at level 1, and none of them may be spells or spellcasting skills. Due to this, Zombies are typically useful as assistants for very repetitive tasks, but can function as henchmen and guards based on its remaining INT stat. A Zombie, while retaining some intellect, is thoroughly subservient to its creator, with limited initiative. While a zombie can be ordered to attack, it will not aggressively do so, and requires specific commands to attack each being. Uncommanded Zombies either return to their creator's vicinity or stand passively if there; if attacked or otherwise threatened (physically or magically, verbal threats aren't very effective, I'm sure you understand), will flee to their creator. A zombie's INT is rerolled as 1d6, but must be **less** than the living value. Zombies ST and END are increased by 3d6, allocated by the creator, and DEX is reduced by 1D6.

Damage to a zombie may be healed magically, but if damage reduces two stats to zero, it collapses and becomes a normal corpse. . .

.. A Zombie costs 2d6 wounds to rise, and the effect from a successful casting may be added to its strength or Endurance. Note that if the caster is rendered unconscious by the damage, the Zombie bonds to the first being giving it a command.



Reanimate Mummy

Mummies are freshly dead corpses that have been carefully and very expensively preserved and protected before reanimation. As a result they retain some intellect, and often some very useful skills and knowledge. They are strong, but, due to the mummification process, quite slow. They make excellent assistants for mages, and know both skills and spells. Damage to a mummy is permanent, and if damage reduces two stats are reduced to zero, it disintegrates.

A mummy has +1d6 STR, a DEX of half the living value, and INT and EDU each reduced by 1d6. END is unchanged from life. A Mummy retains all skills (and spells) possessed in life, subject to the limits of the new INT+EDU value. In general, the lower level skills are lost before higher level ones. Mummies are generally of moderate initiative, and have some self awareness.

A Mummy costs 2d6 wounds to raise, and the effect from a successful casting may be added to its EDU (and thus increase its skill limits) . Note that if the caster is rendered unconscious by the damage, the mummy becomes free-willed until otherwise dominated.

Reanimate Draug

Draugs are raised from corpses that are more intact and only partially rotted. Draugs are tougher and much stronger than skeletons, and can regenerate damage by eating living flesh. In fact, if they are damaged, unless restrained or commanded otherwise, Draugs will ferociously attack and gorge themselves upon the living— naturally, preferring *brains*.

Draugs have their ST and END increased by 1d6 each, and DEX reduced by 1d6. Draugs have no intellect, with INT and EDU =0; plus, they are highly aggressive and completely fearless. They have no skill levels, and attack as animals. They are commanded by the creator, but commands must be simple, No more than one sentence of no more than six words. A Draug will never attack its creator, regardless of the commands wording. and will never attack him

Uncommanded and uninjured Draugs will wander about randomly, and only attack, if they touch or are touched by the living. Note that a Draug raised from a mutilated corpse will always act as if injured, but be unable to heal the “preanimation” damage”. Destroying a Draug requires all three physical stats be reduced to zero; obviously too, it never is rendered unconscious, nor is it vulnerable to quick kills.

A Draug costs 1d6 wounds to raise, and the effect from a successful casting may be added to its strength. Note that if the caster is rendered unconscious by the damage, the Draug is permanently uncontrolled, and may well attack.

Reanimate Liche

HIGH RISK

The ultimate creation of necromancy, a Liche is created from a living being by simultaneously casting both mummy and zombie creation spells on oneself. Currently too horrible to contemplate in detail. this spell is only known to the greatest of villains, and only used well offstage.

Séance

This spell allows a necromancer to summon the spirits of the dead and interrogate them. The spell is cast, and end points may be sacrificed to increase the effect (Effect enhancement

table 1). Final effect is allocated to questions (one per point) and time since death.

Effect	Time since death
0	Week
1	month
2	year
3	Decade
4	Century
5	millennium
6	“Legendary times”

Note that the spirits are generally honest, unless they were hostile to the caster or something the caster represents or is part of. In this case, the answers will be either lies or cryptic babbling, or both. However, see Spiritwrack.

Spiritwrack

HIGH RISK if cast to destroy

Spiritwrack is a powerful spell used to dominate or destroy the undead. It is the only way to compel a hostile spirit to cooperate, regain control of an uncontrolled Draug, or enslave a free-willed Mummy. Additionally both zombies and Skeletons may be taken over by means of this spell.

Casting the spell to destroy causes the target to suffer (effect +1)* 1d6. See specific type of undead for damage effects.

If cast upon uncontrolled undead, the undead takes 1d6 damage, but comes under the control of the caster as if created.

If cast to steal undead, the owner must make an INT test on 2d6 using the effect of the spell as a negative modifier. If this fails, the undead takes 1d6 damage and control passes to the Spiritwrack caster as if created.

If cast to compel a spirit, the effect determines the maximum number of questions the hostile spirit will answer honestly. Spiritwrack is cast at the same level as a spell required to create or summon the undead in question.



Goetry

Summon Animal. Duration: special

Casting time: 12 Hours. The caster must spend the casting time undisturbed and with access to campaign appropriate magical resources.

This summons an animal to fight for the caster. It is of normal intelligence for its type, but will willingly obey any commands given by the caster as if it could understand speech. It remains for one hour, or until killed or banished (either by another spellcaster, or the owner). Only one such animal may be summoned at any one time.

The effect determines the size of the animal which must be native to the local area, although it need not be common.

When the spell is successfully cast, add 1d6 to effect value, and use this result on the creatures size table. The caster can choose to take a smaller animal instead of a larger one, and in cases where a specific type is needed, such as a flier, this is likely required. While it is possible for the spellcaster to then roll out the values for the summoned creatures, for speed and ease of play, it is recommended that the GM or player develop a list of animals, one per size (up to 12) that can be summoned on land or on sea, with preset values for STR, DEX and END. If the ecosystem supports such, at least naturally occurring flyer should be included in land or sea lists. In general, the summoned creature should be an average example of its species.

Optional:

If desired, effect points may be spent to increase duration or numbers summoned. For both cases, square the number of points allocated (up to a maximum of 5) to determine the number of extra hours duration, or the number of creatures summoned in addition to the first one. All extra creatures will be duplicates of the first as regards Stats.

Regular earth animal mishmash summoning table

effect+roll	Size	Choose from:
1 or less	1	Rat, Bat, Giant land snail
2	3	Meerkat/Pangolin/Goliath frog/Parrot/raven
3	6	Large hare,Cat,Huge Owl
4	12	Tasmanian Devil/badger/monkey/swan/Huge Eagle
5	25	Wild dog/baboon
6	50	capybara/Lynx/Wolf/Chimp/Emperor Penguin
7	100	Cougar/Leopard/Hyena/Warthog
8	200	Tiger/Lion Gorilla/Anaconda
9	400	/Wild Boar
10	800	Large Bear
11	1600	Hippo/Auroch/salt water croc
12	3200	Rhino

Crazy Fun Lost world megafauna summoning table

effect+roll	Size	Choose from:
1 or less	1	Archaeopteryx/Microraptor
2	3	Procompsognathids
3	6	Compsognathus
4	12	Velociraptor/Repenomamus robustus
5	25	Pteranodon/Oviraptor
6	50	Troodontids
7	100	Deinonychus/Quetzalcoatlus
8	200	Gallimimus
9	400	Protoceratops
10	800	Megalosaurus
11	1600	Stegosaurus/Allosaurus
12	3200	Ankylosaurus/Albertosaurus

Summon Familiar

Duration: special

Casting time: 12 Hours. The caster must spend the casting time undisturbed and with access to campaign appropriate magical resources.

Cost: caster allocates 100 Solidi (gold) per maximum effect desired.

This summons a magically enhanced animal as a companion for the caster. It is a summoned spirit combined with a fragment of the casters spirit all bound into an animals body. As such is extremely honest, obedient and loyal to the caster, and is only released by its death or banishment by the caster, or the casters death. A familiar has a high intelligence for its type and can communicate with the caster as if they both were speaking a common language. Only one may be in play at any time, and this spell can only be cast under a full moon.

Before casting the spell, the caster must decide what maximum effect is possible if the spell is successfully cast. This is the maximum effect that the spell can generate. The caster must provide 100solidi/point to cast this spell.

When the spell is successfully cast with an effect of greater than 0, all the materials are expended, and the caster may then allocate the effect points to build the familiar. An effect of 0 means that no familiar is available until the next full moon, although the materials are not expended.

Allocate effect points to the familiars size rating up to a maximum size of 6 and consult the summoned animal table in use in the campaign; any extra effect points may be used to enhance the familiar as noted below, as well as to add special features. If the spell is successful, but does not generate the desired effect points, the casting can be aborted; this requires the caster to wait another month, but the costs and resources are not expended. If the spell is cast and fails, the caster must also wait a month, but also loses ½ of all materials and resources.

Once the familiar is summoned, the Spellcaster increases his END score by the Size rating of the familiar. If the familiar is killed, his END score is immediately returned to the pre-familiar value. spellcaster then immediately takes 2xSize value as damage; normal wounding and unconsciousness rules for first hit apply. This damage is healed normally. If a familiar is banished by the caster, only the additional END points are lost.

The familiar is a large example of its type, with maximum physical values. The INT of the familiar is 6+d6 + effect. Familiars also have an EDU rating (Learning or LRN) equivalent which is equal to the effect.

The LRN value determines the spells and skills of the familiar that the spellcaster can benefit from. In general, a familiar can have one skill or spell per LRN point. Each level of a skill counts as one point also. Thus a familiar designed to hold two spells and one level three skill must have a minimum LRN of 5.

Spells held by a familiar are essentially extra memorized slots for the spellcaster, and skills are usable by the spellcaster as if he possessed the skill. Note that the spells and skills are specified at creation and may not be changed.

Other modifications to the familiar are also possible by allocating effect points.

- *Common Speech* (1)Familiar is able to speak an understandable language.
- *Screaming* (2) For 10 min/day, the caster may see thru the familiars eyes.
- *Manipulative skill* (1) The familiar is treated as if it had appropriately sized hands; some modification may be necessary, but generally assume that some limbs of the familiar are unusually dexterous and tactile.
- *Armor*(1) The familiars armor is increased by one level over its normal counterpart
- *Stealth*(2) The familiar is treated as having the stealth skill-2 in addition to any natural benefits.
- *Flight*(1) The familiar can fly if it is normally unable to, or fly twice as fast if it is.
- *Toughness*(1)The Familiars END score is doubled with no gain in mass.
- *Invisibility*(3) familiar can become invisible for 1 hour/day.
- *Enhanced natural weapons*(1) any natural weapons the familiar has are increased by +1 to hit and +2 Damage.
- *Poison*.(2) Any successful physical attack by the familiar is treated as poisoned (qv)

While the options are many, and in some ways complex, remember that the caster is essentially creating a unique creature, and may only ever possess one at a time.

Invisible Servant

The servant must remain within (effect +1) x 10 yards and may carry (effect+1) hundredweight
Duration: (effect+1) hours

This spell creates an invisible being of limited intelligence and motivation to do the casters bidding unerringly. The servant, can carry out a simple task without the attention of the mage once it is properly instructed. It ; however, it may never do damage, nor touch an unwilling or unknowing living being or creature **Conjure champion**

This spell summons a single extraplanar being to fight for the spellcaster. The basic champion summoned is a humanoid warrior of unremarkable Stats and abilities. The champion must remain within sight of the spellcaster or 100 yards if the caster becomes unseen by whatever means. While able to speak the casters preferred speech, the champion is uninterested in and unwilling to perform any role but that of a bodyguard or warrior for the spellcaster . When not specifically given any orders, the champion will actively guard the spellcaster from physical attack. . The champion never checks morale, and will immediately obey any command to attack, no matter how unbalanced the odds. The champion may be assigned to any one person other than the caster, in which case the designated person is treated as the caster for all purposes (and the actual caster is not).

If cast successfully, the following champion appears.

Basic Champion:

Humanoid 555510; Skills: Brawling-1.

For every effect point over 0, the Champion may allocate points to a variety of enhancements.

- *Increase EDU.* For each point allocated, EDU is increased by one point. A champion may learn Brawling and one combat skill, only. Each point of EDU allows one skill level. to be learned in either brawling or one chosen weapon skill. Additionally, the Champion is summoned with the weapon is non-brawling is chosen, plus a shield if it is one handed.
- *Increase Stats* for each point allocated, 1d6 may be added to one physical stat, MAX =12
- *Improve Armor.* For each point, the Champions armor may be increased one level beyond a shield. (Jack, Chainmail Scale, Banded, Plate)
- *Bodyguard* The champion will only attack to defend the caster (or designated person) or himself, but is assumed to have a 12 NT for purposes of spotting enemies or anticipating an attack.
- *Berserker* The Champion will only attack if commanded to or attacked. The champion has a +2 to hit and damage. Once engaged in combat the Berserk Champion will fight until dead, or the death of the opponent.

Summon Monster:

Basic Duration: 10 Minutes + 10 *(allocated effect points squared)

Summon monster is fundamentally the same as summon animal, but it summons one magical, unnatural and/or intelligent creature to fight for the Spellcaster. As with Summon animal, the creature is chosen from a list (provided by the GM) based on allocated effect size. Note that enhancements are limited to numbers appearing and duration only, as part of the definition of a monster is a creature with unusual or supernatural abilities or characteristics. A huge Salt water Crocodile is a creature, whereas a similar sized lizard that flies, breathes flame, and has armored skin is a *monster*. Extra examples may be summoned, one per effect point allocated.

The monster need not be local, likely or even previously known to exist, as long as it is on the table constructed by the GM; it must however, be able to survive the spellcasters current environment. An example of a monster list would be the above megafauna table in a modern earth campaign. A quick dodge is to give a normally dangerous animal a size boost of at least 2 sizes (Huge) or more (giant) and unusual hostility and intelligence. Winged versions and bizarre combinations (that improve the whole)work, too.

Effect+roll	Size	
1 or less	1	Gigantic death leeches Huge Insect (spider, ant, scorpion)
2	3	Huge Bloodsucking Bat; aggressive Pixy
3	6	Huge Flying Fanged Frog; evil leprechaun
4	12	Flying monkey with Fez/ Giant Ant
5	25	Giant scorpion
6	50	Goblin, Animated Skeleton
7	100	Hobgoblin/Giant spider
8	200	Gargoyle
9	400	Flying Boars/ DracoBear
10	800	Giant killer Carnivorous Penguin
11	1600	Wyvern
12	3200	Dragon

Summon Demon

Currently too horrible and sanity blasting to transcribe, this spell is only known by the most corrupt and foul nemesis of a campaign. Pretty much, it summons a demon; the cost is always the same: the casters soul. Demons are entirely designed by the referee, and themselves are the most dangerous of encounters.

Spiritual spells.

Overview

Spiritual Spells draw power (or permission) directly from gods and god-like entities. The caster is but a conduit for the effect, and thus simply petitions for the spell, and it is granted or not. Thus, unlike magical spells, spiritual spells have no base cost, and need not be memorized nor pre-planned. However, once an spiritual spellcaster fails a skill roll when casting, , it is made apparent that the deities, fickle as ever, are elsewhere, or that the caster has lost the connection of faith; in either case, the favor of spell use becomes unavailable. To regain this use, a spiritual caster must fast, purify and cleanse himself (as needed and appropriate), and wait for a sunrise and a sunset, at which point, the favor of the god or gods will return.

One further difference is that successful spiritual spells may always have their effect boosted by sacrificing END points.

It is important to note that this is not a DM to the spellcasting roll, but rather a way to increase the effectiveness of a successfully cast spell.

Spiritual spells are organized by power (difficulty) and Canon. Difficulty is as magical spells and based on the circle of the spell.

Canon is simply a body of religious spellcasting knowledge of a specific family of spells. Note that different religions should have different access to various canon depending on the nature of the god or pantheon involved. In general, any given religion should use from 1-4 canon, and optionally have access to one mystery. For instance a generic evil death cult might have access to Anathema and Aegeis, as well as the mystery spells of Necromancy, whereas the archetypical new age interpretation of druids might use Natures mastery, brotherhood and balm.

Canon	Chant (0)	Blessing (-1)	Prayer (-2)	Miracle (-4)
Gift	absolution	commune	animate	resurrect
Balm	invigorate	nourishment	cure	restore
Pax	friendship	tongues	companions	command
Natures master	Predict weather	Control weather	Create weather/Call wrath	Move earth and water/call vengeance
Anathema	undead	spirit	elemental	demon
Aegeis	Faith	Material	Magic	Spirit

GIFT

The canon of gifts concerns the benedictions and blessings that a holy man can bestow on allies, the faithful and himself. Note: When cast on sincere members of the casters religion, there is a +1 DM , and success Effect is further increased by 1.

Absolution Removes a curse or compulsion, negates a charm or dominating spell. Effect must exceed effect of compulsion or curse.

Commune Effect equals the number of yes no questions of no more than six words each that must be answered honestly by the DM. Helpfully is another matter.

Animate

Animate an object giving it a basic movement of 1, physical stats of 1 and mind stats equal to 0. Each effect point allows 1d6 to be added to a stat. Protection is based on material: generally, wood or lighter counts as unarmored, stone as chainmail, and metal as plate. Alternately, may cancel another animate spell if effect is greater than original effect. Duration is indefinite or until the creator dies or wills the spell to end (or it is dispelled)

Resurrect

HIGH RISK

Raise a being from the dead. Effect points +1 determine stat base (including EDU and INT) .Stats then heal normally HIGH RISK.

This spell can only be cast once *ever* on any given creature by a specific caster (or artifact).

Time since event

0	Ten minutes
1	hour
2	day
3	week
4	month
5	season
6	year
7	decade
8	Quarter century
9	Century
+1	Per century thereafter

BALM

The Canon of Balm gives the caster the ability to aid and heal others as well as himself. As with the canon of gifts, when cast on sincere members of the casters religion, there is a +1 DM, and success Effect is further increased by 1. Those doing a great service on behalf of the religion may also gain this benefit.

Invigorate Effect is added to a chosen physical stat or distributed amongst several physical stats. Duration II

Nourishment Creates a day's food and water. Effect +1 squared is the number of people so fed.

Cure brings a single stat at zero to half value or a damaged stat to full value. (Effect +1)/2 is the number of stats so affected. Applies to damage and disease, mental damage, and amnesia. Otherwise, it can be used to cure a disease or neutralize a toxin if the effect+1 exceed the potency of the disease. NOTE: generally, toxins cause a set number of points of damage per minute, and diseases per day. Thus, if a disease

or poison damaged stat is healed, it may be returned to its original value, but the toxin or disease will continue to cause damage until cured. Note too that stat reductions due to amputation cannot be fully healed. In general, cure simply hastens normal healing; thus there may be scarring and disfigurement, and amputation cannot be changed. In general, surviving the loss of a body part will cause a permanent reduction to one or more stats, depending on its nature. (See combat and healing). These reductions cannot be effected by a cure spell or natural healing.

Restore

HIGH RISK

This is a cure spell that also will regrow any limbs or other flesh lost due to disease or damage, remove scarring and other disfiguration, and any resultant stat losses which would be otherwise unhealable.

PAX

The canon of Pax concerns the harmonious relations of all men, non humans and animals, and in a completely serendipitous effect, protects holy men from the same.

Friendship

when cast, sentient strangers and animals will become passively friendly and unafraid of the target of this spell, whereas sentient enemies become neutral and generally avoid them; at worst becoming surly and passively unhelpful if required to interact. Note that the beings whose attitude is shifted are not the actual target of this spell this, rather, anyone coming into contact with the caster or designated recipients becomes more friendly. This will stop an attack by a being or animal. Note that beings or animals feelings towards the targets can only be affected by one casting of this spell. Multiple castings will extend the duration but not increase a surly reaction to friendly. Beings hostile to the caster under strict and explicit orders to act thus are only effected if they fail a 3d INT test; even if successful, they will attempt to carry out their order in as peaceful a manner as possible, if possible ("kill that caster right now" is hard to act on peaceably, otherwise, always consider how the attacker would handle his best friend if at all possible).

Duration III, Targets II

Tongues

Allows the caster and designated targets to communicate clearly with all beings or one kind of animal within hearing. Effectiveness will still be based on the intelligence of the creature in question; always taking into account the concepts of the setting. In the real world, a chimp may be quite easy to

communicate with, but a bird much less so; in a fantasy world, all animals may have a language. This is not a charm spell, and the mood and friendliness of the beings must also be considered. An enraged, charging Boar will likely only respond with porcine expletives if communicated with, for instance. Duration IV. Targets: III

Companions

This spell is specifically cast upon a single friendly being or animal which then becomes actively friendly and helpful, joining with the caster and assisting his goals without exposing themselves to undue risk or behavior they would normally be opposed to. Characters with the caster are treated with friendship, but gain no control or influence over the being. Note that a being or animal unable to communicate with the caster will limit its ability to help. Also, animals or persons made friendly by a friendship spell are valid targets of this spell. Duration V.

Command

This spell is specifically cast upon a single friendly being or animal which then becomes loyal dedicated to the wishes of the caster, placing the goals and welfare of the caster above its own, additionally, each being under its effect will obey any one order by the caster. If the order would result in grossly incongruous behavior or certain death, the target gains a 3d test vs. INT to break free. Note that only one order may be in force at a time, and only the last specific order will be in effect. Duration V. If cast upon a hostile or unfriendly subject, it becomes HIGH RISK.

NATURE'S MASTERY

The canon of natures mastery is derived from the superiority of the spiritual plane over the material plane.

Prediction The caster is able to accurately predict the weather or major natural events (floods, landslides, tsunamis, earthquakes, etc) for effect+1 days in the future.

Alter nature The caster can increase or decrease the severity of: rain, snow, wind, fog, or hail though not eliminate it, nor change it. Thus rain cannot become wind, but could change a drizzle to a downpour. Duration is effect + 1 in days.

Create weather/Call wrath.

HIGH RISK if cast as wrath

One of the above types may be created at any natural level of intensity with duration of effect +1 days or canceled, alternately, the wrath of the gods may be called, causing a terrible storm, hurricane or tornado (effect+1 hours) or call a

single strike of lightning (effect +1)*2 d6 damage to everything within an area effect+1 yards in diameter may be summoned. **Cast as wrath, this is a HIGH RISK SPELL.**

Move earth and water.

HIGH RISK

The caster may either move a hill or single non-living terrain feature with a total perimeter of up to effect+1 * 300 yards up to (effect +1)* 1000 yards; alternately, he may create a passage thru water or solid terrain no more than effect+1 * 10 yards diameter and effect+1 *100 yards long. Cast a vengeance, the caster may create a localized but severe earthquake, open a sinkhole or cause a massive landslide effectively destroying all structures and inflicting effect+3 dice damage to all creatures within (effect +1) acres. The caster and all within a circle of diameter equal to the effect in yards are unaffected. Can also be used to identical effect of Spiritwrack on elemental creatures.

ANATHEMA

Anathema is a canon that deals with summoned and unnatural creatures, with effects ranging from destroying them to simply blocking their movement. The type of creature that may be affected is specific to the skill learned –thus, a prayer may be used to banish a spirit, but not an undead creature or a demon. When successfully cast, the caster allocates effect points to result and number on the anathema table, rolls the dice for number of creatures effected (as needed) and applies the chosen result to that many creatures; with the next lower result applying to the remainder.

Effect points	result	number
0	slowed	1
1	blocked	1d6
2,3	turned	2d6
4	banished	4d6
5+	destroyed	8d6

Anathema result explanations:

Slowed: Creatures are reduced to half speed.

Blocked. Creatures may not make contact with or attack the caster, nor move so as to end their move closer to the caster than when the spell was cast for effect +1 d6 turns. Note that the caster may close range on his turn; forcing the creature to retreat to the initial range. The caster can attack the creature if within range.

- **Turned** Creatures must flee the caster for at least 1d6 combat turns, and count as blocked for the remainder of the day (until next sunset)
- **Banished:** Banished creatures are forced to return to their origin if from another plane (elementals, demons, most spirits), undead are turned.
- **Destroyed.** Creatures are disintegrated, wither away, dissolve or collapse into heaps of corruption as appropriate.

Note: Anathema cast against demons is HIGH RISK.

AGEIS

The Canon of Ageis defends and emboldens the faithful and those they help against danger, fear, magic and unnatural creatures of a variety of types.

Faith The aegis of faith protects all within it from fear and mind control effects or spells, and imposes difficulty penalty on any spiritual spells targeted on its occupants equal to 1+effect. Morale rolls (if applicable) gain a positive DM equal to the effect. Duration III

Material This gives all within it protection from all forms of physical damage, reducing non-combat damage by (effect +1) d6, and applies a negative DM to all attacks (ranged, hand to hand or otherwise) equal to (effect +1) Duration: II

Magic The aegis of Magic gives all within it protection against magical spells. Any spell cast upon the occupants of the circle, or thru the perimeter of the circle, are subject to a negative DM equal to the effect +1. Note that spells cast from within the circle cross its perimeter and are thus also penalized. Duration I

Spirit The Aegis of Spirit effects non-natural creatures and all creatures strongly aligned against the casters deity. Such beings cannot enter the circle, and any physical magical or spiritual attacks are treated as if passing through the aegis that is most effective against it Duration: IV

Swords and Superscience!

In which we learn how to do that which was once done, but no longer.

One aspect of Swords and Sorcery that needs consideration is that of the influence of the past and of ancient and lost civilizations. A key element in the mood of such tales is living in a world that was once home to vastly more powerful and or advanced civilizations, now fallen. Typically, little new is created in the younger civilizations once this is realized; creativity turns to scavenging the powers of the ancients, and seeking out their knowledge to learn in rote manner; seldom is there found the knowledge to create or improve such artifacts, or the wisdom to understand mysterious knowledge. This is typically expressed as ancient, often prehuman sorcery, or ancient superscience....or both, now indistinguishable.

Magical and superscience artifacts are typically ancient,

irreproducible, and only partially understood. They have effects, which are vastly powerful, but often unrelated to their actual purpose. An example in fiction is that of a deadly weapon, which a self-powered electrical radio is in fact; primitives discover it can be used to kill one another by hurling it into a victim's bath, and that is its new function.

In one direction, then, is sorcery, generally non-human, often completely beyond comprehension if not apish use; in another is the science and artifacts of a lost but often human civilization of which the present users are degenerate remnants. All of this is simply a wordy way to introduce flying devices to the world. Simply put, they are optional, but easily added.

Ancient Artifacts

Whether or not a campaign includes Skycraft, rare and wondrous artifacts from past civilizations are a staple of S&S yarns. Items produced by magical techniques accessible (at least in understanding) to contemporary sorcerers and sages are detailed in the magic section. Items born of superscience and incomprehensible or inhuman magic qualify as artifacts. Their purpose may or may not be easily understood, but never

their creation or operation. Such artifacts may be unique (teleportation portals), or somewhat common (ray guns or force spears), but they are always irreplaceable and of great value –often in excess of their functional value. Generally, a GM should determine from 0-5 examples of artifacts for each aspect of the cultures technology of increasing rarity.

Examples (to be elaborated upon by DM

	Entertainment	Convenience	Transportation	Communication	Medicine	Warfare	Manufacturing
Common	Clockwork toys	Lantern	Dirigible	Semaphore	Antibacterial potion	musket firing Radium shells	Clockwork assemblers
Less Common	Hand tablet & discs.	Flashlight	Skycraft	Wireless Voxcaster	Omni-drug/ medpack	Rocket pistol	Template machine
Unusual	3-d projector	Microlite	Personal Rocket pack	Vision screen	Bionics	Laser rifle	Radium powered robots
Rare	Pleasure or entertainment androids	Darkvision mask	Jump/Antigrav belt	3d avatar system	Cloned body parts	Finger laser	Duplicator
Unique	Virtual World pod	X-Ray Glasses	Teleportation gate	Thought broadcaster	Cloning & mind transfer	Portable Disintegrator	Omni-Fabricator

Common might be owned by anyone, *less common* by the well off or agents of same, *unusual* by the rich, governments or specialists in the employ of either, *rare* would typically be

secret and guarded, used only by the owner or guardian, and *unique* even more so, or only known in rumor and legend

In all cases in this section, especially in skycraft construction, the cost has not necessarily been reconciled with the setting. This is less of a problem that it seems, as most of the values are simply accounting units for designing the artifacts. Unlike Futuristic craft design, these are seldom constructed within the period of the game, and are generally found, inherited, or stolen. Such ancient ships would seldom be sold, but if so, their price would reflect the rarity and fantastic nature of the item, not the cost of its components when it was being constructed. Additionally, the standard unit of account for large projects in Traveller is the Megacredit, abbreviated as MCr.. Obviously, we need a measure of account for Adventurer that will work for the amounts in question, and be more atmospheric.

Accordingly, the unit chosen to simplify design is an ancient measure of account (and weight), the Talent. The Roman Talent is about 70 lbs (~ 32 Kg); It's a butt load (Imperial) of money, probably divided into about 6000 coins of whichever metal. (assuming period coin sizes). In Silver, Wikipedia estimates it as 20,000 dollars in 2004; in classical times one Talent (6000 silver Denarii) could pay a triremes crew or 200 soldiers for a month. In the Roman Republic (137 BC): 1 denarius paid a soldier for 3 days and was enough to buy wheat for one month. (1 As/copper ~ 1 loaf of bread). That's for a talent of silver, so keep in mind that gold would be from 10x 20x more valuable. Given that, it seemed reasonable using the Gold Talent as the equiv of a megacredit, abbreviated as GTI; with STI for silver talents. So, for now, convert IMCr =1GTI.

Skycraft and Seacraft: Fluff and background technobabble (skip ahead for actual rules)

In *Adventurer*, the basics of starship construction is used to develop two specific kinds of technological remnants: seacraft and skycraft. In worlds where this technology exists, or remains, the common ships of low tech cannot compete, and are absent or badly retarded and primitive. Campaigns lacking this technology will require the typical historically based ships, and will be discussed later. Skycraft and Seacraft.

All such vessels consist of up to four basic ancient components: a hull, a levitator, a motivator and a radium furnace. The radium furnace powers the levitator and motivator, and they in turn act upon the hull to produce the desired effects. They are all imperviously sealed components, which are mounted onto the hull and interconnected by contemporary, if advanced methods ; for instance, the radium furnace may transmit its energizing rays via a series of mirrored steel tubes connecting certain key points on the furnace to those of the motivator; but uses braided wire of purest gold to connect to a levitator. Similarly , the motivator may transmit its effects to the hull via a pool of salted oil in which it sits whereas the levitator may simply change vibrational frequency of the hull via inert organic substances.

In short, while the components are effectively indestructible, their connections are all contemporary, and thus all too vulnerable to disruption. In game terms, the exact details can be ignored save that they can be damaged, and are difficult to replace; actual description of the connectors is entirely for game flavor.

A radium furnace and a motivator and or Levitator are connected to each other and mounted in the hull frame, and then common currently available materials (such as wood or steel) are added to create decking, bulkheads and hull planking to allow the components to function as a ship. It is quite possible (and often common) for a ship to be reduced by combat or fire to its basic indestructible elements and still fly, (although it will not float) if they are

still connected. A hull disconnected from a levitator will plummet and crash, often deforming the frame; loss of connection to a motivator will simply cause a sky or seacraft to coast to a stop. Loss of connection to the radium furnace will cause both effects.

The final component of any design is the radium gas used to fuel the furnace; this is held in large tanks of contemporary material and construction.

Note that the motivational effects generated by the hull are damped by contact with and proximity to the ground; a large amount of either water or air is required to insulate the motivators effect from the geostatic field of the planet generated, as is well known, by the radiant orgomantic inertia of a large body. Obviously, this will not affect the horizontal field effects of a levitator.

The effects of the geostatic field are most pronounced when the ship is within approximately 20 meters per 100 dTons displacement of solid dry land. Thus, a 100 dTon ship would experience geostatic shut-off of its motivator beginning at approximately 20 meters altitude.

A ship that has its movement field damped by proximity has its Motivation rating reduced to zero over perhaps ten minutes regardless of its original rating.. Similarly, power builds slowly over the same time when setting out. Note that operating in proximity to the geostationary field also requires much higher level of input from a radium furnace, and thus landing and launching can be major operating expenses; a levitator is also effected by this, although its potential . Ships without extenuating reasons will typically maneuver above a landing area, and descend directly, using the motivator only for small corrections. Similarly, launching is typically accomplished by a direct ascent to the minimum altitude for that hull, at which time the motivator is powered up.

(yes, this is simply a fiddle to explain why they all

ride horses and lizards or whatnot across the trackless deserts when skycraft are unavailable);

Hull:

The hull is an open frame, a spidery web of Orichalum, an indestructible metal of mysterious properties. A given hull will contain a given volume and no more, and mass is effectively irrelevant. The hull produces lift when activated by a levitator, and velocity when acted upon by a motivator. These frames can be deformed (with significant effort), and this can reduce volume, but cannot be stretched, expanded, cut, spliced or otherwise damaged.

Without the action of a motivator or levitator it is simply an inert web of malleable but impervious metal wires, about as dense as aluminum.

The largest known hull still in existence has a displacement of 5000 tons of phlogiston bearing radium gas.(dTons)

Hulls are available only in discreet sizes due to standardization by the ancients. Current hulls exist in 100rTon increments up to 1000 dTons, and then three larger sizes which are almost always used for military craft.

Motivator:

The motivator requires a connection to a radium furnace to work and a connection to a hull. When so connected, the hull is able to move, with or without inertial effects depending on the needs and design of the campaign. Basic speed is in hexes per day (about 150km/hex) , up to the rating of the motivator, modified by the levitator, if present. Note that the motivator is immobile without a hull, even with a radium furnace connection. Ships lacking a levitator are limited to functioning in water. Land vehicle construction is generally impractical (or impossible) due to geostatic issues discussed above.

Levitator

The levitator functionally allows the ship to float, and enhances the effect of the motivator. It requires a functioning connection to the hull, and to a radium furnace. The maximum altitude of a skycraft is its levitator rating, and its speed is the product of its motivator rating and levitator rating when above the geostatic limit of the ship. Each altitude band is approximately 2000 meters.

Note that the largest ships with minimum rated levitators will have a very restricted operating range for using the motivator – a 5000 dTon ship has a Geostatic floor of approximately 1000 meters, and a levitational ceiling of 2000 meters (and with motivator rating of 1, an average speed of about 6-7 km/hour –look out zeppelins and sailboats!)

Note that for altitudes bands greater than ½ the UWP size rating of a world, atmospheric effects come into play. *See skyship operations* for details.

Radium Furnace

The radium furnace is the heart of any ship. Burning Phlogistonated radium gas, it powers motivators and levitators; other wondrous ancient engines also rely upon Radium furnaces, from massive water pumps to tiny home lanterns. Note that a radium furnaces output is directly related to its size, although it is not necessarily a linear relationship. Also note that they do not provide electricity (a primitive, unreliable and terribly inelegant means of powering devices) but rather energizing rays of the fourth quantum (or higher). A radium furnace must have a rating at last equal to the highest rated component on board ship (in many, but not all cases, this will be the motivator or levitator)

Radium Gas.

Gaseous radium is, in fact, a matrix storing the phlogiston required by the Radium furnace. The Radium gas is efficiently recycled and returned to the ships tanks in a dephlogistonized state by the Radium furnace. Dephlogistonized Radium is then recharged with elemental Phlogiston and is again able to support the Furnace. Rephlogistonizing is generally carried out before the full tank is depleted, to avoid the steep fuel requirements of restarting a furnace (as above). Phlogiston is generally provided by refineries at most ports; unrefined phlogiston can be obtained at the smaller ports, and produced by the ship from any organic matter is equipped with a phlogiston mill. Use of unrefined phlogiston is essentially free, but carries penalties for reliability and maintenance.

In general operation, above the geostatic floor, the Radium furnace will burn (dephlogistonize) radium

gas to produce radiant energization for the Motivator and Levitator. The motivator requires Phlogistonated Radium gas equal to 1% of the hulls displacement * the rating of the furnace per two weeks of operation. Note that restarting a furnace requires a far greater amount of Gas than simply running it, equal to two weeks operation so it is usually left running, and thus the motivator is always available. Gas consumption is always based on the rating of the furnace, not upon the actual setting of the Motivator, due to the well known semipartial effects of the radium antidecay factors.

A levitator will require gas equal 10% of the hull volume to lift a ship one altitude band for two weeks continuously. Consumption is proportional to use, and so is based on the average altitude across time. A levitator with a rating of four can thus keep a ship at level 4 for two weeks (burning 40% of its displacement in fuel), or at level 1 for eight weeks (burning 10% of its displacement in gas per week. Note that both refineries and mills are ancient devices, and require connection to a furnace to work.

Skycraft and Seacraft: Actual Rules.

In *Adventurer*, the basic rules of starship construction are used to develop two specific kinds of technological remnants: sea craft and sky craft. In worlds where this technology exists, or remains, the common ships of low tech cannot compete, and are absent or badly retarded and primitive. Campaigns lacking this technology will require the typical historically based ships, and will be discussed later.

The general procedure for construction of skyships (and seaships) is essentially that of traveller; for convenience, the specific version is that of the Mongoose Traveller SRD for both core rules and High guard.

The design sequence for building a skyship is as noted in the two documents unless changed below; the actual components used are limited to those noted below as usable. Obviously, any new components are applicable only to this supplement.

Note that some changes in nomenclature of ship design have been made, mostly for flavour or personal prejudice of the author. In particular, Traveller components and ships are measured in displacement tons (dTons), based on the displacement of liquefied Hydrogen; this is converted to rTons in *skyships*, which is based on the displacement of liquefied phlogiston bearing radium gas, a completely fictional substance. Hardpoints are referred to as mounting or mount points, and standard traveller turrets are referred to as gun mounts; barbettes are barbettes, and Bays are now small or large turrets. The terms are intended to conform to nautical design terms of the ironclad/predreadnaught era, and to satisfy the Authors personal whims.

1. The Hull

Hull	Hull Code	Price (MegaCredits)
100 tons	1	2
200 tons	2	8
300 tons	3	12
400 tons	4	16
500 tons	5	32
600 tons	6	48
700 tons	7	64
800 tons	8	80
900 tons	9	90
1,000 tons	A	100
1,200 tons	C	120
1,400 tons	E	140
1,600 tons	G	160
1,800 tons	J	180
2,000 tons	L	200

Overview

The hull is the basis of all craft construction, and it is important to note that in this rules genre, the assumption is that hulls are almost never constructed from scratch, but rather reused from earlier vessels

Open hulls are the default, and have at least one working deck exposed to the elements and the slipstream. Open hulls are often seacraft that have been refitted with levitators to allow flight, and may even be simple sailing craft with a hull frame, Furnace, motivator and levitator added.

Configuration

A Skycraft may have several configurations – standard (a basic ship-like or hydrodynamic structure, able to land on, and at need navigate in water), streamlined (a wing, disc or other lifting body specialized for flight, capable of landing on water or land, but incapable of effectively navigating in the former) or exotic (which includes fanciful hull shapes, such as monsters, castles or human heads). Further, Hulls may be open, closed or sealed.

Streamlining a ship increases the cost of the hull by 10%. Streamlining may not be retrofitted; but must be included at the time of construction.

Closed hulls have all working areas protected and enclosed, and are typically more teardrop or cylinder shaped if a standard hull Closed status reduces hull capacity by 10%and increases the cost of the hull by 10% (but improves the effects of armouring, see below). A hull may be retrofitted to closed status

Sealed hulls are often spheres or actual fantasy rocket shapes, are both protected and sealed against atmosphere and water, and able to maintain internal environment and structure against extremes or pressure from both directions. Sealed hulls may not be retrofitted, and increase cost by 20% and reduce capacity by 20%.

Exotic hulls may be open or closed, and have the cost of the hull reduced by 20%, calculated before open or closed structure is considered.

Armor Type	Av	Protection	Cost
ArmorWood	C	1 per 5%	5% of base hull (Max 3)
Iron	LC	2 per 5%	20% of base hull (max 6)
Steel	U	4 per 5%	50% of base hull (max 12)
Adamantium	R	8 per 5%	100% of base hull (max 24)

Av = availability C=common LC = Less common U =unusual R= rare

Options

Antithermium (U): Antithermium coating on the hull increases the ship’s armour against heat, flame lance and inferno weapons by 3. Adding Antithermium costs 0.1 Megacredits per ton of hull and can only be added once.

Semi-organic (U): A semi-organic hull automatically repairs minor breaches such as small arms fire, and prevents decompression in sealed hulls. It costs 0.01 Megacredits per ton of hull.

Contravisibility (R): This coating partially absorbs light, causing it to be invisible at night, and functionally invisible at greater than long range in daylight, blending into the haze. This gives a –4 DM on any rolls to detect the ship. Adding Stealth costs 0.1 Megacredits per ton of hull, and can only be added once.

Hull and Structure Damage

Initial damage is applied to the Hull; once the Hull is breached, further damage goes to the Structure. When all Structure Points have been lost, the ship has been smashed to pieces. A ship has one Hull Point and one Structure Point per 50 tons of displacement.

As discussed previously, all hulls are artifacts, and many of them are repurposed; thus, the current use of a hull may differ significantly from its original design intent, simply due to lack of suitable hulls when needed.

Original Hull Purpose

Mercantile

Mercantile hulls are the most common type available, and the default. They are not well configured for heavy weaponry and as a result, barbettes cost 50% more, and take up 2 mount

Armor

Armor is added in 5% increments of the ship’s tonnage For example, a heavily armoured warship might take Steel armour twice. This would take up 10% of the hull’s volume and cost 100% of the base cost of the hull, but give 12 points of armor. It would require a major city or dedicated warship yard to construct due to its unusual type (Steel

points and double internal volume. Turrets may not be mounted.

Paramilitary

Paramilitary hulls include private security forces, police, and support for ground units (often mercenary) Half of the mounts points must be light or standard gun mounts or unused; Barbettes may be installed as normal, and small turrets cost 50% more and take up two mount points, although internal volume is unaffected. Large turrets are not allowed. Paramilitary hulls cost 20% more than standard.

Military

Military hulls may mount any weapons or combination of weapons, however, a total of 10 tons * total mount points must be dedicated to weapons use or left empty. Note that this minimum is for all mount points, and could be satisfied by a single turret (for example) in a 1000 rTon hull. Military hulls cost 50% more than standard.

Civil

Civil Hulls are those originally used for purely social support purposes, such as rescue, civil maintenance and medical transport or intervention. As they are highly specialized, cost and volume requirements for all non-gunmount weapons are doubled.

Exploration

An exploration hull is primarily intended for hazardous work; it may mount any weapon at standard cost, but the hull cost is doubled.

Hulls may have additional structure and hull points by allocating extra volume

Reinforced Hull

Hull Size	Reinforced Structure per 5%	Reinforced Hull per 10%
100 -300	1	3
400–600	2	5
700-900	4	10
1000	8	20

Of the four major components of a skyship (*Hull, Motivator, Levitator & Furnace*) the hull is most likely to vary in quality due to age; partly this is because the hull is also the only component that does not suffer from catastrophic failure past a certain level of damage and neglect. Hulls degrade slowly, and with great effort can be upgraded, although its capacity never changes.

Quality	poor	shabby	Standard	Good	Excellent
Cost	50%	70%	100%	150%	300%
Hull per	100	70	50	40	25

The Hull Per row determines how many Hull and Structure points a skycraft will have at that quality level. Normally, a ship has one Hull point and one Structure point per 50 tons. At higher technology levels, a ship can have more Hull and Structure for its tonnage. Note that the relationship between

cost and hull per rows is not linear or symmetric. This is intentional, and includes consideration of availability.

Hatches

Seacraft are typically boarded across the top deck, or via a gangplank; skycraft also have this capacity, but generally also have at least one boarding hatch per 100 tons, typically at the keel deck. The average keel hatch is similarly designed to a nautical gun port, and is basically watertight when closed; and is large enough for three people in armor to pass through at the same time. Under normal circumstances, boarding hatches are locked down from the inside and require a Very Difficult (–4) stealth check to open.

Ships with cargo space may have horizontal cargo hatches in the main deck, allowing up to 10% of their cargo to be transferred at any time; vertical hatches (at any level, though presumably at keel level) may be installed instead on skyships.

2. The Engineering Section

A Seacraft must have a motivator and a radium furnace. A Skycraft must have a Levitator and a Furnace. A motivator may be installed, but is not required. For motivators, the potential is the movement number, which is the maximum movement rating available. For Levitators the potential is the Altitude number and efficiency number.

Cost and size by component type and rating

Drive Code	Levitator		Motivator		Radium Furnace	
	Tons	GTI	Tons	GTI	Tons	GTI
A	10	10	2	4	4	8
B	15	20	3	8	7	16
C	20	30	5	12	10	24
D	25	40	7	16	13	32
E	30	50	9	20	16	40
F	35	60	11	24	19	48
G	40	70	13	28	22	56
H	45	80	15	32	25	64
J	50	90	17	36	28	72
K	55	100	19	40	31	80
L	60	110	21	44	34	88
M	65	120	23	48	37	96
N	70	130	25	52	40	104
P	75	140	27	56	43	112
Q	80	150	29	60	46	120
R	85	160	31	64	49	128
S	90	170	33	68	52	136
T	95	180	35	72	55	144
U	100	190	37	76	58	152
V	105	200	39	80	61	160
W	110	210	41	84	64	168
X	115	220	43	88	67	176
Y	120	230	45	92	70	182
Z	125	240	47	96	73	192

Potential by hull size

	100	200	300	400	500	600	700	800	900	1000	1500	2000	5000
<i>A</i>	2	1	-	-	-	-	-	-	-	-	-	-	-
<i>B</i>	4	2	1	1	-	-	-	-	-	-	-	-	-
<i>C</i>	6	3	2	1	1	1	-	-	-	-	-	-	-
<i>D</i>	-	4	2	2	1	1	1	1	-	-	-	-	-
<i>E</i>	-	5	3	2	2	1	1	1	1	1	-	-	-
<i>F</i>	-	6	4	3	2	2	1	1	1	1	-	-	-
<i>G</i>	-	-	4	3	2	2	2	2	1	1	1	-	-
<i>H</i>	-	-	5	4	3	2	2	2	2	2	1	-	-
<i>J</i>	-	-	6	4	3	3	2	2	2	2	1	1	-
<i>K</i>	-	-	-	5	4	3	3	3	2	2	2	1	-
<i>L</i>	-	-	-	5	4	3	3	3	3	3	2	1	-
<i>M</i>	-	-	-	6	4	4	3	3	3	3	2	2	1
<i>N</i>	-	-	-	6	5	4	4	4	3	3	3	2	1
<i>P</i>	-	-	-	-	5	4	4	4	4	4	3	2	1
<i>Q</i>	-	-	-	-	6	5	4	4	4	4	3	3	1
<i>R</i>	-	-	-	-	6	5	5	5	4	4	4	3	2
<i>S</i>	-	-	-	-	6	5	5	5	5	5	4	3	2
<i>T</i>	-	-	-	-	-	6	5	5	5	5	4	4	2
<i>U</i>	-	-	-	-	-	6	6	5	5	5	4	4	2
<i>V</i>	-	-	-	-	-	6	6	6	5	5	5	4	3
<i>W</i>	-	-	-	-	-	-	6	6	6	5	5	4	3
<i>X</i>	-	-	-	-	-	-	6	6	6	6	5	4	3
<i>Y</i>	-	-	-	-	-	-	6	6	6	6	5	4	3
<i>Z</i>	-	-	-	-	-	-	6	6	6	6	5	5	3

The furnace rating (A-Z) must be at least equal to either Motivator or Levitator rating, whichever is higher. It will also limit weapons that can be used (below)

Furnaces, Levitators and Motivators are all highly standardized, and in general, most such components used in skycraft were designed for use in skycraft. However, there is variation in original purpose and efficiency of interconnection that can be used to trade volume for cost. How well the component is suited for its current configuration modifies these parameters.

	<i>Poor</i>	<i>Standard</i>	<i>Excellent</i>
Tonnage	125%	100%	75%
Cost	75%	100%	200%

Fuel

The motivator requires Phlogistonated Radium gas equal to 1% of the hulls displacement * the rating of the furnace per two weeks of operation.

3. The Main Compartment

The ship’s main compartment contains all non-drive features of the ship, including the bridge, ship’s weaponry, the staterooms, the cargo hold and other items.

Bridge: The size of the bridge varies depending on the size of the ship, and contains steering and navigational equipment, as well as intership communication and signaling. :

Ship Size	Bridge Size
200 tons or less	5 tons
300 tons – 500 tons	10 tons
600-1000	20 tons

Computer: Not applicable unless equipped with an artifact.

Avionics: Not applicable. Unless equipped with artifacts, all sensing is naked eye or telescope.

Communications: Internal communication is by means of repeaters and voice tubes. General communication is either by hand, light or flag signals, or thru use of artifact technology. In the case of the latter, the total bridge space may or may not be increased, based on the specific artifact, examples of which will be included eventually.

Staterooms: As no life support other than food or water is required, assume that a standard four-ton stateroom can support up to eight crew for one month in increasingly cramped and unpalatable conditions. Generally, civilian crews will require no more than double occupancy, officers single, and command officers and nobles may require several staterooms, as befits their status. Note that staterooms are generally temporary affairs mounted inside the hulls, and are easily reconfigured *if* all such spaces have the same modifications (luxuries, for instance).

Low Passage Berths: Not applicable.

Note that restarting a furnace requires a far greater amount of Gas than simply running it, (equal to two weeks operation) and as a result it is usually left running, and thus the motivator is always available. Gas consumption is always based on the rating of the furnace, not upon the actual setting of the Motivator, due to the well known semi partial quantum effects of the radium antidecay factors.

A levitator will require gas equal 10% of the hull volume to lift a ship one altitude band for two weeks continuously. Consumption is proportional to use, and so is based on the average altitude across time. A levitator with a rating of four can thus keep a ship at level 4 for two weeks (burning 40% of its displacement in fuel), or at level 1 for eight weeks (burning 10% of its displacement in gas per week. Note that both refineries and mills are ancient devices, and require connection to a furnace to work.

Cargo Hold: As per standard rules. Note rules regarding cargo hatches.

Fuel Scoops & Fuel Processors: Replaced by a phlogiston mill. A phlogiston mill requires a power source, which determines the rate at which a given unit can extract phlogiston.

A Phlogiston mill extracts the combustible essence from organic matter. The more flammable, the better the source, but any organic matter can be processed. Input must be chopped up into small pieces each no larger than a fist before processing. Note that in Adventurer, a shipboard mill can only provide lower grade (unrefined) phlogiston. Refined Phlogiston is only produced by very large refining machines requiring very large power sources. Obviously, a ship’s refuelling capacity is limited by its available supply of Radium gas; however, under normal use, insignificant amounts of radium gas are lost due to the Phlogiston cycling of the radium furnace. Damage to radium tanks will of course modify this, as will skipping the yearly recharge.

Additional ship components

Armory: Ships carrying a large number of marines or soldiers can benefit from an armory, a specialized weapons store. An armory can only be accessed by those with the correct codes (usually the ship’s senior officers and nobles) and contains a wide variety of weapons. In game terms, an armory has enough light weapons for the crew, appropriate to the campaign, and a selection of other military equipment like grenades, melee weapons, armour and shields. All should be appropriate for forces fighting at close quarters, with limited training in the more sophisticated small arms available. A Armory for a skycraft costs GTI 0.5 and takes up two 2 tons of space.

Where military vessels are concerned, the number of armories built into the ship's design is based on crew size. One armory is installed for either every 50 crew members, or every 10 marines, in order to provide adequate storage for equipment, weapons and ammunition.

Audience Room: While a cargo or hangar deck, assembly hall or even the main ships deck can suffice, few megalomaniac tyrants will want to skip out on having an dedicated, opulent and AV equipped area to harangue and motivate the crew and troops. An audience room allows a commander to apply his or her leadership skill efficiently, and adds a +1 to morale effects of a successful skill check. It is also the perfect place to mock and berate captured heroes.

Assembly Hall. An assembly hall is useful on mercenary and other adventuring ships, where warbands can discuss plans or meet with clients privately. It gives a +1 DM to Tactics (military tactics) checks made when planning missions on board ship.

Bombardment Bay: A specialized cargo hold carried in the keel of an airship, a bomb bay allows deadfall ordinance to be carried securely, as well as having large outside doors or hatches and machinery to allow any portion, up to the entire load, to be dropped upon command.

Jump Bay: carried along the sides or keel of an airship, a jump bay allows parachute/lifter, or bungee equipped troops to efficiently exit the ship while in flight. Any such bay will be specialized to support the specific type of assault or jump troops carried with static cords, tether mount points, or phlogiston tanks as needed.

Hangar: Normally, when a small craft is included in the design of a larger one, it is installed into a form-fitting enclosure in the hull of the mother vessel, or simply hung/towed behind. Adding a full-scale hangar allows for repairs and maintenance of the smaller craft when they are back on the ship. The hangar includes spare parts and specialized testing and repair equipment for the stored craft. A hangar requires 150% of the space allocated to the small craft supported, and costs GTI 0.2/ton.

Note that without a flight deck or launch tubes, each craft must be launched individually. Launching and recovering small craft from a larger vessel is usually an activity taking 30 minutes to launch or recover one craft

Laboratory: Space allocated to laboratories can be used for research and experimentation. Each four tons of lab space allows for one scientist to perform research on board ship. The cost for research equipment varies depending on the type of research undertaken, but is generally around GTI 1.0 per 4 tons.

Protoid tanks: These large vats allow a ship to produce its own edible food from basic protoid masses grown in nutrient pools. Protoid food is nourishing, filling, and utterly lacking in taste without extensive and expensive spicing as well as expert modification and preparation. Protoid tanks allow a

ship to be self sufficient, if not satisfied, with regard to food, as long as the basic seed mass of the protoid body remains alive with access to atmosphere and nutrients.

Gashouse. A gashouse allows a sealed ship to maintain a breathable atmosphere as power is available. Some use greenhouse technology, some use ultratech scrubbers, but most use a variation of protoid biotechnology. Note, Gas protoid mass does not grow, and cannot be eaten. All it does is scrub the air and add oxygen. Requires water, nutrients (can be shared with a food mass) and power.

Study: A study contains books, files, comfortable chairs, work tables, charts and globes. Invariably, the mastermind's huge pipe organ is found here. A good library is useful for both research and passing time, as well as for gloating and revealing plot details to captive heroes. Having a library on board a ship gives one extra week of training time for new skills

Pleasure domes: Pleasure domes allow the crew, officers and passengers to relax and entertain themselves on long flights. Since we are going for "family friendly", that's that about that.

Launching Tubes: Launch tubes allow small craft to be launched and recovered rapidly from a ship. The size of a launch tube is twenty-five times the tonnage of the largest craft that will be deployed in this manner, and they cost GTI 0.5/ton. With a launch tube, up to ten small craft can be launched per round. Multiple launch tubes can be installed.

Recovery/Flight Deck: A dedicated flight deck allows small craft to be launched more rapidly, and provides some space for maintained when not launching or recovering. a flight deck allows small craft to be launched every five minutes, and recovered (and hangared) every ten. A flight deck requires space equal to the greater of 4x the largest craft carried, or 125% of all craft carried. If paired with a hangar, elevators need to be added unless both are on the same level –this is more efficient, but also more dangerous when recovering craft. Elevators take up space equal to 150% of the largest craft to be serviced. Flight decks can be used as storage space, but this disallows actual launch or recovery.

Redoubt: These are specially armored areas to serve as strongpoints when the ship is boarded, but can also be used as holding cells for dangerous or exotic creatures. They may be designated as internal or deck mounted when the ship is designed. Redoubts have a minimum size equal to 10% of the ship. Each redoubt can be given its own structure, hull and armor rating. Reinforcement, structural supports, armored hatches and assorted defensive alterations reduce the usable space within the redoubt to 80% of the remaining allocated tonnage after hull, structure and armor are accounted for.

Emergency accessway system. This is a series of dedicated tunnels, specially designed airways, ventilation shafts and crawlspaces often accessed thru hidden or secret hatches, allowing secondary and secret access to all main areas of the ship. Yes, these are the secret passages so beloved of Hollywood pirate ships and spaceships. Specific areas and

bays can be connected, or the entire ship can be designated as accessible. The passageways are small, cramped, and often flooded with steam, soot or smoke. The entire ship can be interconnected, taking up 1% of total tonnage most of which will be connections between normally isolated service areas. If specific areas are indicated, only those are connected, and 3% of the tonnage of the areas connected must be allocated.

Training Room:

Where military vessels are concerned, the number of armories built into the ship's design is based on crew size. One armory is installed for either every 50 crew members, or every 10 marines, in order to provide adequate storage for equipment, weapons and ammunition.

Vault: A vault is a special armored chamber in the heart of a craft, designed to survive attacks that would annihilate the rest of the ship. A vault has another four Hull and Structure points that only come into play when the ship housing the vault is destroyed. A vault can contain cargo, staterooms or any other internal components equivalent up to 6 tons.

Luxuries: Luxuries, particularly in warships or ships of the very rich, are common. Even the most workaday tramp freighter, generally centuries old, has accumulated a share of decadent fripperies and decorations unrelated to function.

Grappling Arm: A grappling arm is a remote-control device for picking up or manipulating objects at a distance from the hull. The arm is a flexible tentacle of thousands of telescoping segments, capable of reaching out up to 250 meters. The arm ends in a set of grippers varying sizes, from large claws (preferred by pirates and evil imperial ships) to small

manipulators. A grappling arm takes up two tons of space and costs GTI 1.

Corvus: All ships include gangplanks/stairs that allow passengers to cross from one ship to another or to a dock. A Corvus is a military version of the common gangplank. The Corvus does not end in a docking collar, but in a huge spike that can punch through the hull of an enemy vessel. A Corvus takes up three tons of space and costs GTI 3. To use the Corvus the craft must be adjacent to the target vessel.

Docking Clamp: A docking clamp allows a skycraft to carry a small craft or other vessel on the outside of the hull. Recalculate the ship's Motivator Number by adding the tonnage of the skycraft and the docked craft together, round up to the nearest hull size, and then compare that to the thrust by drive volume table. If performance is reduced to the point that it has no rating, then treat the ship as if it has the equivalent of a sail. Levitator performance is reduced in a similar manner, but reductions below 1 mean the ship loses lift. The size of the vessel that can be clamped depends on the size of the docking clamp.

Clamp Tonnage	Attached Ship Maximum	Cost
1	10–30	GTI 0.5
5	40–90	GTI 1.0
10	100–300	GTI 2.0
20	400–500	GTI 4.0
50	500+	GTI 8.0

4. Vehicles and Drones

Drones are not used in this setting. Smaller craft, down to the size of personal fliers are available for inclusion the design as auxiliaries—but remember, the supply of all hulls is limited, and smaller ones especially so; further, the smallest hull is 100rTons. There may or may not be smaller craft available (especially for seacraft) but they are all contemporary construction, and often quite unreliable. Note that heavier than air technology and theory is severely stunted by the availability of large lifting hulls, as is airship technology. Costs are simply computed per dton as noted.

Note that small flying craft of below 100rTons can be easily dispensed with depending on the setting; in many cases, where the current technology is far lower than the artefact/ancient tech, this is desirable.

Glider: An unpowered fixed wing flyer; Size can be anywhere from 3-90 rTons. Can generally have pilot +1 passenger per 3 full rTons; cargo space cannot exceed 50% of displacement. Cost: .02 GTI/dton

Ultralight: Essentially a powered glider of less than 10 tons. Max pilot and one passenger or 1dT Tons cargo. Current

manufacture, albeit limited by propulsion engine and power source availability (which are generally repurposed artefacts) Cost: .05 GTI/dton

Biplane or Autogyro: A powered glider of 10 + rTons. Propulsion and power source (battery or thermion plant) uses 20% of available space: otherwise as glider. Autogyro cost 50% more than a fixed wing flier, but can count as half volume for storage. Most are artefact devices. Cost: .1 GTI/dton

Ornithopter: Ornithopters are monoplanes using dynamic wing surfaces (they flap). As biplane but only 10% must be allocated to propulsion and power; cargo max is 75% of rTons, passengers are one per 2 full tons. Note: All Ornithopters are artefact devices. Cost: .3 GTI/dton

Floater: A floater is a simple lift balloon often with man-powered propulsion (pedal propellers with specially bred slave races permanently attached, as an example) Cost: .01 GTI/dton, .02 if propulsion added.

Screw Floater: Essentially a glider body with a lift balloon replacing the wings, and a rudimentary engine powered

propeller. Cost: .04 GTI/dton

5. Armaments

Typically, more knowledge about weaponry has survived than in almost all other areas. While some weapons are as irreplaceable as hulls, others are completely manufacturable

by local and contemporary culture, and others can still be modified repaired and even created from recorded design templates by surviving ancient fabricators

Weapon Type	Repair?	Modify	Ammo	Manufacture	Fabricate
Shotcaster	Y	Y	M	Y	-
Bombard	Y	Y	M	Y	-
Heat Ray projector	Y	Y	-	N	Y
Flame Lance	Y	Y	-	N	Y
Radium Cannon	Y	N	F	N	
Inferno Gun	N	Y	F	N	Y
Death Ray Projector	N	N	-	N	N
Rotational repeater	Y	Y	M	N	Y

Weapons are installed on craft by means of mounts, which for come in three types. These are gunmounts, barbetstes and turrets. All take up mounting points on a hull, and some also require internal volume to accommodate hull reinforcement, ammo stores, crew space and the like.

A hull has a set number of mount points on its hull, one per 100dTons.

Gun mounts

Gun mounts are the simplest and most common systems for installing weaponry on ships. As ships tend to be built with whatever hull is available, they are often the only weapon emplacements that can be added without great effort and expense. There are two varieties of gunmounts, light and standard. Both can also be designated as fixed to reduce cost; otherwise a gunmount has a wide field of fire and is capable of elevation and depression.

Gun mounts must be attached to mountpoints on the ship. A light gun mount takes up 1/3 of a mountpoint, and no internal space. A standard gun mount takes up one mounting point and one ton of space. A standard mount is also referred to as a gun mount or simply a mount; the terms are interchangeable.

Fixed gunmount weapons cannot move, are limited to firing in one direction (normally straight ahead or broadside). A fixed mounting costs half as much as a standard weapon mount of the same type.

Light Gun Mounts

A light gun mount can only support light antipersonnel weapons generally with a maximum range of short, and with a penetration of 0.

Light mounts can hold one, two or three weapons.

Light Mount	TL	Tons	Cost (GTL)
Single			0.1
Double			0.25
Triple			0.5
Fixed	-	0	x 0.5

Pop-Up	10	2	+1
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Standard Gun Mounts.

A standard gun mount is also referred to as a gun mount or simply a mount; the terms are interchangeable.

Type of mounting	TL	Tons	Cost (GTL)
Single	7	1	0.2
Double	8	1	0.5
Triple	9	1	1
Pop-Up	10	2	+1
Fixed	-	0	x 0.5

Single, Double and Triple mounts can hold one, two or three weapons.

Pop-Up is a quality that can be applied to any type of mount – the weapon or weapons is concealed in a pod or recess on the hull, and is detectable only when deployed. A ship with all its weapons in pop-up mounts looks unarmed to a casual observer.

Gun Mounts are either *exposed*, *protected* or *armoured*. Exposed mounts have no protection for the crew, protected mounts give protection against hand arms, splinters and shrapnel only. Armoured mounts have a regular armor value up to that of the ship.

Light mounts may be either exposed or protected, but not armoured.

Type	Tons	Cost (GTL)
Open	0	1x
Protected	1	2x
Armored	3	5x

Note that an enclosed hull has exposed weapon mounts unless upgraded. Mounts on Sealed hulls however, *must* be upgraded to armoured.

Light gun mount Weapons

Weapon	Optimum Range	Damage	Cost (GTL)
Heat Ray projector	Short	1d6	0.5
Shotcaster	Special	Pebble	0.25
Rotational Repeater	short	1d3	0.5
Ballista	medium	1	0.1
Swivel cannon	short	1*	0.2
Ducks-Foot	short *	0*	0.1

Standard gun mount Weapons

Weapon	Optimum Range	Damage	Cost (GTL)
Heat Ray projector	Short	2d6	1
Flame lance	Medium	1d6	1
Radium Cannon	Long	3d6 + crew hit	4
Shotcaster	Special	1d3 or Pebble	0.25
Rotational Repeater	short	1d3 x1d6	0.5
Culverin	Medium	1d2	0.3
Cannon	Medium	1d3	0.4
Bombard	Medium*	1d3+2	0.5

Barbettes:

Barbettes are a weapon half-way between turrets and gun mounts. A barbette takes up a mounting point, but also takes

up space inside the ship, as the larger weapons mounted in a barbette need room for capacitors, targeting, ammo feeds and other components.

Barbette weapons

Weapon	Optimum Range	Damage	Cost (GTL)
Heat Ray	Short	2d6	0.5
Flame lance	Medium	3d6	1
Radium Cannon	Long	4d6 + crew hit	4
Shotcaster	Special	1d6 or Pebble	0.25
Rotational Repeater	short	1d6 x 1d6	
Inferno Gun	medium	4d6	
Bombard Battery	Medium*	1d6 x1d3	

Turrets

Turret weapons are much larger than Standard mounts, and take up either 50 tons of space (if small) or 100 tons (if large) as well as one mount point. All turrets are armoured.

Craft can always carry one Turret but the maximum number of non-bombard weapons is limited by displacement/1000, multiplied by the Furnace rating number (rounded down, but with a minimum of one).

Small Turret Weapons

Weapon	Range	Damage	Cost (GTL)
Bombard Battery	Short	2d6 x1d3	12
Heavy Radium Cannon	Long	6d6 + crew hit	20
Inferno Gun	Medium	5d6	8
Death Ray Projector	Long	5d6 + crew hit	50

Large Turret Weapons

Weapon	Range	Damage	Cost (GTL)
Bombard Battery	Medium	3d6 x1d3	12
Heavy Radium Cannon	Long	9d6 + crew hit	20
Inferno Gun	Medium	8d6	8
Death Ray Projector	Long	8d6 + crew hit	50

Turret and barbette weapons may be placed in fixed mountings. These taken up only half the internal volume but can only fire to one facing. No more than half the crafts mount points may be designated as fixed mountings firing to broadside, and a maximum of one forward or aft.

Death Ray weapons are unaffected by armor, as the blast only interacts with organic material. A Heavy Radium Cannon also inflict an automatic hit on the crew of any target struck.

Shotcasters require ammunition. Twenty shotcaster projectiles and thermion barrels take up one ton of space, and cost 10,000 credits.

Cannon, culverins, bombards swivel guns and ducks feet are classical gunpowder artillery, and may or may not be available depending on the setting. Ammunition and gunpowder storage per one ton hold space costs 0.1 GTI, and allows the following number of shots per gun: Cannon 24; Culverin 36; Bombard 20; swivel 48; ducks foot 100. Note that gunpowder

is cheaper, and likely easier to manufacture than thermium, but it is also less reliable, and much more dangerous to the users. Caveat Emptor.

Inferno Guns require refined Thermium catalyst as ammunition.

Radium Cannon require fabricated ammo.

Heat Ray projectors have a -2DM to hit

Shotcasters: Require Thermium and fire Ball or pebble shot. Ball shot allows the shotcaster to deal damage based on size; pebble does 1 point of damage 1d6 times.

Death Ray Projectors can only be fitted in craft with a furnace rating of 5+. Inferno and Radium Cannon can only be fitted in ships with a furnace rating of 3+. If the furnace rating is 3 or 4 a maximum of 50% of gunmount weapons can be Radium Cannon. If the furnace rating is 1 or 2, a maximum of 25% of gunmount weapons can be Radium Cannon. There are no limits on the fitting of other weapon types.

<i>Quality</i>	<i>Standard</i>	<i>Improved</i>	<i>Good</i>	<i>Excellent</i>
Cost	100%	150%	200%	300%
Upgrades	0	1	2	3

As with all items of Ancient design or manufacture, weapons are highly standardized, but many are able to be manufactured or fabricated (in limited numbers) modified or repaired. The quality of the final product will add upgrades to the weapon.

Note that Death Ray projectors may generally not be upgraded, and Inferno weapons cannot have their range altered.

Some upgrades are double upgrades, consuming two 'slots'. An upgrade may only be taken once.

Accurate (Double Upgrade): Accurate weapons have a +1 DM to all attack rolls (not applicable to screens).

Easy to Repair: Easy to Repair armaments give a +1 DM to all repair attempts in spacecraft combat.

High Yield: When rolling damage for a High Yield weapon or performance of a high yield screen, any '1's rolled on the dice are counted as '2's. For example, a roll of 1, 1, and 2 on a High Yield Radium Gun attack would deal 6 damage, as the two '1's become two '2's.

Long Range: The optimum range for the weapon is increased by one band. For example, a Heat ray projector has an Optimum range of Short. A Long Range heat ray has an Optimum range of Medium instead.

Resilient (Double Upgrade): The first hit on a Resilient weapon is ignored. This only applies in capital ship combat if all the weapons of that type in that section are resilient.

Variable Range (Double Upgrade): A Variable Range weapon increases its Optimum Range by one band in either direction. For example, a Heat ray has an Optimum range of Short. A Variable Heat ray has an Optimum Range of Close-Medium

Very High Yield (Double Upgrade): When rolling damage for a Very High Yield weapon, any '1's or '2's rolled on the dice are counted as '3's. For example, a roll of 1, 1, and 2 on a Very High Yield radium gun attack would deal 9 damage, as all the dice are below the threshold and become '3's.

Construction Times

The first number is for the first ship of that class built in that yard and the second number is for subsequent ships.

<i>Size (tons)</i>	<i>Duration (weeks)</i>
50 or less	24/15
60 to 80	32/19
90 to 100	40/24
200 to 300	48/29
400 to 500	64/38
600 to 700	96/58
800 to 900	112/67
1,000	120/72
1500	144/86
2000	160/96
5000	224/134
