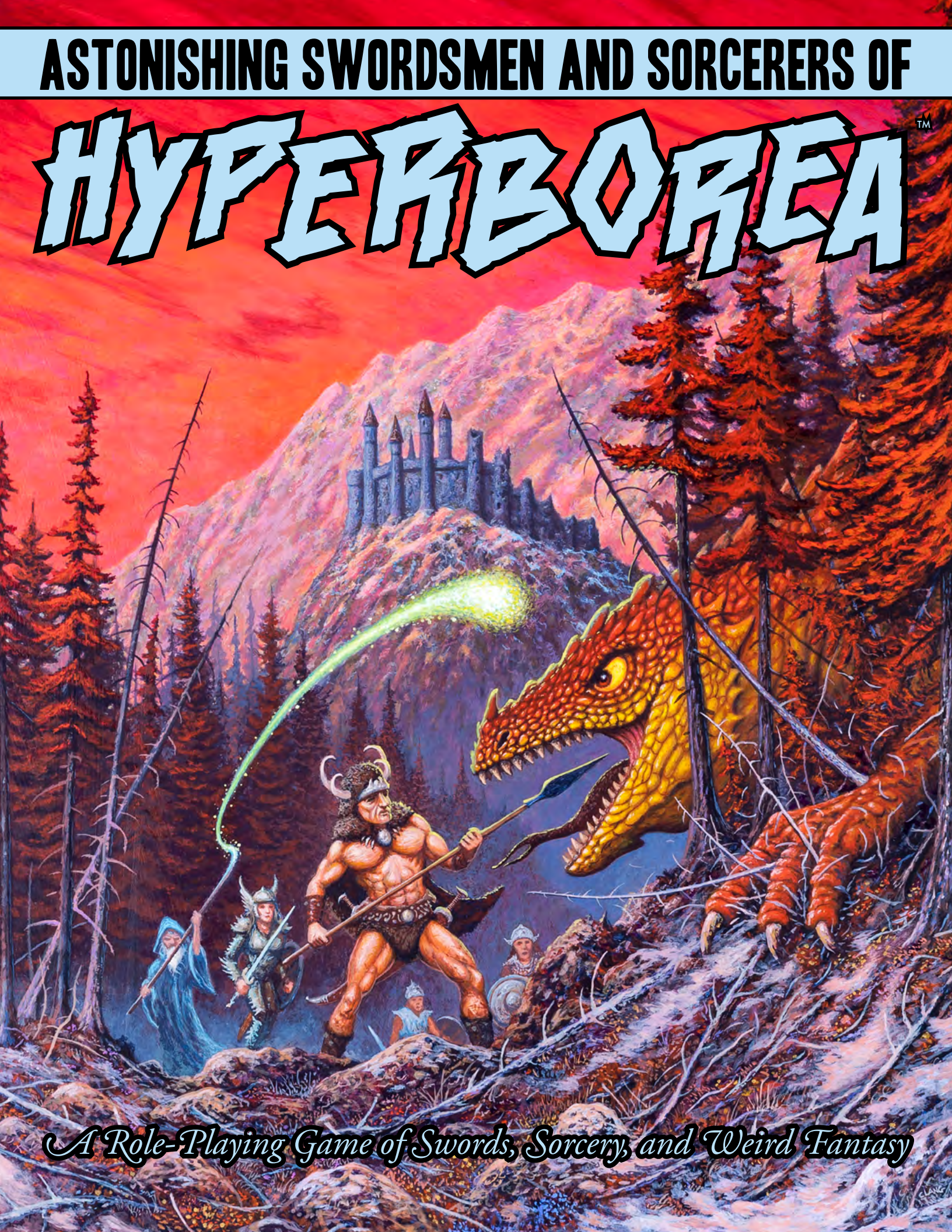
ASTONISHING SWORDSMEN AND SORCERERS OF

HYPERBOREA™



A Role-Playing Game of Swords, Sorcery, and Weird Fantasy







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A Role-Playing Game of Swords, Sorcery, and Weird Fantasy

A COMPLEAT REFERENCE BOOK

PRESENTED IN SIX VOLUMES



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CREDITS

Text: Jeffrey P. Talanian
Editing: David Prata
Cover Art: Charles Lang
Frontispiece Art: Val Semeiks
Frontispiece Colours: Daisey Bingham
Interior Art: Ian Baggley, Johnathan Bingham, Charles Lang, Peter Mullen, Russ Nicholson, Glynn Seal, Val Semeiks, Jason Sholtis, Logan Talanian, Del Teigeler
Cartography: Glynn Seal
Graphic Embellishments: Glynn Seal
Layout: Jeffrey P. Talanian
Play-Testing (Original Edition): Jarrett Beeley, Dan Berube, Jonas Carlson, Jim Goodwin, Don Manning, Ethan Oyer
Play-Testing (Second Edition): Dan Berube, Dennis Bretton, John Cammarata, Jonas Carlson, Don Manning, Anthony Merida, Charles Merida, Mark Merida
Additional Development (Original Edition): Ian Baggley, Antonio Eleuteri, Morgan Hazel, Joe Maccarrone, Benoist Poiré, David Prata, Matthew J. Stanham
Additional Development (Second Edition): Ben Ball, Chainsaw, Colin Chapman, Rich Franks, Michael Haskell, David Prata, Joseph Salvador

With Forewords by Chris Gruber and Stuart Marshall

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The milieux of *Astonishing Swordsmen & Sorcerers of Hyperborea*™ are inspired by the fantastic literature of Robert E. Howard, H.P. Lovecraft, and Clark Ashton Smith. Other inspirational authors include Edgar Rice Burroughs, Fritz Leiber, Abraham Merritt, Michael Moorcock, Jack Vance, and Karl Edward Wagner. *AS&SH*™ rules and conventions are informed by the original 1974 fantasy wargame and miniatures campaign rules as conceived by E. Gary Gygax and Dave Arneson.

DEDICATION

Dedicated in fond memory to E. Gary Gygax.

SPECIAL THANKS

Thank you to my wife, Erica, for her constant love and support; to my parents, Bob and Pat, for their love and encouragement; to my dear friend Jimmy Curran, for introducing me to the world's most popular fantasy role-playing game; to Chainsaw and Morgan Hazel for their candour and advice; to David Prata for his hard work and persistence; to Ian Baggley, Daisey Bingham, Johnathan Bingham, Charles Lang, Peter Mullen, Russ Nicholson, Glynn Seal, Val Semeiks, Jason Sholtis, Logan Talanian (my son, aged 15, in his professional debut), and Del Teigeler, for their creativity and vision; and to my gaming group, the "Knights of Next Tuesday", for countless hours of fun, gaming, and camaraderie.

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An Evening in Hyperborea

SECOND EDITION FOREWORD

Welcome to *Astonishing Swordsmen & Sorcerers of Hyperborea* Second Edition! What you're holding is as distinctive an entryway into a pulp fantasy gaming world as has yet been imagined. Inspired by pulp era authors as diverse and innovative as Robert E. Howard, H.P. Lovecraft, and Clark Ashton Smith, this is a game system that combines the pioneering brilliance of the original fantasy role-playing game with the gritty, dark, and realistic fantasy elements that are the hallmark of the very best pulp adventures.

I've been a fan of the pulps—specifically the wonderful stories written by the aforementioned masters—since the early 1980s. In that time, I have marveled at the breadth and scope of their personal artistic visions: the dreamy and luxuriant prose of Smith, the elaborate and ornate phrasings of Lovecraft, and the genre-splicing brilliance of Howard's defiant heroes. Each of these writers was more than a mere storyteller; they were creators of dauntless and enduring heroes, manufacturers of lost ages, and exceptional world-builders who brought an originality to their work that has stood the test of time.

I've been trying to re-create the sense of awe and wonder I felt each time I read one of their stories ever since. Sadly, I've come up short more often than not. That's not to say I haven't enjoyed reading new authors or appreciated new gaming systems; it's just that they were always lacking the weird element I enjoyed so much and seemed able only to find in old reprints of the pulp magazines.

You might be asking, "What is this pulp you speak of and what does it have to do with this game?" Glad you asked! While the term *pulp fiction* covers an extensive province of genre-spanning literature to include—well, just about everything—what most modern readers understand to be "classic pulp" stories are those that emphasize realistic adventure, action, and heroism set within worlds of surreal horror and beauty. What we're talking about here is weird fiction, that unusual concoction of setting and atmosphere that relies on the eerie and bizarre to add color to stories that might otherwise be recognizable as (but are easily distinguished from) straight horror, action, or the supernatural. Prime examples of this kind of story would be Robert E. Howard's "Worms of the Earth", H.P. Lovecraft's "The Call of Cthulhu", or Clark Ashton Smith's "The Maze of Maal Dweb".

It is generally accepted that this type of story was first printed within the pages of a now-legendary magazine called *Weird Tales*. I say legendary because during its heyday in the 1920s and '30s, *Weird Tales* was responsible for publishing some of the most innovative and enduring fantasy work ever written. I say legendary also because it possessed the intuition to publish what is now widely regarded as the first recognized example of the modern sword-and-sorcery tale, "The Shadow Kingdom", written by Robert E. Howard. Finally, I say legendary because it spawned or directly inspired countless movies, books, comics, and RPGs, of which *Astonishing Swordsmen & Sorcerers of Hyperborea* is the latest adaptation—and a superb one at that. What I'm trying to say here is that without *Weird Tales* there'd be no *Astonishing Swordsmen & Sorcerers of Hyperborea*, or at least it would look and feel profoundly different, and from where I sit as a gamer deeply invested in his own *AS&SH* campaign, that's a dreadful thing to consider.

But don't take my word for it! In his wonderful foreword to the original edition of this game, Stuart Marshall noted that *Astonishing Swordsmen & Sorcerers of Hyperborea* could easily have been called, "Weird Tales: The Roleplaying Game", and that is as spot on an assessment of this game as any I could produce. Understanding the influence *Weird Tales* and its roster of amazing authors had on this project is important for two reasons: It helped inspire the mood, setting, and tone of the world in which your adventurers will be forging their destinies, while also paying homage to the unique character archetypes that helped inspire tabletop role-playing games in the first place. Try to recall your first experience reading about heroes like Conan the Barbarian, Kull, Elric of Melniboné, Fafhrd and the Grey Mouser, Jirel of Joiry, Eibon the sage, and the many other characters featured in the pages of *Weird Tales*, and you've got an idea of the kind of adventurer needed to survive the otherworldly horrors of Talanian's imagined land of Hyperborea.

And what a world! Whenever I enter Talanian's expression of Hyperborea, whether as referee or player, I am reminded of Clark Ashton Smith's wonderfully decadent description of the planet Xiccarph in his prose poem, "To the Daemon: An Invocation":

> *"Tell me of the vaster blossoms within whose cradling chalices a woman could sleep; of the seas of fire that beat on strands of ever-during ice; of perfumes that can give eternal slumber in a breath; of eyeless titans that dwell in Uranus, and beings that wander in the green light of the twin suns of azure and orange."*

Talanian conjures a similar, if much bleaker, world in his creation called Hyperborea. Described as a "flat-earth realm", Hyperborea is essentially a mysterious chunk of icy rock spinning in the void of space around a bloated and dying sun. It seems to exist as an echo of its own past, a prisoner of both time and place, watching helplessly as its oceans spill over the rims of its horizons and into the surrounding cosmos, there to be swept away by the mysterious and mystical *boreas*. Like Smith's Xiccarph, Hyperborea contains both beauty and danger. Alien horrors abound on this dying "planet", and the gods that remain seem twisted and spiteful, indifferent to the plight of the surviving humans who make this inhospitable world their home. And that right there is why I love playing this game. It's so damn *pulpy*!

When game creator Jeff Talanian asked me to pen this foreword, I was a bit reluctant. Sure, my pulp scholar credentials are solid. I've had the good fortune to have had a hand in publishing volumes dedicated to preserving the work of Robert E. Howard and authored many introductions that have supported that goal. I've been a caretaker of sorts, relishing as I do my role in introducing new readers to his work through vehicles like The Robert E. Howard Foundation and an academic journal dedicated to Howard called *The Dark Man*. I've rubbed elbows with some of the leading pulp scholars in the world and even started a magazine with two of them called *Skelos*, which aims to revive the weird storytelling tradition. But I didn't possess the same professional pedigree on the gaming side of this equation, and I worried that being "just a player" might dampen the message.

However, while I don't fancy myself an expert in the field of gaming, I do feel I've paid my dues—enough to express an opinion that matters to other gamers. I've been playing tabletop role-playing games since the early 1980s, and in that time my characters have crawled the stygian blackness of countless dungeons, looted the wealth of castles guarded by legions of the undead, and bravely faced all manner of creatures, demons, and gods. Some of those heroes survived, but most did not. As a GM, I've run simple adventures that have lasted as little as a few hours and engineered a few epic campaigns that have spanned years. Without question the one thing I had was fun. Now that I think about it, I had fun thrilling to the adventures of those pulp heroes I mentioned above, too.

And ultimately that's why I decided to write this foreword; I had *fun* playing this game. It's as if Jeff called me up on the phone and asked me what kind of RPG I *really* wanted to play. Pulp feel? Check. Weird fantasy? Check. Original Gygax/Arneson ruleset and mechanics? Check. This game is the perfect marriage of those things I like to do and the stories I like to read. Whether facing a horde of snake-men with naked steel in hand or casting a spell that summons an elemental to do my bidding, I can finally be the type of hero I wanted to be while growing up. (Queue up the *Conan the Barbarian* soundtrack composed by Basil Poledouris…)

Gone are the elves, dwarves, pixies, and halflings that dominate other systems. Now don't get me wrong, I enjoy games that revolve around that kind of high-fantasy milieu, but in Hyperborea humans are the sole character race—and with good reason. That's because Hyperborea is an antediluvian nightmare world that provides your hero with an atavistic glimpse of our universe as it was before mankind crawled from the primordial slime to challenge the unheeding and uncaring gods for cosmic supremacy. Magic in this world isn't a preordained birthright or a romanticized tool of human-based morality; it's an artifact of antiquity, a holdover legacy of alien origin that perverts and twists the human soul because it was never meant to be wielded by beings whose grip on mortality is tenuous at best. Humans, possessed with little more than defiant will, exist in spite of the indifference of the gods and with an insolence that resists the limitations under which they have been placed. Not surprisingly, this kind of human insignificance in the face of unfathomable forces is a shared theme that runs through much of the work of Howard, Lovecraft, and Smith. Jeff gets it, and Hyperborea reflects it.

So, there you have it. The innovative professionals over at North Wind Adventures have built upon the bones of its wildly popular antecedent and given gamers like me more of what they already enjoy in the original edition: more artwork, more beasties, and a gazetteer chock-a-block full of detailed descriptions that provide Hyperborea a contextual underpinning familiar to pulp fans and yet original enough to stand alone as a primary setting. Best of all, their "Same Game, Same Rules, More Content!" mantra means you won't need to start over from scratch. It's completely compatible with the original edition.

But don't be fooled by the gaming tools, the familiar atmosphere, or the customary heroes and wizards that make up what might be termed a traditional fantasy role-playing game; this isn't a mere simulacrum of some other game system, and neither is it the creative reflection that defines even the best literary pastiche. In *Astonishing Swordsmen & Sorcerers of Hyperborea*, game creator Jeff Talanian has constructed the perfect compromise between tradition and twist and in doing so has created the best damn pulp game in the world. Play it and I promise you'll have a ton of fun!

—Chris Gruber (2017)



ORIGINAL EDITION FOREWORD

A few years ago, I had the immense pleasure and privilege of editing a volume called *OSRIC*™. It met with a certain success, and since then, my important contributions to the hobby of old-school pen-and-paper fantasy role-playing games have all been in the field of forewords. I am not a modest man, so I always find it gratifying to be asked to write a foreword; but it's also an important duty that I take seriously. This is my chance to give you, reader, a quick pen portrait of this game. Of the various forewords I have written, this is one of those that gave me the most satisfaction, because in these paragraphs I have the chance to introduce you to something quite special.

In Chicago, in May 1923, a man called Jacob C. Henneberger set up a magazine called *Weird Tales*. It ran until September 1954 (and was revived a few times since). During its golden age in the 1930s, *Weird Tales* published fiction by H.P. Lovecraft, Clark Ashton Smith, and Robert E. Howard, among many others. It created the genre of weird fiction almost singlehandedly, and it inspired a legion of writers such as August Derleth, Frank Belknap Long, Robert Bloch, E. Hoffman Price, and Fritz Leiber, all of whom went on to write for *Weird Tales* themselves. These people in turn were among the key influences on a young man called E. Gary Gygax, who in his later life worked with a young writer called Jeff Talanian.

This game is, of course, called *Astonishing Swordsmen & Sorcerers of Hyperborea*, but one might equally think of it as "Weird Tales: The Roleplaying Game". It is a return to some of the literary roots of the hobby, to the thrill and the wonder of weird fiction. You will find the pages that follow are overflowing with references to that golden age of *Weird Tales*: the Picts and the Atlanteans, the Amazons and the barbarians, of Howard; the Colour out of Space and the Plateau of Leng, from Lovecraft; and Hyperborea itself is, of course, a name familiar from Smith, though he did not invent it.

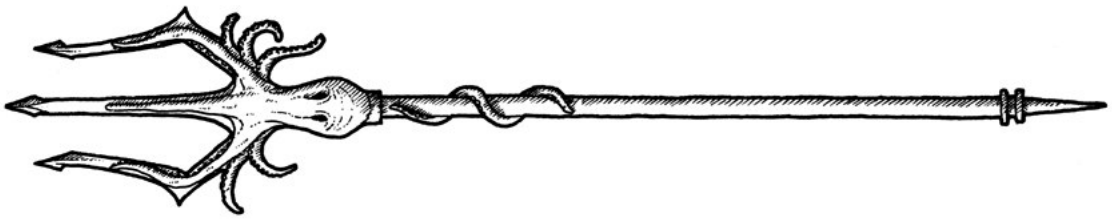
So the game that you are about to read represents the union of the hobby's most time-honoured ruleset (expressed in Jeff Talanian's admirably clear and workmanlike prose) with some of its vintage literary antecedents. The ruleset does contain certain innovations, mostly better to represent the literary sources, but I suspect that the game's target audience will tend to find large parts of rules that follow quite familiar. What is new (to games, if not to fiction) is the flavour of Jeff Talanian's Hyperborea, in which he synthesises his vision of the rich atmosphere, the heady wonders, of the golden age of *Weird Tales*. The occasional touch of forgotten Atlantean technology, the odd Fungus from Yuggoth, contrasted with the decadent dusky beauties and the clean-limbed blond Vikings of the world's youth, all serve to differentiate Hyperborea from more conventional fantasy worlds.

I've seen far too many of these cookie-cutter fantasy worlds now. They all seem to have the Sandy Desert and the Green Forest and the Black Mountains, arranged in a plain rectangular shape with white space at the edges; and they all seem to have a Halfling County and an Elf Wood for the non-human characters to come from. Not so in Hyperborea. There are dwarfs, but they're not suitable to be player characters at all. In this world, player characters are human. There are no dragons here either. This game is "Dungeons & Elder Things".

If you are anything like me, you will find that it has a strong appeal. This is no world of epic, heroic fantasy. Weird fiction was always on a smaller and more personal scale. In heroic fantasy, you're trying to save the world. In weird fiction, you're mostly just trying to prize the gem out of the statue of the spider-god's eye socket. Success is survival with increased wealth.

Play in this strange dimension is going to be spectacularly good fun, but be careful. Don't travel Hyperborea too recklessly. Speak softly and carry a Vorpal Sword, because here be Shoggoths.

—Stuart Marshall (2012)



PREFACE

More than five years have flown by since the original edition of *Astonishing Swordsmen & Sorcerers of Hyperborea* was published, and more than eight years since its inception. Prior to and following its publication, I was hard at work developing adventure modules for the game; eventually I was overseeing the development of adventures by other fine writers. I also began crafting expansion material with the aim of publishing it in a future edition of the game, which you now hold in your hands.

Besides being redesigned to hardback format and including a larger, full-colour map, this book contains a wealth of valuable new material: new subclasses, new spells, new monsters, new treasures, and new places to explore in Hyperborea. Light expansion, clarification, and revision can be found throughout the work, but that is not all! The Second Edition of *Astonishing Swordsmen & Sorcerers of Hyperborea* has been re-edited with superb meticulousness. Furthermore, besides retaining its original interior art, the Second Edition of *AS&SH* includes the brilliant work of several additional artists.

Throughout the modest growth of *AS&SH*, I have benefited from meeting numerous gaming enthusiasts, including several who were willing to share their creative ideas. Some of those ideas have made it into this book. Too, *AS&SH* has been run at multiple gaming conventions by a variety of supporters. Personally, I've had great fun rolling dice with fellow gamers from around the globe, and they never have failed to surprize me with their imaginative play. But for me, the greatest enjoyment always has been derived from playing the game with my home group of the past 25 years, the "Knights of Next Tuesday", whose rashness and foolhardiness never cease to amaze me. "Roll for initiative, gentlemen!"

—Jeffrey P. Talanian (2017)

ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA

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ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



VOLUME I: SWORDSMEN & SORCERERS

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INTRODUCTION

Astonishing Swordsmen & Sorcerers of Hyperborea (*AS&SH*) is a role-playing game of adventure played with paper, pencil, dice, and imagination. Participants include one referee and one or more players. The referee prepares and presents the adventure material, including the circumstances, challenges, quests, and mysteries faced, and the players create player characters (PCs), including *fighters*, *magicians*, *clerics*, and *thieves*. The heroes of an *AS&SH* game delve dungeons filled with horrifying monsters, lethal traps, and bewildering puzzles; they explore savage wilderness frontiers and hostile borderlands; they probe ancient ruins and investigate cursed tombs; they match steel against sorcery and sorcery against steel; and they plunder for gold, gems, and magical treasure.

Hyperborea is the default campaign setting for *Astonishing Swordsmen & Sorcerers of Hyperborea*. This "flat earth" realm is hemmed in by the mystical *boreas* ("North Wind"), and under the scarlet light of a bloated, dying sun, its roiling seas spill eternal over the world's rim. Hyperborea is in a perpetual state of decay, populated by disharmonious men, hostile monsters, and weird, alien beings. Hyperborea is an adaptable campaign setting that can be used independently or in conjunction with other milieux, published or home-brewed; indeed, Hyperborea might be just beyond the North Wind of any campaign setting.

Required Materials:

- Dice: 4-sided (d4), 6-sided (d6), 8-sided (d8), 10-sided (d10), 12-sided (d12), and 20-sided (d20)
- Pencil: standard or mechanical
- Paper: lined and graph (4 or 5 squares per inch)

Optional Materials:

- Miniature figures (metal or plastic)
- Grid mat (paper or vinyl, 1-inch squares or hexagons)

HOW TO PLAY A ROLE-PLAYING GAME:

A role-playing game is a collaborative and interactive experience shared amongst two or more persons. Traditionally, the game's participants are proximate to one another (seated at a dinner table or the like), but modern communications technology allows individuals to game together even if separated by vast distances. A gaming session may last two or more hours and can continue into subsequent sessions of play, not unlike the episodic flow of a television series. The referee presents the adventure scenario, including any pertinent background information, intelligence, and rumours that may be learnt by the player characters. The game progresses as a sort of dialogue betwixt the referee and the players. The referee describes the places explored: an ancient tower, a ruined city, a dungeon complex, or perhaps a hoary wilderness. Also encountered are men and monsters—friendly and hostile alike.

The players react to the referee's descriptions by explaining how their characters (individually or as a team) respond to each development, which reactions may involve combat, ability use, diplomacy, problem solving, trickery, and/or evasion. The referee considers and judges the results of all such activities by using a combination of the rules and no small amount of logic, reason, and fairness. Collaboration, cooperation, and creativity in the face of adversity are hallmarks of an enjoyable role-playing game experience.

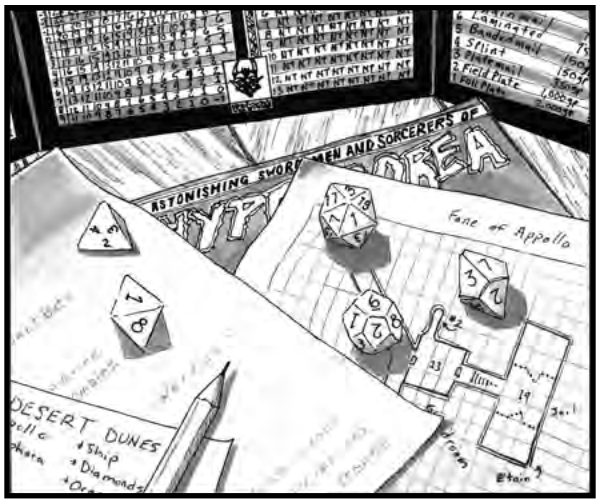
DICE CONVENTIONS

Astonishing Swordsmen & Sorcerers of Hyperborea employs dice to resolve many in-game situations. The six basic die types (d4, d6, d8, d10, d12, and d20) cover a variety of distribution ranges used during game play, but they do not account for every possibility. The following conventions resolve other distribution ranges:

- *To determine a range of 1–2:* Try a 6-sided die (d6), for which results of *1–3* = 1 and *4–6* = 2.
- *To determine a range of 1–3:* Try a 6-sided die (d6), for which results of *1–2* = 1, *3–4* = 2, and *5–6* = 3.
- *To determine a percentile (d%):* Roll a 10-sided die twice (2d10), or use two of different colours. One die represents the tens; the other represents the ones. So, if the first roll is a 2 and the second is a 4, then the result is 24.
- *To determine a per mille (d‰):* Roll a 10-sided die thrice (3d10), or use three of different colours. The first die represents the hundreds; the second, the tens; and the third, the ones. So, if the first roll is a 0, the second roll is a 1, and the third roll is a 9, then the result is 19.

Other cases will occur in which a number range is modified; e.g., a *magic missile* spell that inflicts 2–5 hit points of damage. To resolve this range, roll a d4, and add 1 to the result (1d4+1). The most obvious situations occur when a single die type is rolled multiple times; e.g., a *fireball* that causes 6–36 hit points of damage is simply a 6d6 roll.

"NATURAL" DIE ROLLS: References are made throughout this text to "natural" die rolls (e.g., a "natural *1*" or a "natural *20*"). These citations oft refer to special effects realized when a given number is rolled, sans modifiers. For example, if a player rolls *15* on a d20, and his character enjoys a net +5 bonus (due to attributes, sorcery, and/or circumstantial adjustments), he has effectively scored a 20; however, it is not a "natural *20*" and thus would not qualify for any special effect that requires such a roll.



CHARACTER CREATION

The first thing a player must do is generate or "roll up" a character. Use a character sheet (available at WWW.HYPERBOREA.TV) or a leaf of lined paper to record your character. The following 10 steps provide a guideline for character creation. These steps follow the order of the chapters in the first two volumes of this work. Novice players are encouraged to turn back to this section to confirm each step of the process has been observed.

1. **ATTRIBUTES:** Generate your character's physical attributes (*strength*, *dexterity*, *constitution*) and mental attributes (*intelligence*, *wisdom*, *charisma*).
2. **CLASS:** Review available classes (and subclasses), and then select one. Note and record all class abilities.
3. **RACE:** Review available races, and then select one.
4. **PHYSIQUE:** Determine gender, age, height, weight, and appearance.
5. **ALIGNMENT:** Select character *alignment* or "ethos". Before selecting an alignment, refer to your class (or subclass) entry to see which alignments are allowed.
6. **BACKGROUND:** Determine character name, personality, language(s), religion, and secondary skill(s).
7. **WEAPON SKILL:** Review *weapon skill* rules, including *favoured weapons* listed at your character's class (or subclass) entry. For fighters and fighter subclasses, select *mastered* weapons; however, if you elect to use a *quick-start equipage pack* (see p. 128: EQUIPAGE, *quick-start equipage packs*), you would be wise to select a weapon from the pre-generated pack.
8. **COINAGE AND EQUIPAGE:** Roll for initial funds; purchase armour, weapons, and gear. Note that armour directly impacts *armour class* and *movement*.
9. **OTHER STATISTICS:** Review the definitions of *armour class*, *casting ability*, *fighting ability*, *hit dice*, *hit points*, *movement*, *saving throw*, and *turning ability*.
   - ✶ *Armour class* (AC) is determined by armour worn (see STEP 8), but it is modified by dexterity (DX); too, some character classes have abilities that modify AC.
   - ✶ *Casting ability* (CA) applies strictly to spell-casting character classes; refer to your class entry.
   - ✶ *Fighting ability* (FA) applies to all characters; refer to your class entry and note your character's starting FA.
   - ✶ *Hit dice* (HD) and *hit points* (hp) apply to all characters; refer to your class entry for your character's HD type, and then roll your starting hp.
   - ✶ *Movement* (MV) is determined by armour worn (see STEP 8); though, some classes have abilities that modify MV.
   - ✶ *Saving throw* (SV) applies to all characters; note your character's starting SV. Each class also has unique *saving throw modifiers* that must be noted; refer to your class entry.
   - ✶ *Turning ability* (TA) applies to clerics and some subclasses; refer to your class entry.
10. **SPELLS:** Determine starting spells for spell-casting characters. Refer to the class entry's *sorcery* ability, and then consult your referee. Also, some spell-casting subclasses (the legerdemainist, shaman, and warlock) must select the school(s) of magic they cast. This election is detailed in each subclass's respective *sorcery* ability.

The preceding 10 steps should ease the challenge of creating a new *AS&SH* character—but it does not end there! If your character is fortunate enough to survive the rigours of adventure and combat, and he becomes eligible to gain a level of experience, adjustments must be made (see VOL. III, p. 267: EXPERIENCE POINTS, *gaining levels of experience*).

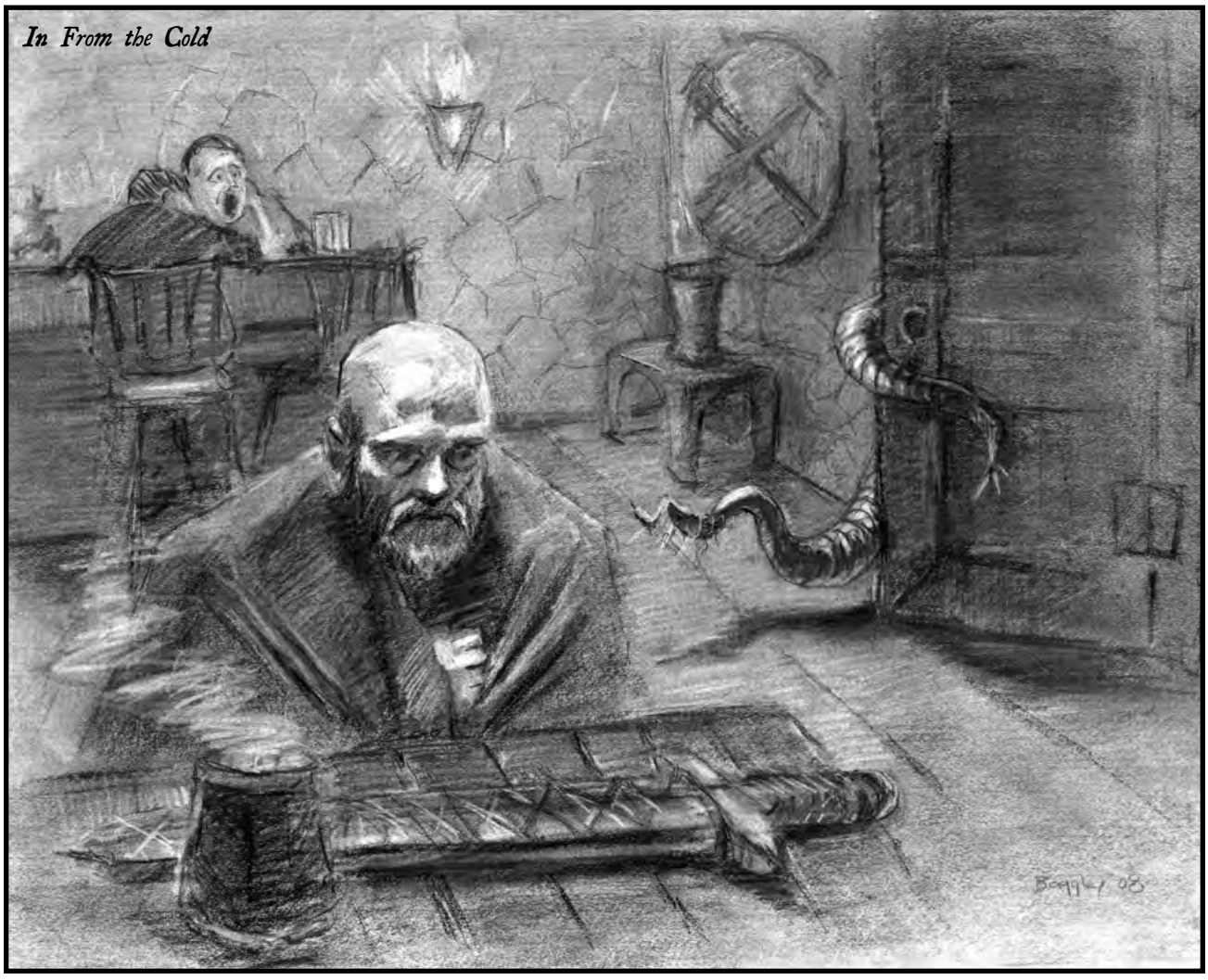
ATTRIBUTES

All player characters and non-player characters (NPCs) have six major attributes: *strength* (ST), *dexterity* (DX), *constitution* (CN), *intelligence* (IN), *wisdom* (WS), and *charisma* (CH). Attribute scores range from 3 to 18, barring any magical enhancement, curse, or other modifier.

GENERATE ATTRIBUTES: Five methods are recommended for generating attribute scores. Consult your referee to determine which methods are available; purists may allow *Method I* alone, but *Method III* is perhaps the most popular. Be sure to have a pencil and scrap paper ready when generating attribute scores.

- **Method I:** Roll 3d6 for each attribute in order of *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*; the results are your character's attribute scores.
- **Method II:** Roll 3d6 for each attribute in order of *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*. Repeat these steps twice more, producing three sets of scores. Choose the set that best suits the type of character you would like to play.
- **Method III:** Roll 4d6 and discard the lowest die roll. Generate six scores using this method. Assign scores to attributes as desired.
- **Method IV:** Roll 3d6 three times for each attribute in order of *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*. Select the best result for each attribute.
- **Method V:** Roll 2d6+6 for each attribute in order of *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*; the results are your character's attribute scores.

Attribute Adjustment: An attribute can be raised 1 point if another is reduced 2 points. Such modifications may be made as many times as desired before producing a final set of attribute scores. An attribute cannot, however, be raised to 18; only the luck of the dice should produce such an exceptional result.



STRENGTH (ST): An evaluation of muscularity, power, and force. Strength also represents how well the character can make use of physical might. Strength is the *prime attribute* of fighters (see p. 10: Classes, *class terms and definitions*).

Table 1: Strength

Strength Score	Attack Modifier (Melee)	Damage Adjustment (Melee / Hurled)	Test of Strength	Extraordinary Feat of Strength
3	−2	−2	1:6	0%
4–6	−1	−1	1:6	1%
7–8	±0	−1	2:6	2%
9–12	±0	±0	2:6	4%
13–14	±0	+1	3:6	8%
15–16	+1	+1	3:6	16%
17	+1	+2	4:6	24%
18	+2	+3	5:6	32%

Strength Table Defined:

Attack Modifier (Melee): A bonus or penalty applied to melee or "hand-to-hand" combat attack rolls.

Damage Adjustment (Melee / Hurled): A bonus or penalty applied to damage inflicted with melee and hurled weapons (including slings). It also can apply to some bows (long and composite long) if the draw weight is adjusted to meet the archer's strength. *N.B.:* Unless *damage reduction* mitigates results (see p. 114: Equipage, *armour*), any hit causes at least 1 hit point of damage, regardless of a *damage adjustment* penalty.

Test of Strength: The chance-in-six to force open a stuck or locked door, move a rusted lever, or perform similar tasks that require muscle power. If the situation is appropriate, multiple attempts may be made. The referee may adjust *tests of strength* by ±1 based on circumstance, character ability, or other factors.

Extraordinary Feat of Strength: The probability of success for strength feats of heroic stamp, such as bending the bars of a jail cell, breaking manacles, lifting a portcullis, or powering a massive boulder off a pinned comrade. *N.B.:* If strength is a prime attribute, the character gains a +8% bonus. This advantage applies to fighters, barbarians, berserkers, cataphracts, huntsmen, paladins, rangers, runegravers, and warlocks.

DEXTERITY (DX): An evaluation of elusiveness, speed, agility, balance, and the ability to physically react to hazardous conditions. Dexterity also covers manual manipulation of mechanical (and sometimes magical) devices. Dexterity is the prime attribute of thieves.

Table 2: Dexterity

Dexterity Score	Attack Modifier (Missile)	Defence Adjustment	Test of Dexterity	Extraordinary Feat of Dexterity
3	−2	−2	1:6	0%
4–6	−1	−1	1:6	1%
7–8	−1	±0	2:6	2%
9–12	±0	±0	2:6	4%
13–14	+1	±0	3:6	8%
15–16	+1	+1	3:6	16%
17	+2	+1	4:6	24%
18	+3	+2	5:6	32%

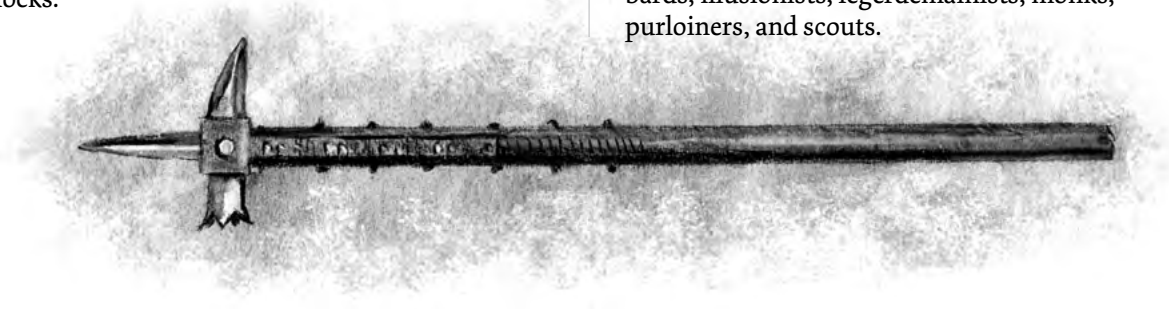
Dexterity Table Defined:

Attack Modifier (Missile): A bonus or penalty applied to missile attacks (propelled or hurled).

Defence Adjustment: Agility and elusiveness can modify armour class: High dexterity can lower (improve) AC, whereas low dexterity can raise (worsen) AC; notwithstanding, no penalty can raise AC above 9 (see p. 130: Other Statistics, *armour class*). This bonus or penalty also applies to all *avoidance* saving throws (e.g., breath weapons, ray guns, some traps) and saving throws versus any spell or spell effect that involves dodging (*entangle*, *fireball*, *lightning bolt*, etc.).

Test of Dexterity: The chance-in-six to jump a 10-foot pit, snag a grappling hook on a building ledge, hastily tie a bowline, or perform similar tasks that require agility or finesse. The referee may adjust *tests of dexterity* by ±1 based on circumstance, character ability, or other factors.

Extraordinary Feat of Dexterity: The probability of success for dexterity feats of heroic stamp, such as escaping bonds, turning a somersault in the midst of combat, or walking a tightrope. *N.B.:* If dexterity is a prime attribute, the character gains a +8% bonus. This advantage applies to thieves, assassins, barbarians, bards, illusionists, legerdemainists, monks, purloiners, and scouts.



CONSTITUTION (CN): An evaluation of energy, fitness, health, stamina, and vitality. Constitution also represents the body's ability to withstand trauma.

Table 3: Constitution

Constitution Score	Hit Point Adjustment	Poison Adjustment	Trauma Survival	Test of Constitution	Extraordinary Feat of Constitution
3	−1	−2	45%	1:6	0%
4–6	−1	−1	55%	1:6	1%
7–8	±0	±0	65%	2:6	2%
9–12	±0	±0	75%	2:6	4%
13–14	+1	±0	80%	3:6	8%
15–16	+1	+1	85%	3:6	16%
17	+2	+1	90%	4:6	24%
18	+3	+2	95%	5:6	32%

Constitution Table Defined:

Hit Point Adjustment: A bonus or penalty applied to the number of hit points a character receives per hit die rolled. Regardless of modifiers, a character always obtains at least 1 hp per roll. This modifier also impacts daily healing (see Vol. III, p. 261: Damage, *healing*).

Poison Adjustment: A bonus or penalty applied to saving throws versus poison and radiation, though not other *death* saving throws.

Trauma Survival: The likelihood of surviving a system transformation of shocking degree, such as paralysis or petrifaction. It also represents the chance one has to be successfully resurrected from death.

Test of Constitution: The chance-in-six to sprint more than 40 yards, toil in bitter cold, swim for an hour, or perform similar tasks that require endurance and fitness. The referee may adjust *tests of constitution* by ±1 based on circumstance, character ability, or other factors.

Extraordinary Feat of Constitution: The probability of success for constitution feats of heroic stamp, such as climbing, rowing, running, or swimming for several hours. This chance might also apply to performance in spite of malnourishment, or remaining alert and awake for an extended period. *N.B.:* If constitution is a prime attribute (berserkers only), the character gains a +8% bonus.

INTELLIGENCE (IN): An evaluation of knowledge, linguistics, literacy, problem-solving ability, and reasoning. Intelligence also represents the capacity to understand and manipulate mechanical (and sometimes magical) devices. Intelligence is the prime attribute of magicians.

Table 4: Intelligence

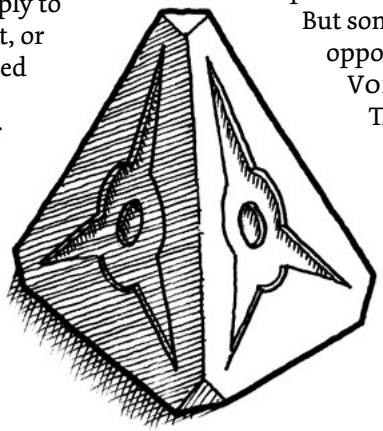
Intelligence Score	Languages	Magician's Bonus Spells Cast per Day	Magician's Chance to Learn New Spell
3	Illiterate	N/A	N/A
4–6	Illiterate	N/A	N/A
7–8	±0	N/A	N/A
9–12	±0	–	50%
13–14	+1	One level 1	65%
15–16	+1	One level 2	75%
17	+2	One level 3	85%
18	+3	One level 4	95%

Intelligence Table Defined:

Languages: Most player characters begin play knowing how to speak, read, and write the Common tongue and, if applicable, their native or vulgate tongue. Characters of low (3–6) intelligence are illiterate, and characters of above average (13–18) intelligence begin play with additional languages that they can speak, read, and write. For language options, see p. 106: Background, *language*.

Magician's Bonus Spells Cast per Day: Magicians (and some subclasses) of high intelligence can cast bonus spells each day, in addition to their normal allotments. Bonus spells are subject to the magician's spell level ability. For example, a 1st-level magician of 16 intelligence can cast an extra level 1 spell per day, but he does not gain his bonus level 2 spell until he attains 3rd level.

Magician's Chance to Learn New Spell: When a magician (or a member of certain subclasses) gains a level of experience, he automatically acquires a new spell. But sometimes, outside of level gains, the opportunity to learn a new spell arises (see Vol. II, p. 136: Spells, *acquiring new spells*). This percentage roll is made to determine the success of such acquisitions.



WISDOM (WS): An evaluation of common sense, insight, judiciousness, perception, prudence, and understanding. Wisdom also represents one's emotional, intellectual, psychological, and spiritual willpower. Wisdom is the prime attribute of clerics.

Table 5: Wisdom

Wisdom Score	Willpower Adjustment	Cleric's Bonus Spells Cast per Day	Cleric's Chance to Learn New Spell
3	−2	N/A	N/A
4–6	−1	N/A	N/A
7–8	±0	N/A	N/A
9–12	±0	—	50%
13–14	±0	One level 1	65%
15–16	+1	One level 2	75%
17	+1	One level 3	85%
18	+2	One level 4	95%

Wisdom Table Defined:

Willpower Adjustment: A bonus or penalty applied to saving throws associated with mind control, including *charm person*, *fear*, *hold person*, illusions, possession, and *suggestion*; i.e., any spell or effect that would compel the character to see or do something he otherwise would not.

Cleric's Bonus Spells Cast per Day: Clerics (and some subclasses) of exceptional wisdom can cast additional spells per day. The cleric does not gain bonus spells of a level he is not yet able to cast; e.g., a 4th-level cleric of 18 wisdom does not gain his bonus level 3 spell until he attains 5th level, but he can cast his bonus level 1 and 2 spells each day.

Cleric's Chance to Learn New Spell: When a cleric (or a member of certain subclasses) gains a level of experience, he automatically acquires three new spells. But sometimes, outside of level gains, the opportunity to learn a new spell arises (see Vol. II, p. 136: Spells, *acquiring new spells*). This percentage roll is made to determine the success of such acquisitions.

CHARISMA (CH): An evaluation of outward appearance, leadership, personality, persuasiveness, and social graces. Charisma affects how others view the character and how potentially hostile men and monsters might react to him.

Table 6: Charisma

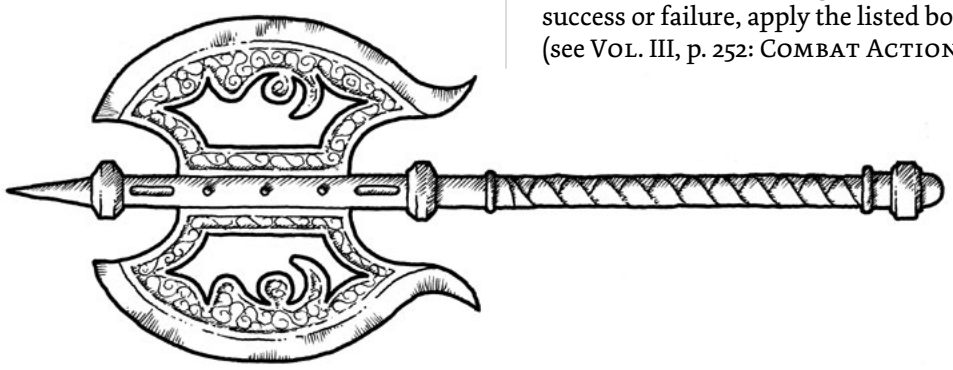
Charisma Score	Reaction / Loyalty Adjustment	Maximum Number of Henchmen	Undead Turning Adjustment
3	−3	1	−1
4–6	−2	2	−1
7–8	−1	3	±0
9–12	±0	4	±0
13–14	+1	6	±0
15–16	+1	8	+1
17	+2	10	+1
18	+3	12	+1

Charisma Table Defined:

Reaction / Loyalty Adjustment: Despite the player's ability to role-play conversations or parley with otherwise neutral or unfamiliar parties, his character may exude body language and mannerisms that will help or hinder his ability to negotiate or gain favour. If the referee requires a *reaction roll*, the player character's *reaction / loyalty adjustment* is applied as a bonus or penalty (see Vol. III, p. 240: The Encounter, *reaction*). This modifier likewise affects *loyalty checks*, when the fidelity of a *hireling* is tested (see Vol. III, p. 229: Adventure, *loyalty and morale of henchmen and hirelings*). Finally, the *reaction / loyalty adjustment* impacts leadership in warfare (see Vol. III, p. 282: Warfare and Siege).

Maximum Number of Henchmen: The number of *henchmen* a player character can attract and maintain under his direct authority; hirelings are not included. Henchmen are classed individuals typically devoted or apprenticed to player characters of 6th level or greater (see Vol. III, p. 229: Adventure, *henchmen*).

Undead Turning Adjustment: A modifier applied to *turn undead* attempts made by clerics and certain subclasses. When making a d12 roll to determine success or failure, apply the listed bonus or penalty (see Vol. III, p. 252: Combat Actions, *magic*).



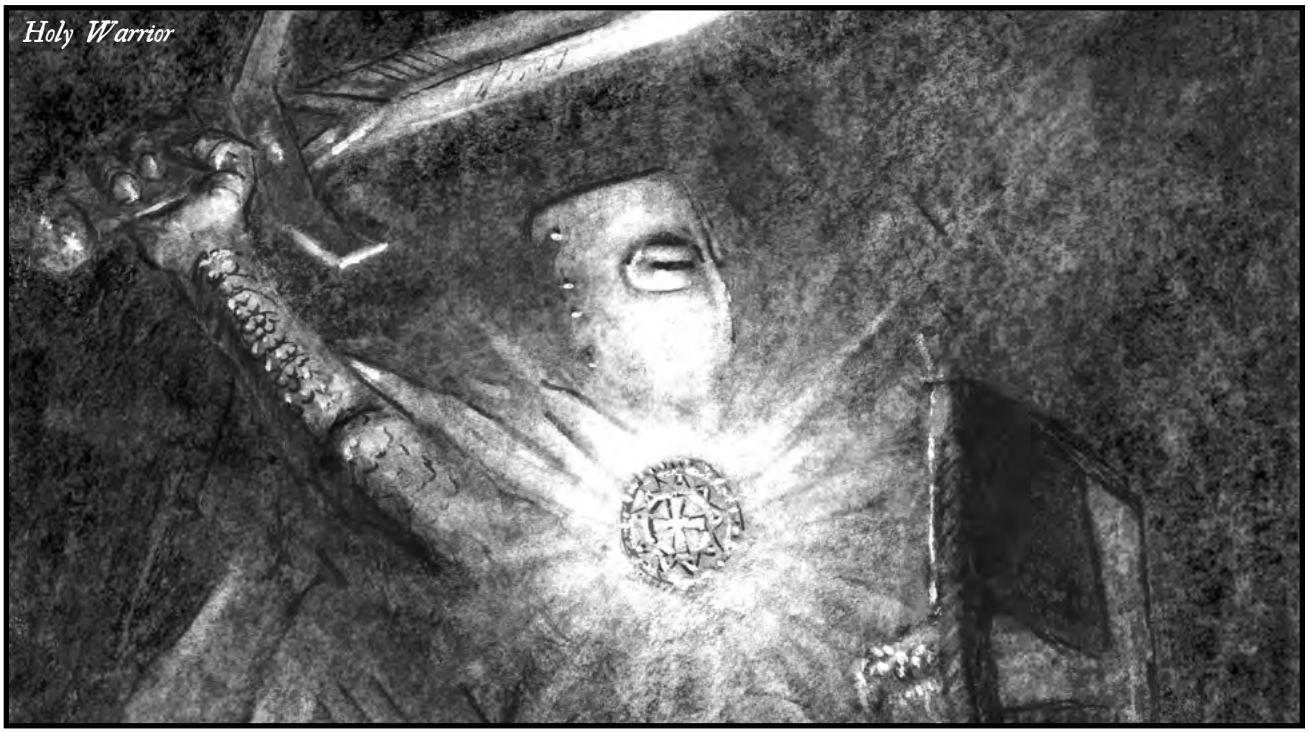
CLASSES

Four principal character classes exist in *Astonishing Swordsmen & Sorcerers of Hyperborea*:

- *Fighter:* a swordsman, bowman, or other warrior type
- *Magician:* a sorcerer who memorizes arcane formulæ and casts spells
- *Cleric:* an armed and armoured mystic sorcerer
- *Thief:* a nimble swordsman possessed of numerous specialized skills

Utilizing only the four principal character classes is recommended when introducing young or inexperienced players to *AS&SH*. A game with but these four classes also is easier for a novice referee to manage. Furthermore, veteran gamers oft deem the four principal classes more gratifying compared with myriad subclasses; indeed, the classes of *fighter*, *magician*, *cleric*, and *thief* suitably cover the gamut of archetypes portrayed by such literary sword-and-sorcery masters as R. E. Howard and F. Leiber.

Each character class is presented up to the 12th level of experience. This threshold is the default maximum level of experience attainable. However, the referee is at liberty to expand play to any level, extrapolating from and building upon the rules as desired.



Holy Warrior

Class Terms and Definitions:

Attribute Requirements: Minimum attribute score(s) required to select class; subclasses have more than one.

Prime Attribute(s): The attribute(s) best associated with the character class; if 16 or greater, the character gains a +10% bonus each time *experience points* (XP) are awarded (see Vol. III, p. 266: Experience Points, *gaining experience points*). Subclasses have two prime attributes; both must be 16 or greater to realize the same benefit. *N.B.:* Characters with prime attributes in *strength*, *dexterity*, and *constitution* gain a +8% bonus to the respective *extraordinary feats* (see pp. 7–8: Attributes, *strength*, *dexterity*, and *constitution*).

Hit Die Type: The die used to generate hit points (see p. 130: Other Statistics, *hit dice*). Also, hit die type impacts healing from injuries (see Vol. III, p. 261: Damage, *healing*).

Alignment: The allowed *alignment(s)* of the character class (see p. 105: Alignment).

Armour Allowed: The armour types useable without compromising class abilities.

Shields Allowed: The shield types useable without compromising class abilities.

Favoured Weapons: The weapon types with which the character is proficient. Unlisted weapon skills may be learnt as experience levels are gained (see p. 112: Weapon Skill).

Saving Throw Modifiers: Adjustments to specific saving throw categories, reflecting the strengths and proclivities of individual classes and subclasses (see p. 130: Other Statistics, *saving throw*).



FIGHTER: The fighter is the archetypal warrior. He may be a trained infantryman, horseman, crossbowman, longbowman, halberdier, or pikeman. Perhaps he is a former arena gladiator, or a loyal knight who serves a feudal lord.

Some fighters will crusade as instruments of death; others will freelance: mercenaries who live by dint of steel. The most dastardly fighters operate as brigands, pirates, or reavers; the most esteemed are men of courage and valour, natural leaders and exemplars. Regardless of his roots, the fighter is renowned for his strength, versatility, and fearlessness in battle.

Attribute Requirements: Strength 9
Prime Attribute: Strength
Hit Die Type: d10
Alignment: Any
Armour Allowed: Any
Shields Allowed: Any
Favoured Weapons: Any
Saving Throw Modifiers: Death +2, Transformation +2

Table 7: Fighter

Level	Experience Points	Hit Dice	Fighting Ability
1	0–1,999	1d10	1
2	2,000–3,999	2d10	2
3	4,000–7,999	3d10	3
4	8,000–15,999	4d10	4
5	16,000–31,999	5d10	5
6	32,000–63,999	6d10	6
7	64,000–127,999	7d10	7
8	128,000–255,999	8d10	8
9	256,000–383,999	9d10	9
10	384,000–511,999	9d10+3	10
11	512,000–639,999	9d10+6	11
12	640,000+	9d10+9	12

Fighter Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Heroic Fighting: From 1st to 6th levels, when combating opponents of no more than 1 HD, double normal melee attacks per round (2/1, or 3/1 if wielding a *mastered* weapon). This ability becomes *super-heroic fighting* at 7th level: when combating opponents of no more than 2 HD, double normal melee attacks per round (3/1, or 4/1 if wielding a *mastered* weapon).

Weapon Mastery: Mastery of two weapons (+1 to attack and damage rolls, increased attack rate, etc.). Additional weapons may be *mastered* at 4th, 8th, and 12th levels. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

Grand Mastery: When a fighter achieves the 4th level of experience and thus gains his next *weapon mastery*, he may elect to focus his training on an already *mastered* weapon. With this weapon the fighter becomes a *grand master* and so gains an additional +1 bonus to attack and damage rolls. A fighter may achieve *grand mastery* with but one weapon; therefore, delaying *grand mastery* until 8th or even 12th level may be wiser. For more information, refer to p. 112: Weapon Skill, *grand mastery*.

Stronghold: At 9th level, a fighter who builds a castle or fortified manor and establishes a 10- to 20-mile radius of control becomes eligible to attract a body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

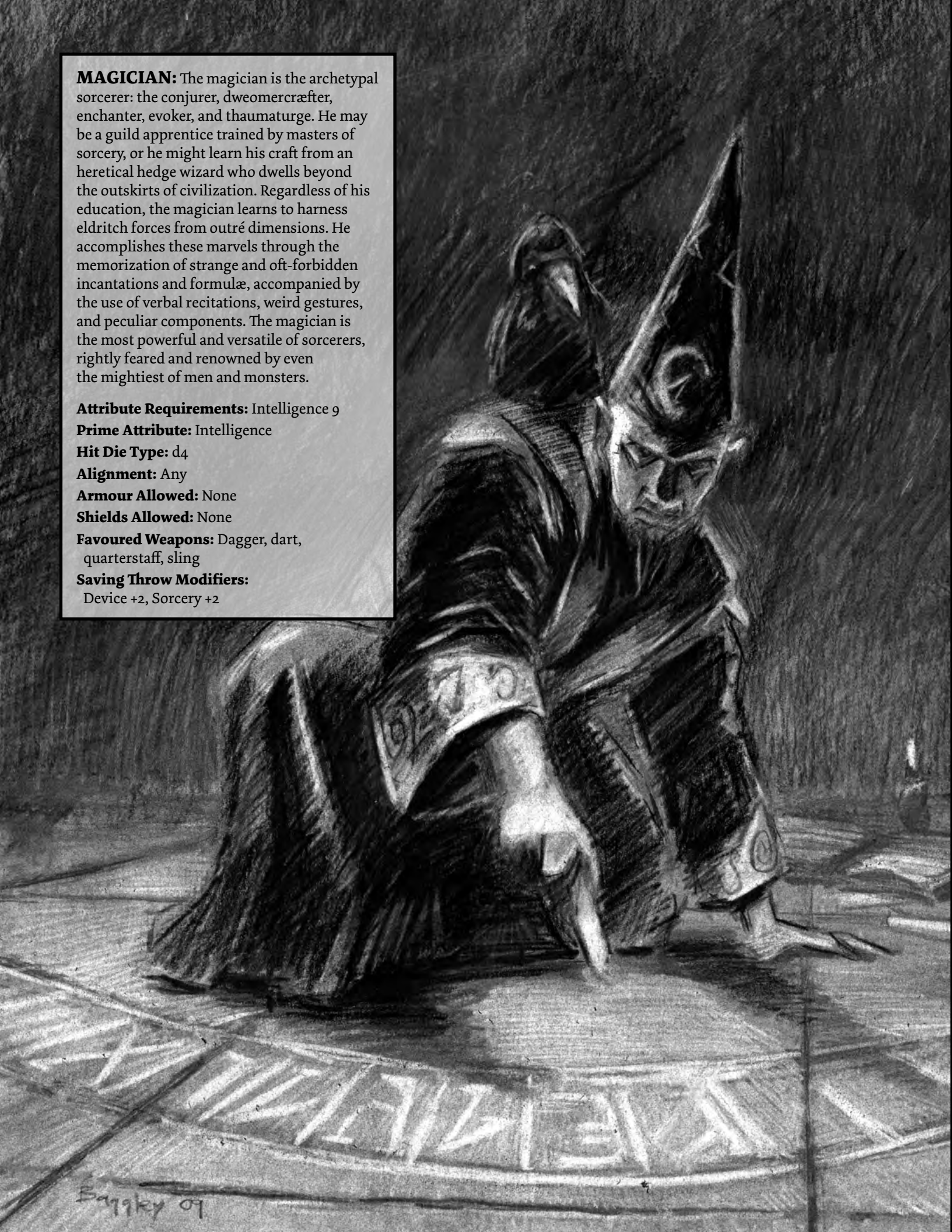
- **40 longbowmen** *(studded armour, longbows, short swords)*
- **20 cavalrymen** *(chain mail, lances, light crossbows, horseman's flails; light warhorses)*
- **40 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **40 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 5th-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted; indeed, the fighter lord might attract hundreds of soldiers. Men-at-arms receive 10 gold pieces (gp) per month for their service, plus 100 gp for the officer. Common inhabitants of the fighter's domain will provide 5 silver pieces (sp) in taxes per person per month.





Fighter



MAGICIAN: The magician is the archetypal sorcerer: the conjurer, dweomercræfter, enchanter, evoker, and thaumaturge. He may be a guild apprentice trained by masters of sorcery, or he might learn his craft from an heretical hedge wizard who dwells beyond the outskirts of civilization. Regardless of his education, the magician learns to harness eldritch forces from outré dimensions. He accomplishes these marvels through the memorization of strange and oft-forbidden incantations and formulæ, accompanied by the use of verbal recitations, weird gestures, and peculiar components. The magician is the most powerful and versatile of sorcerers, rightly feared and renowned by even the mightiest of men and monsters.

Attribute Requirements: Intelligence 9
Prime Attribute: Intelligence
Hit Die Type: d4
Alignment: Any
Armour Allowed: None
Shields Allowed: None
Favoured Weapons: Dagger, dart, quarterstaff, sling
Saving Throw Modifiers: Device +2, Sorcery +2

Table 8: Magician

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–2,499	1d4	0	1	1	–	–	–	–	–
2	2,500–4,999	2d4	0	2	2	–	–	–	–	–
3	5,000–9,999	3d4	1	3	2	1	–	–	–	–
4	10,000–19,999	4d4	1	4	3	2	–	–	–	–
5	20,000–39,999	5d4	2	5	3	2	1	–	–	–
6	40,000–79,999	6d4	2	6	4	3	2	–	–	–
7	80,000–159,999	7d4	3	7	4	3	2	1	–	–
8	160,000–319,999	8d4	3	8	4	4	3	2	–	–
9	320,000–479,999	9d4	4	9	5	4	3	2	1	–
10	480,000–639,999	9d4+1	4	10	5	4	4	3	2	–
11	640,000–799,999	9d4+2	5	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	12	5	5	4	4	3	2

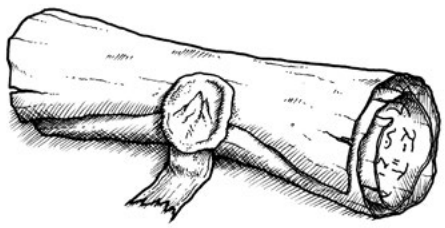
Magician Class Abilities:

Magician's Familiar: To summon a singular **small animal** (typically a bat, a cat, an owl, a rat, or a raven) of 1d3+1 hp to function as a *familiar*. So long as the familiar is within range 120 (feet indoors, yards outdoors), the magician can see and hear through the animal (though the sight is a narrowly focused "tunnel vision", and sounds reverberate thinly and metallically), he can add its hit point total to his own, and he can memorize one extra spell of each spell level he is able to cast (e.g., a 5th-level magician gains bonus spells of levels 1, 2, and 3). The familiar fights only in self-defence; if it dies, the magician permanently loses 1 hp per level and cannot summon another familiar for 1d4 months. Whether or not a 1st-level magician may begin play with a familiar is at the referee's discretion; more information is available for the referee in Vol. IV.

Read Magic: The ability to decipher otherwise unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on magician scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.



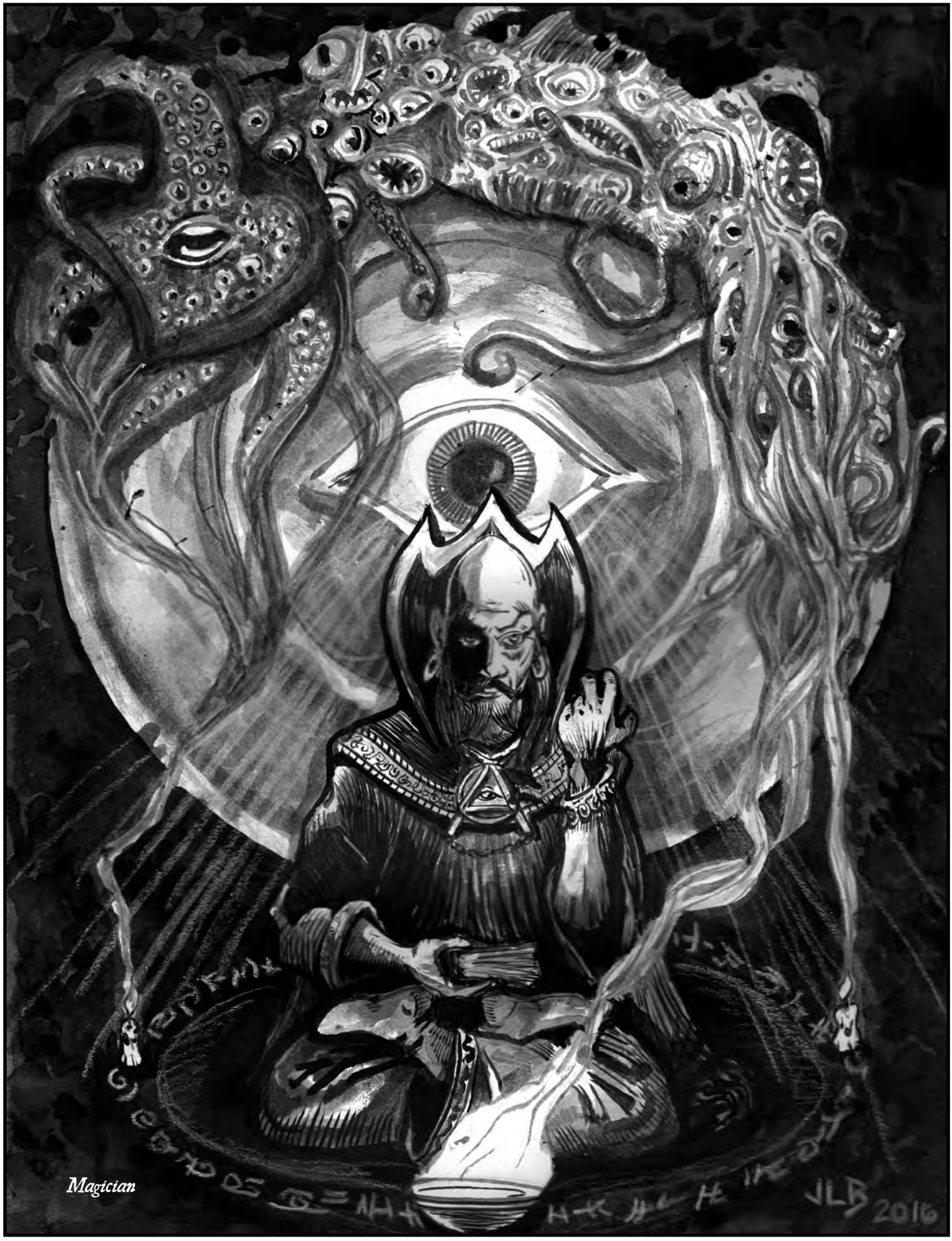
Sorcery: A magician casts spells that he memorizes from an arcane tome. He begins his career with a spell book that contains three level 1 spells, drawn from the Magician Spell List (see Vol. II, p. 142: Table 63). Through personal research, magicians develop one new spell at each level gain; this spell is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Magicians of high intelligence cast a greater number of spells per day (see p. 8: Attributes, *intelligence*).

Alchemy: When a magician reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see Vol. III, p. 226: Adventure, *hirelings*). By 11th level, the magician may engage in this activity on his own. More information on brewing potions is available for the referee in Vol. V.

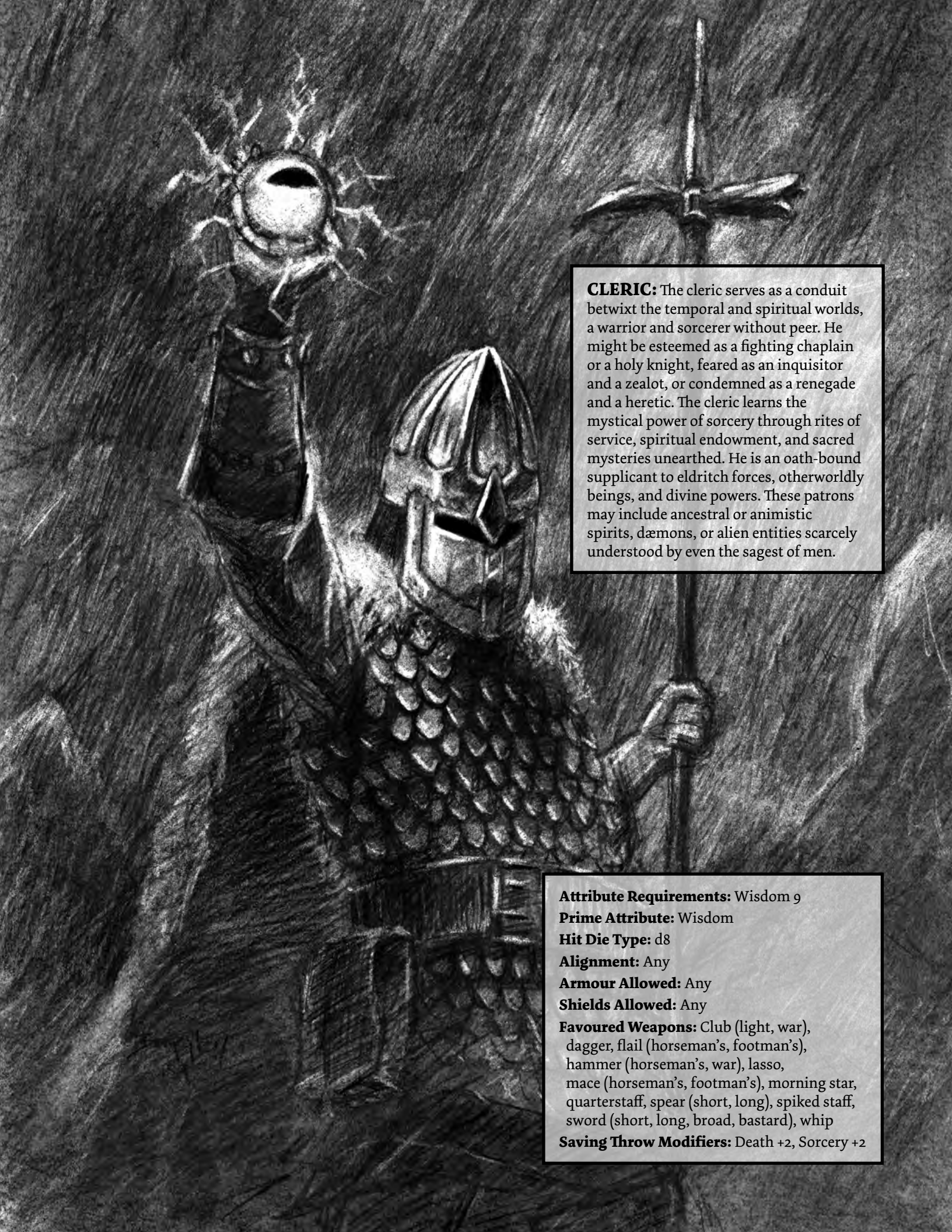
Stronghold: At 9th level, a magician who builds a castle or tower and establishes a 5- to 10-mile radius of control becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **12 longbowmen** *(studded armour, longbows, short swords)*
- **12 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **12 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the magician's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the magician also will attract 1d3 apprentice magicians (0th-level), who will petition him for learning.



Magician



CLERIC: The cleric serves as a conduit betwixt the temporal and spiritual worlds, a warrior and sorcerer without peer. He might be esteemed as a fighting chaplain or a holy knight, feared as an inquisitor and a zealot, or condemned as a renegade and a heretic. The cleric learns the mystical power of sorcery through rites of service, spiritual endowment, and sacred mysteries unearthed. He is an oath-bound supplicant to eldritch forces, otherworldly beings, and divine powers. These patrons may include ancestral or animistic spirits, dæmons, or alien entities scarcely understood by even the sagest of men.

Attribute Requirements: Wisdom 9
Prime Attribute: Wisdom
Hit Die Type: d8
Alignment: Any
Armour Allowed: Any
Shields Allowed: Any
Favoured Weapons: Club (light, war), dagger, flail (horseman's, footman's), hammer (horseman's, war), lasso, mace (horseman's, footman's), morning star, quarterstaff, spear (short, long), spiked staff, sword (short, long, broad, bastard), whip
Saving Throw Modifiers: Death +2, Sorcery +2

Table 9: Cleric

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability	Spell Levels					
						1	2	3	4	5	6
1	0–1,999	1d8	1	1	1	1	–	–	–	–	–
2	2,000–3,999	2d8	1	2	2	2	–	–	–	–	–
3	4,000–7,999	3d8	2	3	3	2	1	–	–	–	–
4	8,000–15,999	4d8	3	4	4	2	2	–	–	–	–
5	16,000–31,999	5d8	3	5	5	3	2	1	–	–	–
6	32,000–63,999	6d8	4	6	6	3	2	2	–	–	–
7	64,000–127,999	7d8	5	7	7	3	3	2	1	–	–
8	128,000–255,999	8d8	5	8	8	3	3	2	2	–	–
9	256,000–383,999	9d8	6	9	9	4	3	3	2	1	–
10	384,000–511,999	9d8+2	7	10	10	4	3	3	2	2	–
11	512,000–639,999	9d8+4	7	11	11	4	4	3	3	2	1
12	640,000+	9d8+6	8	12	12	4	4	3	3	2	2

Cleric Class Abilities:

Read Scrolls: To decipher and invoke spells on cleric scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials vary: Some clerics engrave thin tablets of stone, whereas others use vellum or parchment, a fine quill, and sorcerer's ink, such as sepia. This involved process requires one week per spell level and must be completed on consecrated ground, such as a shrine, fane, or temple.

Sorcery: Clerics memorize and cast spells, but they do not maintain spell books; rather, they might bear the scriptures of their faiths in prayer books, on sacred scrolls, or on graven tablets. They begin their careers with knowledge of three level 1 spells, sacred mysteries revealed through initiation into a sect or cult devoted to an otherworldly power, deific being, or ethos. These spells are drawn from the Cleric Spell List (see Vol. II, p. 150: Table 69). Clerics develop three new spells at each level gain. Typically they are acquired via spiritual revelation, otherworldly favour, or the piecing together of abstract theologies. Such spells are learnt automatically, with no need of qualification rolls. To learn a new spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Clerics of high wisdom cast a greater number of spells per day (see p. 9: Attributes, *wisdom*).

Turn Undead: All clerics can exert control over the undead and some dæmonic beings, causing them to flee and/or cower. Evil clerics can opt instead to compel the submission and service of these foul creatures. In either case, the cleric must stand before the undead and boldly speak the commandments of his faith, displaying his holy symbol whilst so doing (see Vol. III, p. 252: Combat Actions, *magic*). This ability can be used a number of times per day equal to the character's *turning ability* (TA); however, the cleric can make but one attempt per encounter.

Stronghold: At 9th level, a cleric may establish a temple or shrine of his faith. This edifice may be in a city, town, or village. To his temple the cleric immediately will attract followers (city: 2d10×10; town: 1d4×10; village: 6d4), commoners who support his cause, so long as he does not change his alignment or faith. If the temple is part of his castle or fortified manor and includes a 5- to 10-mile radius of control, the cleric also becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **12 longbowmen** (*studded armour, longbows, short swords*)
- **8 cavalrymen** (*chain mail, lances, light crossbows, horseman's flails; light warhorses*)
- **12 light crossbowmen** (*chain mail, small shields, light crossbows, long spears, short swords*)
- **12 halberdiers / pikemen** (*splint armour, halberds or pikes, hand axes*)

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the cleric's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, 1d6 initiate clerics (0th-level) of like faith will arrive, petitioning the cleric for learning.


Cleric
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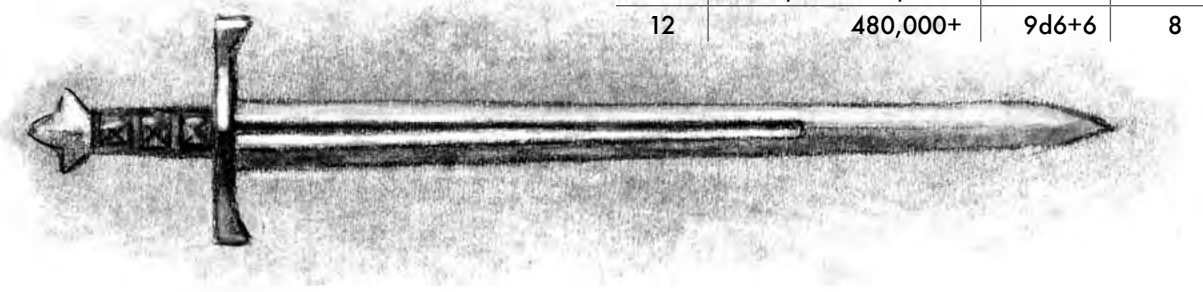
THIEF: The thief is a swift swordsman and nimble-fingered specialist. He might be a robber, a pickpocket, a racketeer, or a spy; or perhaps a bandit, an outlaw, or a raider. The thief lives by his cunning, wits, and quick blade, and he is well versed in subterfuge and duplicity.

Many thieves are members of thieves' guilds, the hierarchies of which oft span the urban underworld and beyond. From his guild a thief learns a plethora of peculiar skills, and to his guild he must forfeit an agreed percentage of his "earnings". Despite his notoriety, the thief's expertise is ever in demand by dungeon-delving adventure seekers.

Attribute Requirements: Dexterity 9
Prime Attribute: Dexterity
Hit Die Type: d6
Alignment: Any, save Lawful Good
Armour Allowed: Light
Shields Allowed: Small
Favoured Weapons: Axe (hand), bow (short), club (light), crossbow (light), dagger, dart, flail (horseman's), garrotte, hammer (horseman's), mace (horseman's), pick (horseman's), sling, sword (short, falcata, long, broad)
Saving Throw Modifiers: Device +2, Avoidance +2

Table 10: Thief

Level	Experience Points	Hit Dice	Fighting Ability
1	0–1,499	1d6	1
2	1,500–2,999	2d6	1
3	3,000–5,999	3d6	2
4	6,000–11,999	4d6	3
5	12,000–23,999	5d6	3
6	24,000–47,999	6d6	4
7	48,000–95,999	7d6	5
8	96,000–191,999	8d6	5
9	192,000–287,999	9d6	6
10	288,000–383,999	9d6+2	7
11	384,000–479,999	9d6+4	7
12	480,000+	9d6+6	8



Thief Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered (small shield allowed).

Backstab: An attack from behind with a class 1 or 2 melee weapon with which the thief is skilled (see p. 116: TABLE 48). This ability is ineffective if the target lacks vital organs (e.g., **skeleton**, **zombie**) or a discernible "back" (e.g., **green slime**, **purple worm**). The target must be unaware of the attack, which may be the result of *hiding* or *moving silently* (qq.v.). The attack roll is made at a +4 bonus. Additional weapon damage dice are rolled according to the thief's level of experience: 1st to 4th levels = ×2; 5th to 8th levels = ×3; 9th to 12th levels = ×4. Other modifiers (strength, sorcery, etc.) are added afterwards (e.g., a 5th-level thief with 13 strength and a **+1 short sword** rolls 3d6+2).

Clandestine Tongue (Thieves' Cant): The secret language of thieves, a strange pidgin in which some words may be unintelligible to an ignorant listener, whereas others might be common yet of alternative meaning. This covert tongue is used in conjunction with specific body language, hand gestures, and facial expressions. Two major dialects of Thieves' Cant are used in Hyperborea: one by city thieves, the other by pirates; commonalities exist betwixt the two.

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Stronghold: At 9th level, a thief who establishes suitable headquarters (e.g., building, dungeon, tower) will attract a band of reprobates: 1d12+12 thieves of 0th level (1d4 hp, each with a smattering of nascent thief abilities) who will serve without pay; in fact, they will remunerate 50% of their earnings to him. The headquarters might be in a city, town, or village. If said headquarters are part of his castle or fortified manor, with a 5- to 10-mile radius of control, the thief also becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **10 shortbowmen** *(studded armour, short bows, short swords)*
- **10 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **10 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the thief's domain will provide 5 sp in taxes per person per month. *N.B.:* If the thief's headquarters are established in the vicinity of a thieves' guild, and the thief is not paying an agreed percentage of all earnings to said guild, then he is guilty of subversion; severe repercussions are likely.

Progressive Thief Abilities: The following abilities improve as the thief advances in levels of experience. By 12th level, the thief has achieved his full potential in these abilities.

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear. If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see VOL. III, p. 263: DAMAGE, *falling damage*).

Decipher Script: To translate texts otherwise not understood. Maps can be interpreted, instructions decoded, and so forth. Ancient or alien languages, however, may remain unintelligible, lacking any basis for comparison.

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required.

Hide: To vanish into shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the thief is actively observed.



Thieves' Tools


Thief

Manipulate Traps: To find, remove, and reset traps both magical and mundane. Separate checks must be made to accomplish each facet of this skill: *find*, *remove*, *reset*. Also, a new trap may be built if the mechanism is simple and the parts available; anything more complex will require the assistance of an engineer. Thieves' tools are required when practicing this ability.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. This skill is executed at half the thief's normal movement rate.

Open Locks: To pick locks or disable latching mechanisms both magical and mundane. Thieves' tools are required. Picking or dismantling a lock may be attempted but once; if the attempt fails, the thief cannot try again until he has gained a level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.

Pick Pockets: To filch items from a pocket, pouch, backpack, or garment using nimble fingers and distraction. Failure by a margin of 3 or greater indicates the attempt has been observed (though not necessarily by the victim). If the roll is successful, the referee must determine what has been procured. If a thief attempts to pick the pocket of a higher-level thief (including legerdemainists and purloiners), a penalty equal to the difference in levels must be applied to the check. This skill also covers the gamut of sleight-of-hand trickery a thief might employ to deceive onlookers.

Read Scrolls: To decipher and invoke spells on magician (and magician subclass) scrolls. If the attempt fails, a backfire may result: A second d12 must be rolled, with a 3-in-12 chance of disaster. The spell is erased from the scroll in any event.

Table 11: Progressive Thief Abilities

Thief Ability	Thief Level					
	1–2	3–4	5–6	7–8	9–10	11–12
Climb* (DX)	8:12	8:12	9:12	9:12	10:12	10:12
Decipher Script (IN)	0:12	1:12	2:12	3:12	4:12	5:12
Discern Noise (WS)	4:12	5:12	6:12	7:12	8:12	9:12
Hide* (DX)	5:12	6:12	7:12	8:12	9:12	10:12
Manipulate Traps (DX)	3:12	4:12	5:12	6:12	7:12	8:12
Move Silently* (DX)	5:12	6:12	7:12	8:12	9:12	10:12
Open Locks (DX)	3:12	4:12	5:12	6:12	7:12	8:12
Pick Pockets* (DX)	4:12	5:12	6:12	7:12	8:12	9:12
Read Scrolls (IN)	—	—	0:12	3:12	4:12	5:12

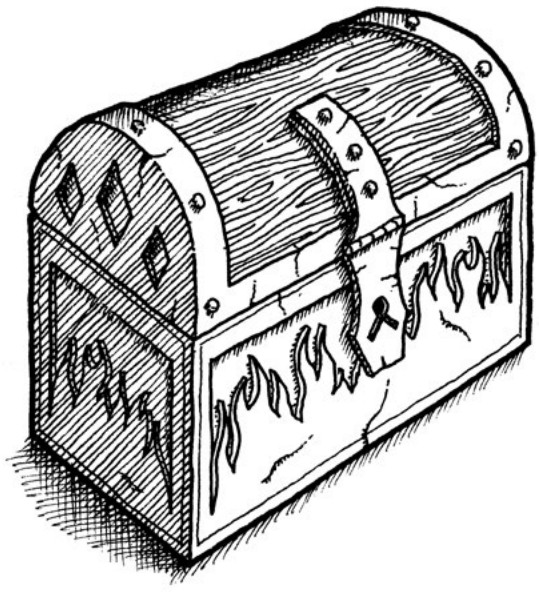
***** Chance-in-twelve penalized by –4 if wearing medium armour or *encumbered*; impossible if in heavy armour or *heavily encumbered* (see p. 114: EQUIPAGE, *armour*; VOL. III, p. 236: MOVEMENT, *encumbrance*).

Progressive Thief Abilities Table Defined: Roll a d12 to determine success or failure. If the result is equal to or less than the required number, the attempt is successful. The referee might modify the probability of success based on prevailing circumstances.

Attribute Modifiers to Progressive Thief Abilities: Each ability is associated with and potentially modified by an exceptional attribute, increasing by one (+1) the chance-in-twelve of success:

- **16+ dexterity** (DX): *climb*, *hide*, *manipulate traps*, *move silently*, *open locks*, and *pick pockets*
- **16+ intelligence** (IN): *decipher script* and *read scrolls*
- **16+ wisdom** (WS): *discern noise*

Examples: A 5th-level thief with 16 dexterity has an 8-in-12 chance to *move silently*. A 5th-level thief with 16 intelligence may *read scrolls* at a 1-in-12 chance of success. *N.B.:* An ability with a base ratio noted as "—" is not yet functional; an ability with a base ratio noted as "0:12" is useable only if the associated attribute (intelligence in both cases) is 16 or greater, effecting a modified 1-in-12 chance of success.



SUBCLASSES

Subclasses are specialized alternatives, expansions, and amalgams of the four principal classes. In each instance, one of the four is considered the primary class from which the subclass is derived, even if the distinction is nominal. Always check with your referee before selecting a subclass; some may not be allowed for play, others possibly reserved for use as NPC classes.

FIGHTER SUBCLASSES

- *Barbarian:* an outland warrior possessed of feral instincts
- *Berserker:* a rampaging shock trooper renowned for unbridled battle rage
- *Cataphract (Knight):* an armoured horseman and warrior elite
- *Huntsman:* a wilderness warrior who glories in the hunt
- *Paladin:* a champion who crusades for justice and Law
- *Ranger:* a borderland fighter, frontiersman, and defender
- *Warlock:* a spell-weaving fighter who wields steel and sorcery interchangeably

MAGICIAN SUBCLASSES

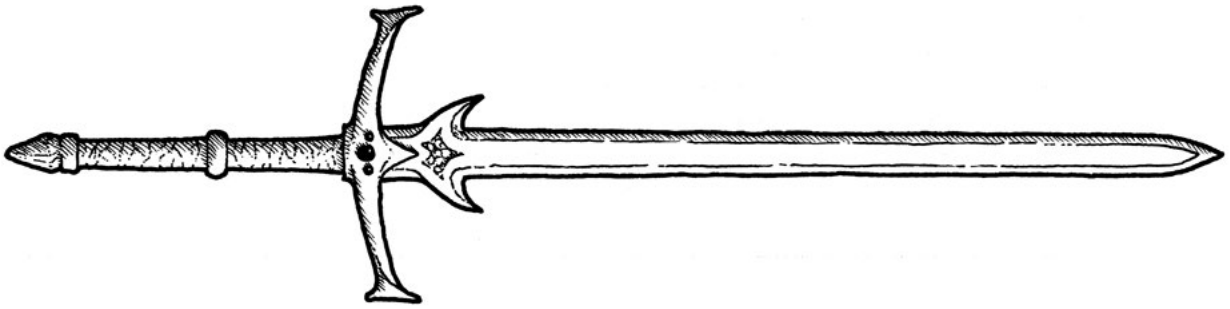
- *Cryomancer:* a sorcerer who commands the elemental power of ice
- *Illusionist:* a sorcerer who evokes phantasms and manipulates shadows and light
- *Necromancer:* a sorcerer who practices black magic and communicates with the dead
- *Pyromancer:* a sorcerer who commands the elemental power of fire
- *Witch (Wizard):* a sorcerer who brews potions, divines portents, and lays curses

CLERIC SUBCLASSES

- *Druid:* a mystic sorcerer empowered by ancestral, elemental, and animistic spirits
- *Monk:* a warrior-priest who strives for physical and mental mastery
- *Priest:* a chaplain mystic of prodigious spell-casting capacity
- *Runegraver:* a mystic warrior who carves runic spells on bone, metal, stone, and wood
- *Shaman (Witch Doctor):* a primal sorcerer who confers with ancestral and totem spirits

THIEF SUBCLASSES

- *Assassin:* a thief who specializes in murder and intrigue
- *Bard (Skald):* a warrior, scholar, and weaver of enchanted lyrics and/or music
- *Legerdemainist:* an adept thief who also commands the power of sorcery
- *Purloiner:* a religious thief who also practices the esoteric mysticism of a cleric
- *Scout:* a lightly armed explorer, intelligence gatherer, and stealth master





BARBARIAN (Fighter): The barbarian is a savage warrior from the outlands of civilization. Some barbarians may have urbane origins but have degenerated to barbarism, whereas others descend from countless generations of savages. The barbarian bridges the instinctual gap betwixt man and beast, oft trusting in the conventions of the beast more than in his fellow man; indeed, he understands bloodshed, violence, and predation more readily than the politics and niceties of civilized life, though tribal laws and taboos prevail. Barbarians oft suffer wanderlust, travelling the length and breadth of Hyperborea's lands and seas. Ferocious and unforgiving, the barbarian is hardened by his stark and warlike lifestyle, though he might comport himself to some indistinct code of honour.

Attribute Requirements: Strength 13, Dexterity 13, Constitution 13
Prime Attributes: Strength, Dexterity
Hit Die Type: d12
Alignment: Chaotic (Good or Evil)
Armour Allowed: Any
Shields Allowed: Any
Favoured Weapons: Any
Saving Throw Modifier: +2 bonus to all saves (see *hardy* ability)

Table 12: Barbarian (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability
1	0–2,999	1d12	1
2	3,000–5,999	2d12	2
3	6,000–11,999	3d12	3
4	12,000–23,999	4d12	4
5	24,000–47,999	5d12	5
6	48,000–95,999	6d12	6
7	96,000–191,999	7d12	7
8	192,000–383,999	8d12	8
9	384,000–575,999	9d12	9
10	576,000–767,999	9d12+4	10
11	768,000–959,999	9d12+8	11
12	960,000+	9d12+12	12

Barbarian (Fighter) Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered (shield allowed).

Alertness: Reduces by one (–1) on a d6 roll the party's chance to be *surprized* (see Vol. III, p. 244: Combat, *surprize*).

Ambusher: When traversing the wilds alone or with others of like ability, the barbarian's base surprize chance increases by one (+1) on a d6 roll. Furthermore, when outdoors and working with the untrained, the barbarian increases by one (+1) the party's chance to surprize, if he positions and prepares them accordingly.

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear, if lightly armoured or unarmoured, as a thief of equal level (see p. 23: Table 11). If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see Vol. III, p. 263: Damage, *falling damage*).

Draw Poison: To draw and spit poison from a snakebite or another venomous wound, such as a scorpion sting or spider bite. The attempt must be made within 2 rounds of affliction for a 3-in-6 chance of success, within 4 rounds for a 2-in-6 chance of success, or within 6 rounds for a 1-in-6 chance of success. Victims of envenomed blades or ingested poison are beyond the barbarian's aid, as are those who perish before the poison is drawn.

Hardy: The indomitable will to prevail; +2 bonus to all saving throws.

Horsemanship: Many barbarians are exceptional horsemen, hailing from nomadic tribes that rely on their steeds in times of peace and war. Even the most stubborn of mounts will submit to the barbarian's will. From the saddle of a tamed mount he can fight with melee weapons and discharge missiles (see Vol. III, p. 248: Combat Actions, *melee*; p. 254: Advanced Combat, *advanced combat actions*).

Leap: Mighty thews enable leaps of 25 feet or greater (if unencumbered), bridging pits, chasms, and the like.

Move Silently: To stalk as a panther, moving with preternatural quiet as a thief of equal level (see p. 23: Table 11). The barbarian must be lightly armoured or unarmoured. This skill is executed at half the barbarian's normal movement rate.

Run: To sprint as swiftly as a tiger; base 50 MV when unencumbered and lightly armoured or unarmoured.

Sense Magic: Sorcery raises the hackles of animal fear and superstition; 4-in-12 chance to cognize the presence of magic, if the barbarian noses for it. He might not discern the precise source straight away, but merely that it is close at work. This ability does not function as the *detect magic* spell (q.v.) and usually does not apply to minor magical items and like dweomers.

Sorcerous Distrust: Suspicious of sorcery and those who wield it. Some barbarians may not tolerate the company of magicians, but they might esteem tribal shamans, druids, and the like. A barbarian may wield a magical weapon, and he might even gird himself in a magical belt and so on, but he is unlikely to bedeck himself in all manner of dweomered amulets, cloaks, rings, and other trinkets; such behaviour is contrary to his nature. The extent of the barbarian's *sorcerous distrust* is best established through individual role-play.

Track: To stalk prey, tracing physical signs and scenting as a predator. A barbarian can *track* at the below suggested probabilities:

- *Wilderness:* A base 10-in-12 chance to find, identify, and follow fresh tracks outdoors or in natural caverns. If the tracks are not recent, or have faded because of weather or other circumstances, the chance might be reduced to 8-in-12 or worse.
- *Non-Wilderness:* A base 3-in-12 chance to discern tracks in a dungeon, castle, city street, or like setting. If the tracks are not recent, the chance might be reduced to 1-in-12 or worse.

Weapon Mastery: Mastery of one weapon (+1 to attack and damage rolls, increased attack rate, etc.). Additional weapons may be *mastered* at 4th, 8th, and 12th levels. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

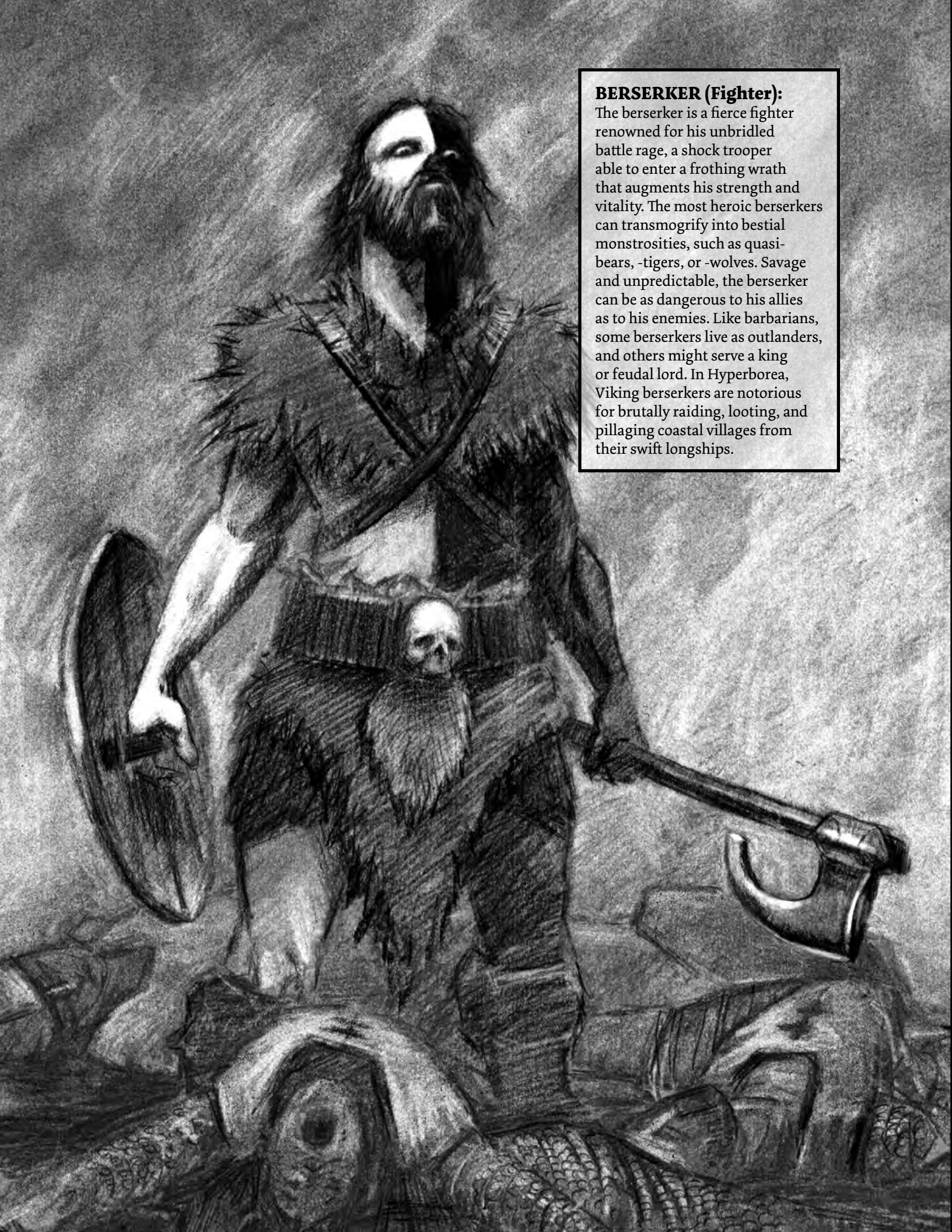
Wilderness Survival: Hunting, trapping, fishing, boating, shelter building, fire building (including tribal smoke signals), logging, woodworking, raft building, and so on. These tasks are performed without need of a check; they are simply the barbarian's province. Under adverse conditions, the referee may assign a reasonable probability of success. Whether a chance of failure applies is at the discretion of the referee, as reflected by the prevailing conditions and abilities of the barbarian.

Tribal Leader: At 9th level, a barbarian can become a tribal leader. He may challenge and defeat the present leader of his tribe, or take control of a tribe that lacks proper leadership. In other instances, he might be selected by a council of elders, or perhaps leadership is bequeathed unto him. The barbarian might establish a fort with a 10- to 20-mile radius of control, or his tribe could be nomadic. At the outset, his tribe may number as many as 200 individuals, half of whom are capable fighters: 0thlevel barbarians of 1d8 hp each. These tribesmen are considered fighters, though with a smattering of barbarian abilities. Here follows a typical troop:

- **40 longbowmen** *(studded armour, longbows, long swords)*
- **40 footmen** *(studded armour, small shields, long spears, battle axes)*
- **20 horsemen** *(scale armour, lances, composite short bows, horseman's flails; light warhorses)*

Attracted units include one officer, a 5th-level barbarian responsible for the unit and for communication betwixt the barbarian lord and his men. If the reputation of the lord is favourable, further tribesmen may be attracted, perhaps hundreds. Of course, barbarian soldiers must receive pay for their service, which might include the finest furs and skins, game, steel, and other resources; officers are awarded the first pick of all such awards as granted by the lord. *N.B.:* A barbarian may replace his *tribal leader* ability with the fighter's *stronghold* ability (see p. 12: Classes, *fighter*), should he elect to become a leader of "civilized" men.





BERSERKER (Fighter):
The berserker is a fierce fighter renowned for his unbridled battle rage, a shock trooper able to enter a frothing wrath that augments his strength and vitality. The most heroic berserkers can transmogrify into bestial monstrosities, such as quasi-bears, -tigers, or -wolves. Savage and unpredictable, the berserker can be as dangerous to his allies as to his enemies. Like barbarians, some berserkers live as outlanders, and others might serve a king or feudal lord. In Hyperborea, Viking berserkers are notorious for brutally raiding, looting, and pillaging coastal villages from their swift longships.

Attribute Requirements: Strength 15, Constitution 15
Prime Attributes: Strength, Constitution
Hit Die Type: d12
Alignment: Chaotic (Good or Evil)
Armour Allowed: Any
Shields Allowed: Any
Favoured Weapons: Any (but opposed to missile weapons)
Saving Throw Modifier: +2 bonus to all saves (see *hardy* ability)

Table 13: Berserker (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability	Natural AC
1	0–2,499	1d12	1	8
2	2,500–4,999	2d12	2	8
3	5,000–9,999	3d12	3	7
4	10,000–19,999	4d12	4	7
5	20,000–39,999	5d12	5	6
6	40,000–79,999	6d12	6	6
7	80,000–159,999	7d12	7	5
8	160,000–319,999	8d12	8	5
9	320,000–479,999	9d12	9	4
10	480,000–639,999	9d12+4	10	4
11	640,000–799,999	9d12+8	11	3
12	800,000+	9d12+12	12	3

Berserker (Fighter) Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Berserk Rage: A furious battle lust, a feral madness harnessed. The berserker can work himself into a frenzy by pounding his chest, beating his weapons together, or biting his shield, or in some other manner as the player imagines. He can enter a *rage* at any time during a battle, which is especially likely if his blood has been drawn. *Berserk rage* can be entered once per day for every four levels of experience (1st to 4th levels = ×1; 5th to 8th levels = ×2; 9th to 12th levels = ×3) and lasts for as many rounds as the berserker's constitution score. Here follow the benefits and drawbacks associated with *berserk rage*:

- *Berserk Attack Rate:* Melee attack rate of 2/1 (or 5/2 with *weapon mastery*).
- *Enhanced Combat:* +2 to attack and damage rolls on all melee attacks.
- *Fire Immunity:* Impervious to normal fire; saves vs. magical fire always successful.
- *Frightening Aspect:* Fearsome to behold; enemy *morale checks* penalized by –2 (see Vol. III, p. 247: Combat, *morale*).
- *Hit Point Burst:* Temporary hit points equal to one-half his constitution score, rounded up. These false hit points are deducted first when the berserker is hit. At the conclusion of the *rage*, any bonus hit points remaining are subtracted.
- *Refusal to Fall:* Can fight to as low as –3 hp. Once the battle is over, the berserker will collapse and begin to suffer the deleterious effects normally associated with negative hit points (see Vol. III, p. 261: Damage, *death and dying* and *healing*).
- *Refusal to Surrender:* Cannot yield, retreat, or withdraw from melee once the *rage* is begun; neither can he take actions unrelated to damaging his foe immediately.
- *Unbreakable Willpower:* Immunity to *fear*, *charm*, and like sorcery that may affect the berserker's resolve (cf. *emotion*).
- *Uncontrollable:* Once all enemy combatants have been vanquished, the berserker will continue to attack or rend their slain forms until the *rage* ends. However, a 1-in-8 chance exists that he will attack any living creature within 30 feet of himself—including allies—for 1d6 rounds before regaining his senses.
- *Exhaustion:* When the *rage* ends, the berserker will be exhausted for 1d3 turns (10–30 minutes). During this period of lethargy, the berserker will suffer a –2 penalty to attack and damage rolls, and he will be unable to run. The exhausted berserker is withdrawn and languid.

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear, if lightly armoured or unarmoured, as a thief of equal level (see p. 23: Table 11). If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see Vol. III, p. 263: Damage, *falling damage*).

Hardy: The indomitable will to prevail; +2 bonus to all saving throws.

Leap: Mighty thews enable leaps of 25 feet or greater (if unencumbered), bridging pits, chasms, and the like.

Thick Skin: Flesh not unlike the hide of a bull, which toughens over time. The berserker has natural AC 8 at 1st level, AC 7 at 3rd level, and so on Table 13. Body armour does not "stack" with this ability, but *thick skin* does provide a +1 AC bonus (from 1st to 6th levels) or +2 AC bonus (from 7th to 12th levels) to berserkers clad in light armour. The berserker's *thick skin* also enables him to function in subfreezing temperatures (as low as –15°F) with little need of protection.

Weapon Mastery: Mastery of one weapon (+1 to attack and damage rolls, increased attack rate, etc.). Additional weapons may be *mastered* at 4th, 8th, and 12th levels. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

Bestial Form: At 7th level, the berserker gains divine favour from his deity, or from an ancestral or animistic spirit, and he is blessed with the ability to transmogrify into a semi-human shape whilst in *berserk rage*. The *bestial form* is one typically associated with the berserker's culture or ancestry. Once an animal type is selected, it cannot be changed. When the berserker transforms, his thews bristle with fur, and his countenance elongates to a whiskered muzzle, like that of a furious bear, tiger, or wolf. He stands on two legs, but his hands become paw-like, with great claws or talons. The following adjustments apply:

- ×1.5 height and ×2 weight.
- Half of any lost hit points are recovered (does not include false hp total from *hit point burst*).
- Can wield melee weapons and attack as normal (see *berserk attack rate* above), or can opt to claw / claw / bite for a base 1d6 / 1d6 / 1d8 damage. If both claw attacks strike a single opponent of Small or Medium size, the berserker can hug the victim automatically for an additional 2d6 hp damage. Note that +2 bonuses to attack and damage rolls still apply, per *enhanced combat*, as well as normal strength *attack modifier* and *damage adjustment*
- *Bestial form* used during *berserk rage* only; thus, it ends when the *berserk rage* ends.
- Ability cannot be used if berserker wears armour; indeed, the transformation oft rips his clothes and snaps buckles and fasteners.
- All benefits and detriments associated with *berserk rage* remain.

Berserker Horde: At 9th level, a berserker can venture into the savage wilderness to release a bestial howl that attracts **50 wild berserkers** (the "monster", not the class). These feral warriors will arrive over the course of 1d4 days and will follow their berserker lord until death, so long as their lives comprise violence, bloodshed, drink, and revelry. Providing food and shelter for the horde is the responsibility of the berserker lord. A *berserker horde* can be summoned but once (unless the referee permits otherwise); furthermore, introducing these wild men to civilization can prove disastrous. The berserker lord might establish a fort with a 10- to 20-mile radius of control, or his horde might be nomadic. In the former case, common inhabitants of the berserker's domain will provide 5 sp in taxes per person per month; however, members of the horde might well terrorize the commoners. *N.B.:* A berserker of Good alignment will summon a horde of similar ethos.



Berserker



CATAPHRACT (Fighter): The cataphract is an armour-clad soldier whose prowess from the saddle is peerless. He might be a mounted mercenary, an oath-bound knight, a savage steppe horseman, or a cavalryman in service to a provincial militia or to a despotic monarch. Some cataphracts esteem themselves "cavaliers", comporting themselves to the precepts of charity, civility, honour, humility, love, and valour; others operate as rapacious free lances who subsist on tournaments and warfare. A cataphract is the equal of any fighting man afoot; mounted, none are better on all the bloody battlefields of Hyperborea.

Attribute Requirements: Strength 9, Dexterity 9, Wisdom 9, Charisma 9
Prime Attributes: Strength, Charisma
Hit Die Type: d10
Alignment: Any
Armour Allowed: Any
Shields Allowed: Any
Favoured Weapons: Any
Saving Throw Modifiers: Death +2, Transformation +2



Table 14: Cataphract (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability
1	0–2,249	1d10	1
2	2,250–4,499	2d10	2
3	4,500–8,999	3d10	3
4	9,000–17,999	4d10	4
5	18,000–35,999	5d10	5
6	36,000–71,999	6d10	6
7	72,000–143,999	7d10	7
8	144,000–287,999	8d10	8
9	288,000–431,999	9d10	9
10	432,000–575,999	9d10+3	10
11	576,000–719,999	9d10+6	11
12	720,000+	9d10+9	12

Cataphract (Fighter) Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Honour: A cataphract who operates as a "cavalier" and enjoys the political and social benefits derived therefrom must comport himself to the same code of honour as a paladin (q.v.); failure to do so results in similar consequences.

Horsemanship: Trained in mounted combat from early youth, the cataphract can fight from the saddle, can urge his mount to nimble feats on the battlefield, and is experienced in close-ordered charges (see Vol. III, p. 249: Combat Actions, *melee*; p. 254: Advanced Combat, *advanced combat actions*).

Mounted Charge: A thunderous mounted onset both feared and renowned. The cataphract's lance charge from horseback is at +2 to the attack roll (+3 versus footmen) and treble damage dice (other modifiers added afterwards, such as strength, *weapon mastery*, etc.). For more information, see Vol. III, p. 249: Combat Actions, *melee*.

Skilful Defender: To avail armour to its utmost. When clad in medium or heavy armour, the cataphract gains a +1 AC bonus from 1st to 6th levels, and a +2 AC bonus from 7th to 12th levels.

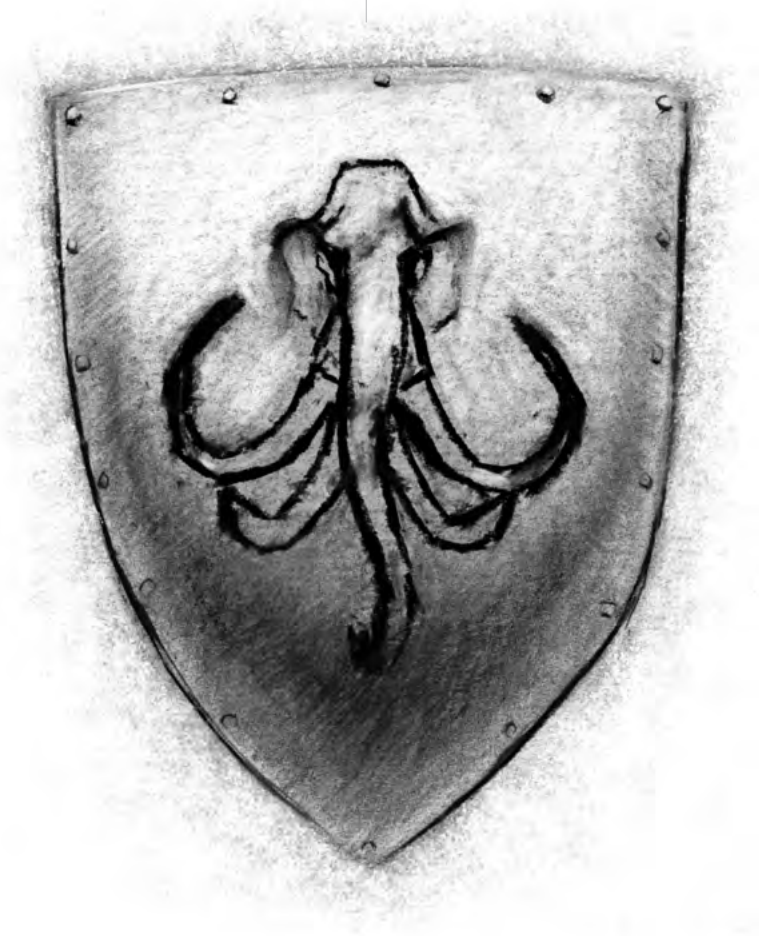
Unbreakable Willpower: Immune to the effects of magically induced *fear*.

Weapon Mastery: Mastery of the lance and one other weapon (+1 to attack and damage rolls, increased attack rate, etc.). Additional weapons may be *mastered* at 4th, 8th, and 12th levels. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

Stronghold: At 9th level, a cataphract who builds a castle or fortified manor and establishes a 10- to 20-mile radius of control becomes eligible to attract a body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **20 longbowmen** *(studded armour, longbows, short swords)*
- **60 cavalrymen** *(chain mail, lances, light crossbows, horseman's flails; light warhorses)*
- **40 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **20 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 5th-level fighter or cataphract responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the cataphract's domain will provide 5 sp in taxes per person per month.




Cataphract



HUNTSMAN (Fighter): The huntsman is a warrior who roves the hoary wilds of Hyperborea in search of formidable game. He might hail from a barbaric tribe where he is celebrated for his impressive conquests, or from within the walls of civilization where he is admired for his astounding trophy heads. Some huntsmen glory in subduing and taming the most feral beasts; others pride themselves as werewolf hunters, purging Hyperborea of its dreaded lycanthropic curse. No matter what their aims or origins, all huntsmen share an insatiable thirst to dominate that which lesser men rightly fear and loathe.

Attribute Requirements: Strength 9, Dexterity 9, Wisdom 9, Charisma 12
Prime Attributes: Strength, Wisdom
Hit Die Type: d10
Alignment: Any
Armour Allowed: Light, Medium
Shields Allowed: Any
Favoured Weapons: Any
Saving Throw Modifiers: Death +2, Transformation +2

Table 15: Huntsman (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability
1	0–2,249	1d10	1
2	2,250–4,499	2d10	2
3	4,500–8,999	3d10	3
4	9,000–17,999	4d10	4
5	18,000–35,999	5d10	5
6	36,000–71,999	6d10	6
7	72,000–143,999	7d10	7
8	144,000–287,999	8d10	8
9	288,000–431,999	9d10	9
10	432,000–575,999	9d10+3	10
11	576,000–719,999	9d10+6	11
12	720,000+	9d10+9	12

Huntsman (Fighter) Class Abilities:

Alertness: Reduces by one (–1) on a d6 roll the party's chance to be surprized (see Vol. III, p. 244: Combat, *surprize*).

Ambusher: When traversing the wilds alone or with others of like ability, the huntsman's base surprize chance increases by one (+1) on a d6 roll.

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear, if lightly armoured or unarmoured, as a thief of equal level (see p. 23: Table 11). If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see Vol. III, p. 263: Damage, *falling damage*).

Hide: If lightly armoured or unarmoured, able to *hide* outdoors as a thief of equal level (see p. 23: Table 11), lurking behind bushes, rocks, trees, and the like. The huntsman can camouflage himself, or flatten his body to the ground whilst remaining still. Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the huntsman is actively observed. In non-wilderness areas (e.g., cities, dungeons), his chance-in-twelve for success is penalized by –2.

Move Silently: To tread softly, moving with preternatural quiet as a thief of equal level (see p. 23: Table 11). The huntsman must be lightly armoured or unarmoured, and this skill is executed at half his normal movement rate.

Predator: From his youth, the huntsman is trained to hunt and kill animals both fleet and robust. He inflicts +1 hp damage per level of experience when combatting normal and giant animals: amphibians, birds, crustaceans, dinosaurs, fishes, insects, mammals, and reptiles. The *predator* ability does not apply to constructs, dæmons, elementals, fungi, giants, humanoids, magical beasts, moulds, oozes, otherworldly and alien beings, slimes and jellies, or undead. When the *predator* ability is used in concert with a successful *hide* attempt, the initial attack roll is made at a +4 bonus.

Subdue Animal: To soothe and tame an animal of hit dice equal to or less than the huntsman's level. To succeed, the following steps must be completed:

- Through combat, physically reduce the target animal to half or less its hit point total. This damage must be rendered by the huntsman alone; the beast must know its aggressor.
- Restrain the creature via a *grapple* attack (see Vol. III, p. 248: Combat Actions, *melee*). Many a huntsman will use a bola, lasso, fighting net, or whip (qq.v.) to make *prone* the target before attempting to restrain it (see Vol. III, p. 241: Combat, *attack modifiers*).
- On the round following restraint, the huntsman attempts to assert dominance. The base chance of success is 4-in-12. This chance-in-twelve may be increased by the following modifiers:
  - +1 if the huntsman's strength is 16+
  - +1 if the huntsman's wisdom is 16+
  - +1 if the huntsman's charisma is 16+
  - +1 if the huntsman's level is 7+
- Failure indicates the animal is impossible to tame and may continue attempting to break free. Success indicates the animal is subdued; the huntsman must continue to restrain the creature for 1 turn (10 minutes), kneeling on it, commanding it, and forcing submission. He can free it thereafter, and it will be docile.

A defeated animal can be tamed to complete loyalty (ML 12) after 1d4 months of training. It can be trained to attack, fetch, guard, hunt, track, or perform other tasks. Multiple animals can be trained—even working in flawless synchronization, if they are reasonably compatible—but their total hit dice can never exceed the huntsman's level, and the training time for multiple animals is cumulative.

Track: To stalk prey, tracing physical signs and scenting as a predator. A huntsman can *track* at the below suggested probabilities:

- *Wilderness:* A base 10-in-12 chance to find, identify, and follow fresh tracks outdoors or in natural caverns. If the tracks are not recent, or have faded because of weather or other circumstances, the chance might be reduced to 8-in-12 or worse.
- *Non-Wilderness:* A base 5-in-12 chance to discern tracks in a dungeon, castle, city street, or like setting. If the tracks are not recent, the chance might be reduced to 3-in-12 or worse.

Furthermore, the huntsman can identify the tracked animal type (or even exact species) through examination of its spoor, including size, weight, rate of movement, and so forth.


Wilderness Survival

Weapon Mastery: Mastery of one weapon (+1 to attack and damage rolls, increased attack rate, etc.). The huntsman must select an appropriate hunting weapon: axe (hand), bola, boomerang, bow, club (light), crossbow, dagger, dart, hooked throwing knife, javelin, lasso, fighting net, sling, spear (short or long), trident, or whip. Additional weapons may be *mastered* at 4th, 8th, and 12th levels, but are limited to the list noted above. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

Wilderness Survival: Hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building, and so on. These tasks are performed without need of a check; they are simply the huntsman's province. Under adverse conditions, the referee may assign a reasonable probability of success. Whether a chance of failure applies is at the discretion of the referee, as reflected by the prevailing conditions and abilities of the huntsman.

Wilderness Traps: To set an outdoor trap, including pits, deadfalls (falling logs / rocks), snares, and spring traps. The huntsman is also adept at finding and removing such traps. He performs these tasks as a thief of equal level performs his *manipulate traps* skill (see p. 23: Table 11), but he has no facility with mechanical and/or magical traps.

Werewolf Slayer: When men suffer the curse of the beast, huntsmen rise to stamp them out. At 4th level and above, when wielding silver or magical weapons versus lycanthropes, huntsmen gain all the benefits of the *predator* ability, regardless of the advanced intelligence of the afflicted.

Wilderness Fortress: At 9th level, a huntsman who establishes a wilderness fortress becomes eligible to attract **40 longbowmen** *(studded armour, longbows, short swords)*, 0th-level fighters of 1d8 hp, and **10 hunters** *(studded armour, longbows, long spears)*, 0th-level huntsmen of 1d8 hp possessing a smattering of huntsman abilities. These warriors include one officer, a 5th-level fighter or huntsman responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Longbowmen and hunters each receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the huntsman's domain will provide 5 sp in taxes per person per month.



Huntsman



PALADIN (Fighter): The paladin is a martial exemplar of the Lawful Good alignment. Whereas others fall into despair or are seduced by the malefic temptations of a decadent world, the paladin not only resists but inspires others to do the same. He is a paragon of truth, justice, prudence, honour, loyalty, faith, charity, and love; consequently he is favoured by otherworldly powers and spirits of benign nature. A champion of the oppressed and abused, the paladin strives to undo the evils wrought on Hyperborea through his temperate word and courageous deeds.

Attribute Requirements: Strength 9, Dexterity 9, Wisdom 9, Charisma 15
Prime Attributes: Strength, Charisma
Hit Die Type: d10
Alignment: Lawful Good
Armour Allowed: Any
Shields Allowed: Any
Favoured Weapons: Any
Saving Throw Modifier: +2 bonus to all saves (see *divine protection* ability)

Table 16: Paladin (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability	Spell Levels		
						1	2	3
1	0–2,749	1d10	1	–	–	–	–	–
2	2,750–5,499	2d10	2	–	–	–	–	–
3	5,500–10,999	3d10	3	–	–	–	–	–
4	11,000–21,999	4d10	4	–	–	–	–	–
5	22,000–43,999	5d10	5	1	–	–	–	–
6	44,000–87,999	6d10	6	2	–	–	–	–
7	88,000–175,999	7d10	7	3	1	1	–	–
8	176,000–351,999	8d10	8	4	2	2	–	–
9	352,000–527,999	9d10	9	5	3	2	1	–
10	528,000–703,999	9d10+3	10	6	4	2	2	–
11	704,000–879,999	9d10+6	11	7	5	2	2	1
12	880,000+	9d10+9	12	8	6	2	2	2

Paladin (Fighter) Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Divine Protection: The paladin's indomitable spirit and blameless conduct attract the favour of benign otherworldly forces; hence he is immune to natural diseases, he gains a +2 bonus to all saving throws, and he enjoys a +1 AC bonus versus attacks made by Evil creatures. *N.B.: Divine protection* does not provide immunity to magical diseases such as *lycanthropy*.

Healing Hands: The power to mend wounds and alleviate disease by laying palms on the injured or afflicted. The paladin can restore 2 hp per day per level of experience, and he can *cure disease* (as the spell) once every seven days; with few exceptions, the paladin will treat allies before himself.

Honour: To comport oneself to a somewhat indistinct and complicated code of honour extolling strength, skill, stoicism, consistency, fidelity, courage in the face of enemies, clemency towards defeated opponents, largess towards dependents, hospitality to associates and superiors, and a willingness to protect the weak. Paladins are held in high regard by goodly folk of all sorts, whether of high or low birth, and many believe they set the standard by which other fighting men are measured. A paladin must never commit murder, perpetrate a felony, or utilize poison against even the most malign of enemies. A paladin is loyal first to his own conscience; however, the conventions of honour cannot compel him to behave contrarily to his Lawful Good nature. He must oppose tyranny, despotism, cruelty, dæmonism, and other forms of Evil. Failure to adhere to these precepts is grounds for penalization by the referee, possibly including experience point reduction, denial of abilities, level loss, and at its worst, forfeiture of paladinhood and reversion to the fighter class.

Horsemanship: Trained in mounted combat from early youth, the paladin can fight from the saddle, can urge his mount to nimble feats on the battlefield, and is experienced in close-ordered charges (see Vol. III, p. 249: Combat Actions, *melee*; p. 254: Advanced Combat, *advanced combat actions*).

Sense Evil: Perspicacity to Evil most palpable: the nearby presence of a purely Evil sorcerer, undead, dæmons, and other unclean spirits. Particularly strong emanations, such as from a malign artefact or dominion of Evil, may eclipse lesser sensations. Note that this ability will not discern if another character is of Evil alignment, unless the subject is about to commit a most vile act, or is of a pure and intense Evil (e.g., empowered by dæmons; too, necromancers, witches, and certain priests might qualify, per referee discretion). In any case, the paladin must stop and concentrate, sensing in a 60-foot range (cf. the spell, *detect evil*).

Valiant Resolve: Immune to the effects of magically induced *fear*.

Weapon Mastery: Mastery of one weapon (+1 to attack and damage rolls, increased attack rate, etc.). Additional weapons may be *mastered* at 4th, 8th, and 12th levels. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

Righteous Wrath: Beginning at 3rd level, when delivering a *charge attack* (mounted or afoot) against an Evil foe, the paladin gains a damage bonus equal to his level of experience (replacing the +2 damage bonus normally associated with *charge attacks*). When mounted, this bonus is in addition to the double damage inflicted by a lance (see Vol. III, p. 249: Combat Actions, *melee*).

Sacred Mount: Sometime after attaining 5th level, the paladin may receive a vision in which he learns the location of an extraordinary mount: a thewy wild stallion, keen and of great resolve, which must be quested after, lassoed, and trained. This equine is

considered a **heavy warhorse** of superior health and exceptional wisdom (maximum hit points, 12 morale). This benison is normally realized but once in a lifetime; at minimum, a year or more must elapse before it again can be attempted. Paladins who defer, waiting until the achievement of 10th level, may quest for the fabled **pegasus** (likewise maximum hit points, 12 morale). A paladin who loses his pegasus may never again quest for a *sacred mount*.

Turn Undead: At 5th level, exert control over the undead and some dæmonic beings, causing them to flee and/or cower. At 5th level the paladin has 1st-level turning ability (TA 1); at 6th level he has 2nd-level turning ability (TA 2); and so on. The paladin must stand before the undead and boldly speak the commandments of his faith and/or Law, displaying his holy symbol or crest whilst so doing (see Vol. III, p. 252: Combat Actions, *magic*). This ability can be used a number of times per day equal to the character's turning ability; however, the paladin can make but one attempt per encounter.

Sorcery: At 7th level, paladins can cast cleric spells, drawn from the Cleric Spell List (see Vol. II, p. 150: Table 69). These spells are learnt through prayer, study of scripture, or communion with otherworldly beings associated with Lawful Good; in some cases, the Lawful Good alignment itself functions as the empowering force. At 7th level, the paladin develops one level 1 spell. He assimilates one new spell at each level gain thereafter, with no need of a qualification roll. He cannot learn additional spells beyond those he acquires during level training. Spell memorization involves prayer, meditation, incantations, and the study and recitation of scriptures; the process otherwise follows the same basic principles as that of clerics (see Vol. II, p. 137: Spells, *spell memorization*). Note that the 7th-level paladin has 1st-level casting ability (CA 1) and progresses accordingly. Lastly, paladins do not gain bonus spells for high wisdom.

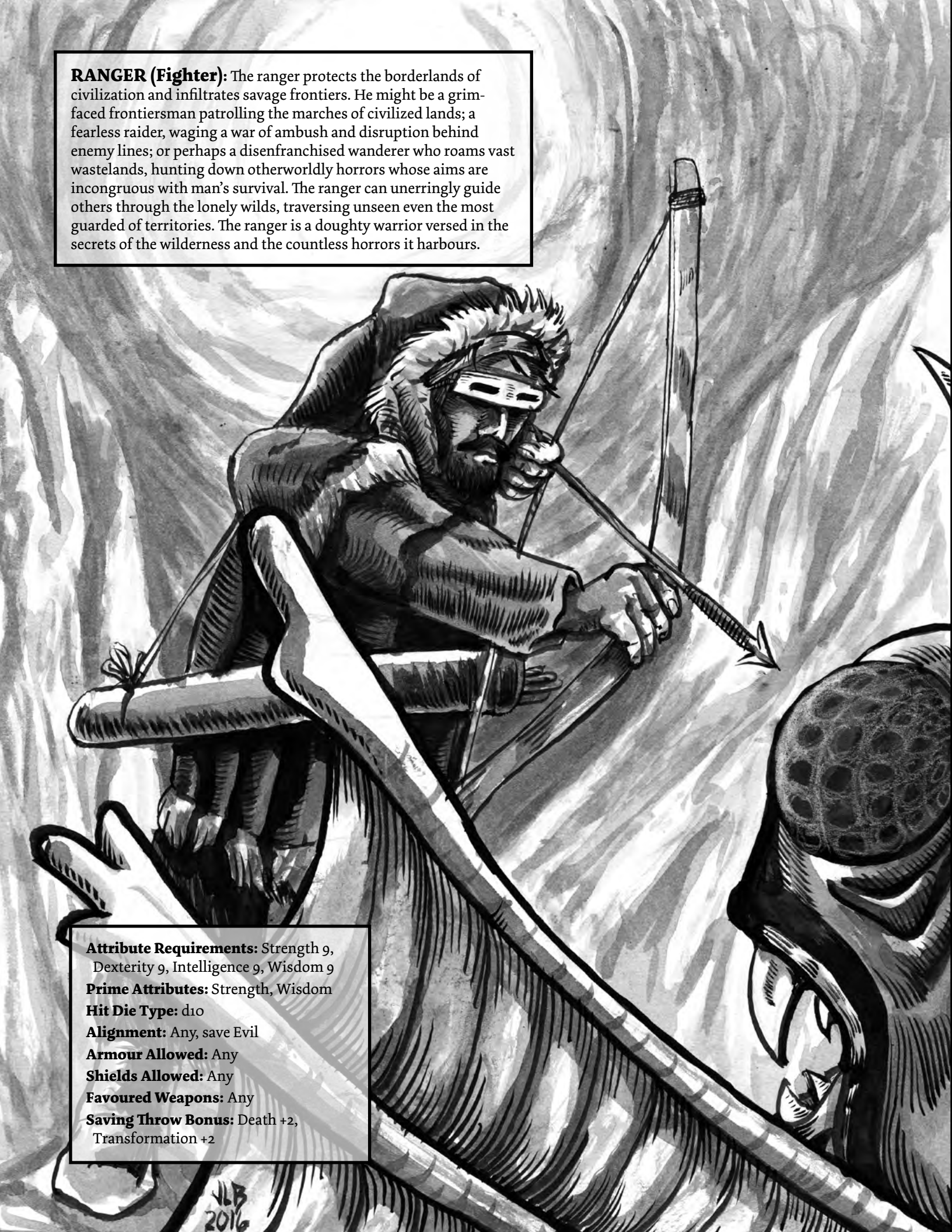
Stronghold: At 9th level, a paladin who builds a castle or fortified manor and establishes a 10- to 20-mile radius of control becomes eligible to attract a body of Lawful Good men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **30 longbowmen** *(studded armour, longbows, short swords)*
- **40 cavalrymen** *(chain mail, lances, light crossbows, horseman's flails; light warhorses)*
- **30 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **20 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 5th-level fighter or paladin responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the paladin's domain will provide 5 sp in taxes per person per month.




Paladin



RANGER (Fighter): The ranger protects the borderlands of civilization and infiltrates savage frontiers. He might be a grim-faced frontiersman patrolling the marches of civilized lands; a fearless raider, waging a war of ambush and disruption behind enemy lines; or perhaps a disenfranchised wanderer who roams vast wastelands, hunting down otherworldly horrors whose aims are incongruous with man's survival. The ranger can unerringly guide others through the lonely wilds, traversing unseen even the most guarded of territories. The ranger is a doughty warrior versed in the secrets of the wilderness and the countless horrors it harbours.

Attribute Requirements: Strength 9, Dexterity 9, Intelligence 9, Wisdom 9
Prime Attributes: Strength, Wisdom
Hit Die Type: d10
Alignment: Any, save Evil
Armour Allowed: Any
Shields Allowed: Any
Favoured Weapons: Any
Saving Throw Bonus: Death +2, Transformation +2

Table 17: Ranger (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Druid Spell Levels			Magician Spell Levels		
					1	2	3	1	2	3
1	0–2,249	1d10	1	–	–	–	–	–	–	–
2	2,250–4,499	2d10	2	–	–	–	–	–	–	–
3	4,500–8,999	3d10	3	–	–	–	–	–	–	–
4	9,000–17,999	4d10	4	–	–	–	–	–	–	–
5	18,000–35,999	5d10	5	–	–	–	–	–	–	–
6	36,000–71,999	6d10	6	–	–	–	–	–	–	–
7	72,000–143,999	7d10	7	1	1	–	–	–	–	–
8	144,000–287,999	8d10	8	2	1	–	–	1	–	–
9	288,000–431,999	9d10	9	3	1	1	–	1	–	–
10	432,000–575,999	9d10+3	10	4	1	1	–	1	1	–
11	576,000–719,999	9d10+6	11	5	1	1	1	1	1	–
12	720,000+	9d10+9	12	6	1	1	1	1	1	1

Ranger (Fighter) Class Abilities:

Alertness: Reduces by one (–1) on a d6 roll the party's chance to be surprized (see Vol. III, p. 244: Combat, *surprize*).

Ambusher: When traversing the wilds alone or with others of like ability, the ranger's base surprize chance increases by one (+1) on a d6 roll. Furthermore, when outdoors and working with the untrained, the ranger increases by one (+1) the party's chance to surprize, if he positions and prepares them accordingly.

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Discern Noise: Unusually perceptive when outdoors, detecting the faintest sounds. The ranger can *discern noise* as a thief of equal level (see p. 23: Table 11). Six rounds (one minute) of concentrated listening are required.

Hide: If lightly armoured or unarmoured, able to *hide* outdoors as a thief of equal level (see p. 23: Table 11), lurking behind bushes, rocks, trees, and the like. The ranger can camouflage himself, or flatten his body to the ground whilst remaining still. Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the ranger is actively observed. In non-wilderness areas (e.g., cities, dungeons), his chance-in-twelve for success is penalized by –2.

Move Silently: To stalk as a panther, moving with preternatural quiet as a thief of equal level (see p. 23: Table 11). The ranger must be lightly armoured or unarmoured. This skill is executed at half the ranger's normal movement rate.

Otherworldly Enemies: From his earliest training, the ranger is furnished with the terrible knowledge of alien species and the nameless horrors they represent. Through this instruction he is provided the most effective means to harm them. The ranger can identify at first sight **aboleths**, **crab-men**, **elder things**, **fish-men**, the **Great Race**, **mi-go**, **night-gaunts**, **phoongh**, **spore-men**, and **tentacular horrors**; furthermore, he inflicts +1 hp damage per level of experience versus these abominations.

Track: To stalk prey, tracing physical signs and discerning subtle clues. A ranger can track at the below suggested probabilities:

- *Wilderness:* A base 10-in-12 chance to find, identify, and follow fresh tracks outdoors or in natural caverns. If the tracks are not recent, or have faded because of weather or other circumstances, the chance might be reduced to 8-in-12 or worse.
- *Non-Wilderness:* A base 6-in-12 chance to discern tracks in a dungeon, castle, city street, or like setting. If the tracks are not recent, the chance might be reduced to 4-in-12 or worse.

Track Concealment: In the wilderness, obscure the tracks of a number of companions equal to the ranger's level of experience; however, maximum speed is restricted to half the ranger's normal movement rate.

Traverse Overgrowth: Negotiate natural overgrowth (e.g., briars, brush, tangles, thorns, vines) at his normal movement rate, without leaving a discernible trail (if so desired). The ranger must be lightly armoured or unarmoured.

Weapon Mastery: Mastery of one weapon (+1 to attack and damage rolls, increased attack rate, etc.). Additional weapons may be *mastered* at 4th, 8th, and 12th levels. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

Wilderness Survival: Hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building, and so on. Using these skills, the ranger can supply a small party of allies with all their basic survival needs. These tasks are

performed without need of a check; they are simply the ranger's province. Under adverse conditions, the referee may assign a reasonable probability of success. Whether a chance of failure applies is at the discretion of the referee, as reflected by the prevailing conditions and abilities of the ranger.

Sorcery: At 7th level the ranger develops the ability to cast spells. He is not formally instructed; neither does he use spell or prayer books. Rather, he learns eldritch lore and mimics incantations through his associations with hedge wizards, druids, shamans, woodland beings, and the like; also by conference with animistic spirits, elemental beings, and other natural forces. The ranger's spells are drawn from the Druid Spell List (see Vol. II, p. 151: Table 70) and the Magician Spell List (see Vol. II, p. 142: Table 63). At 7th level, the ranger cultivates a level 1 druid spell; at 8th level, he learns a level 1 magician spell; at 9th level, he acquires a level 2 druid spell; and so on, until at 12th level he is able to cast three druid spells and three magician spells as noted on p. 43: Table 17. Spells are gained automatically, with no need of qualification rolls. The ranger cannot learn additional spells beyond those he develops during level training. Each spell choice is irrevocably permanent. Spell memorization involves meditation, unorthodox incantations, and spiritual communion with ancestral, animistic, and elemental beings; otherwise it conforms to the same basic principles as followed by clerics and magicians (see Vol. II, p. 137: Spells, *spell memorization*). Note that the 7th-level ranger has 1st-level casting ability (CA 1) and progresses accordingly. Lastly, rangers do not gain bonus spells for high intelligence or wisdom.

Wilderness Fortress: At 9th level, a ranger who establishes a wilderness fortress becomes eligible to attract **80 woodsmen** *(studded armour, longbows, long swords)*, 0th-level rangers of 1d8 hp, each possessing a smattering of ranger abilities. These woodsmen include one officer, a 5th-level ranger responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Woodsmen each receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the ranger's domain will provide 5 sp in taxes per person per month.


Ranger



WARLOCK (Fighter):
A warlock is a swordsman and a sorcerer, an armour-clad fighter who wields weapons of steel and incants the spells of a magician. Such an individual might represent a clandestine order of warrior-wizards; or he might be a failed magician's apprentice fallen into the life of a soldier, mercenary, or reaver; or perhaps he is a young fighting man secretly tutored by a shunned hedge wizard. Some warlocks practice the sorcery of cryomancers and may be referred to as *ice lords*; others practice the sorcery of pyromancers and may be referred to as *fire lords*. Perhaps the most feared and reviled of warlocks are those who practice the black arts of necromancy (*death soldiers*), many of whom supplicate the Dæmon Lord, Thaumagorga.

Attribute Requirements:
Strength 12, Intelligence 12
(plus Wisdom 12 for death soldiers, fire lords, and ice lords)

Prime Attributes:
Strength, Intelligence

Hit Die Type: d8

Alignment: Any
(death soldiers: Any, save Good)
(fire lords: Any, save Lawful)
(ice lords: Any, save Chaotic)

Armour Allowed: Light, Medium

Shields Allowed: Any

Favoured Weapons: Any

Saving Throw Modifiers:
Transformation +2, Sorcery +2

Table 18: Warlock (Fighter)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels		
					1	2	3
1	0–2,999	1d8	1	1	1	–	–
2	3,000–5,999	2d8	2	2	1	–	–
3	6,000–11,999	3d8	3	3	1	1	–
4	12,000–23,999	4d8	4	4	1	1	–
5	24,000–47,999	5d8	5	5	1	1	1
6	48,000–95,999	6d8	6	6	1	1	1
7	96,000–191,999	7d8	7	7	2	1	1
8	192,000–383,999	8d8	8	8	2	2	1
9	384,000–575,999	9d8	9	9	2	2	2
10	576,000–767,999	9d8+2	10	10	3	2	2
11	768,000–959,999	9d8+4	11	11	3	3	2
12	960,000+	9d8+6	12	12	3	3	3

Warlock (Fighter) Class Abilities:

Attack Rate: 1/1 melee attack rate from 1st to 6th levels; 3/2 melee attack rate from 7th to 12th levels. *Weapon mastery* (q.v.) can further increase attack rate.

Magic Item Use: Can utilize magic items normally restricted to magicians, except spell scrolls (see *read scrolls* ability).

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on scrolls corresponding to his school of sorcery: magician, cryomancer, necromancer, or pyromancer (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. The warlock creates a scroll type compatible with the school of sorcery in which he has been instructed. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: A warlock casts spells that he memorizes from an arcane tome. At character creation, the player must select which school of magic his warlock practices: that of the magician (see Vol. II, p. 142: Table 63), cryomancer (see Vol. II, p. 144: Table 64), necromancer (see Vol. II, p. 146: Table 66), or pyromancer (see Vol. II, p. 147: Table 67). Regardless, the warlock begins his career with a spell book that contains one level 1 spell. Through personal research, warlocks develop a new spell at 3rd, 5th, 7th, 8th, 9th, 10th, 11th, and 12th levels; each is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Warlocks of high intelligence cast a greater number of spells per day (see p. 8: Attributes, *intelligence*).

Weapon Mastery: Mastery of one weapon (+1 to attack and damage rolls, increased attack rate, etc.). Additional weapons may be *mastered* at 4th, 8th, and 12th levels. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

Stronghold: At 9th level, a warlock who builds a castle or fortified manor and establishes a 10- to 20-mile radius of control becomes eligible to attract a body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **20 longbowmen** *(studded armour, longbows, short swords)*
- **10 cavalrymen** *(chain mail, lances, light crossbows, horseman's flails; light warhorses)*
- **30 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **30 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 5th-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 100 gp for the officer. Common inhabitants of the warlock's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the warlock also will attract 1d2 apprentice warlocks (0th-level), who will petition him for learning.



Warlock



CRYOMANCER (Magician):
The cryomancer is a sorcerer who manipulates snow, ice, and boreal winds. Through arcane studies and binding pacts made with glacial spirits, the cryomancer develops a spell book similar to that of a magician. Cryomancers may be guild members of an esoteric branch, or adherents of a secret society. Some sects of the latter seek to unlock the genius of a cabal of sorcerer-priests who, in immemorial times, dwelt in a floating citadel of ice that housed their dread god, "The Ashen Worm". Cryomancers garb themselves in coloured robes revealing their personal ethos: Lawful Good cryomancers don pale blue robes trimmed with white and silver; Lawful Evil cryomancers wear pale grey robes trimmed with white and silver; and Neutral cryomancers vest themselves in white robes trimmed with pale blue and silver. When ranging the icy fields of Hyperborea, cryomancers favour axes, picks, and spears.

Attribute Requirements: Intelligence 9, Wisdom 9
Prime Attributes: Intelligence, Wisdom
Hit Die Type: d4
Alignment: Any, save Chaotic
Armour Allowed: None
Shields Allowed: None
Favoured Weapons: Axe (hand), dagger, dart, pick (horseman's), quarterstaff, spear (short)
Saving Throw Modifiers: Device +2, Sorcery +2

Table 19: Cryomancer (Magician)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–2,499	1d4	0	1	1	–	–	–	–	–
2	2,500–4,999	2d4	0	2	2	–	–	–	–	–
3	5,000–9,999	3d4	1	3	2	1	–	–	–	–
4	10,000–19,999	4d4	1	4	3	2	–	–	–	–
5	20,000–39,999	5d4	2	5	3	2	1	–	–	–
6	40,000–79,999	6d4	2	6	4	3	2	–	–	–
7	80,000–159,999	7d4	3	7	4	3	2	1	–	–
8	160,000–319,999	8d4	3	8	4	4	3	2	–	–
9	320,000–479,999	9d4	4	9	5	4	3	2	1	–
10	480,000–639,999	9d4+1	4	10	5	4	4	3	2	–
11	640,000–799,999	9d4+2	5	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	12	5	5	4	4	3	2

Cryomancer (Magician) Class Abilities:

Cold Affinity / Fire Vulnerability: +2 bonus to saving throws versus cold-related effects, cumulative with *cold resistance* (q.v.); –2 penalty to saving throws versus fire and heat-related effects.

Icicle: Once per day per level of experience, evoke a 12-inch *icicle* to rise from a loosely clenched fist. It glows violet, shedding a 15-foot radius of light. An *icicle* can function as a single-use dagger; otherwise, it lasts 6 turns (1 hour) before crumbling or melting.

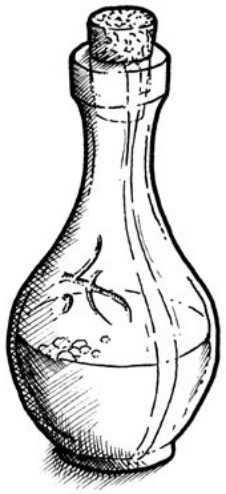
Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on cryomancer scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: Cryomancers cast spells that they memorize from arcane tomes; they also gain favour from elemental forces and otherworldly beings associated with snow and ice. The cryomancer begins his career with a spell book that contains three level 1 spells, drawn from the Cryomancer Spell List (see Vol. II, p. 144: Table 64). Through personal research, the patronage of elemental powers, and perhaps "The Ashen Worm" itself, cryomancers develop one new spell at each level gain; this spell is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Cryomancers of high intelligence cast a greater number of spells per day (see p. 8: Attributes, *intelligence*).

Alchemy: When a cryomancer reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see Vol. III, p. 226: Adventure, *hirelings*). By 11th level, the cryomancer may engage in this activity on his own. More information on brewing potions is available for the referee in Vol. V.

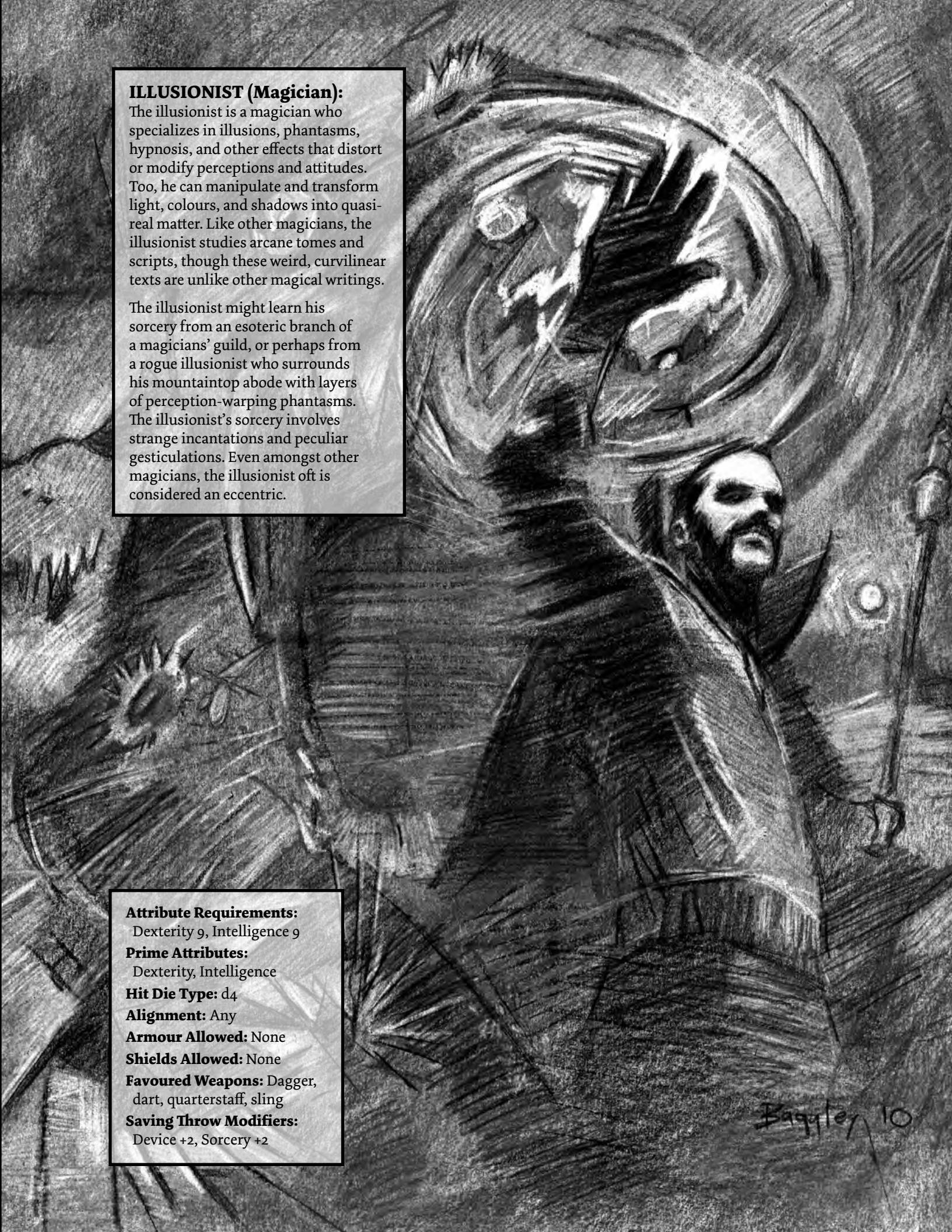


Stronghold: At 9th level, a cryomancer who builds a castle or tower and establishes a 5- to 10-mile radius of control becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **12 longbowmen** *(studded armour, longbows, short swords)*
- **12 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **12 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the cryomancer's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the cryomancer also will attract 1d3 apprentice cryomancers (0th-level), who will petition him for learning.


Cryomancer



ILLUSIONIST (Magician):
The illusionist is a magician who specializes in illusions, phantasms, hypnosis, and other effects that distort or modify perceptions and attitudes. Too, he can manipulate and transform light, colours, and shadows into quasi-real matter. Like other magicians, the illusionist studies arcane tomes and scripts, though these weird, curvilinear texts are unlike other magical writings.

The illusionist might learn his sorcery from an esoteric branch of a magicians' guild, or perhaps from a rogue illusionist who surrounds his mountaintop abode with layers of perception-warping phantasms. The illusionist's sorcery involves strange incantations and peculiar gesticulations. Even amongst other magicians, the illusionist oft is considered an eccentric.

Attribute Requirements: Dexterity 9, Intelligence 9
Prime Attributes: Dexterity, Intelligence
Hit Die Type: d4
Alignment: Any
Armour Allowed: None
Shields Allowed: None
Favoured Weapons: Dagger, dart, quarterstaff, sling
Saving Throw Modifiers: Device +2, Sorcery +2

Table 20: Illusionist (Magician)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–2,499	1d4	0	1	1	–	–	–	–	–
2	2,500–4,999	2d4	0	2	2	–	–	–	–	–
3	5,000–9,999	3d4	1	3	2	1	–	–	–	–
4	10,000–19,999	4d4	1	4	3	2	–	–	–	–
5	20,000–39,999	5d4	2	5	3	2	1	–	–	–
6	40,000–79,999	6d4	2	6	4	3	2	–	–	–
7	80,000–159,999	7d4	3	7	4	3	2	1	–	–
8	160,000–319,999	8d4	3	8	4	4	3	2	–	–
9	320,000–479,999	9d4	4	9	5	4	3	2	1	–
10	480,000–639,999	9d4+1	4	10	5	4	4	3	2	–
11	640,000–799,999	9d4+2	5	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	12	5	5	4	4	3	2

Illusionist (Magician) Class Abilities:

Perceive Illusion: +2 bonus to saving throws versus illusions and phantasms. If the illusion is that of a sorcerer 3 or more levels lower than the illusionist, then the saving throw bonus is instead equal to the level difference (e.g., a 7th-level illusionist met by the *phantasm* spell of a 3rd-level bard gains a +4 saving throw bonus).

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on illusionist scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: An illusionist casts spells that he memorizes from an arcane tome. He begins his career with a spell book that contains three level 1 spells, drawn from the Illusionist Spell List (see Vol. II, p. 145: Table 65). Through personal research, illusionists develop one new spell at each level gain; this spell is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Illusionists of high intelligence cast a greater number of spells per day (see p. 8: Attributes, *intelligence*).



Alchemy: When an illusionist reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see Vol. III, p. 226: Adventure, *hirelings*). By 11th level, the illusionist may engage in this activity on his own. More information on brewing potions is available for the referee in Vol. V.

Stronghold: At 9th level, an illusionist who builds a castle or tower and establishes a 5- to 10-mile radius of control becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **12 longbowmen** *(studded armour, longbows, short swords)*
- **12 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **12 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the illusionist's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the illusionist also will attract 1d3 apprentice illusionists (0th-level), who will petition him for learning.


Illusionist
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NECROMANCER (Magician):
Necromancers are sorcerers who contact, summon, and control the dead. A necromancer might be a magician's apprentice who has renounced his learning to embrace black magic, or he might be a deranged sorcerer obsessed with death, dæmonology, and witchcræft. Like most magicians, necromancers study ancient tomes and invoke the eldritch power of nether realms, but theirs is a forbidden craft filled with terrible pacts and other atrocities.

Some necromancers are reputed to supplicate dæmons and other wicked powers; ergo, it is not unusual for a necromancer to be referred to as a *death priest*. Of all the sorcerers in Hyperborea, the necromancer is amongst the most feared and loathed, particularly the scions of the fabled Isle of IX. Where the necromancer walks, men are wise to accord him ample berth.

Attribute Requirements: Intelligence 9, Wisdom 9
Prime Attributes: Intelligence, Wisdom
Hit Die Type: d4
Alignment: Any, save Good
Armour Allowed: None
Shields Allowed: None
Favoured Weapons: Dagger, dart, quarterstaff, sickle, sling, whip
Saving Throw Modifiers: Death +2, Sorcery +2

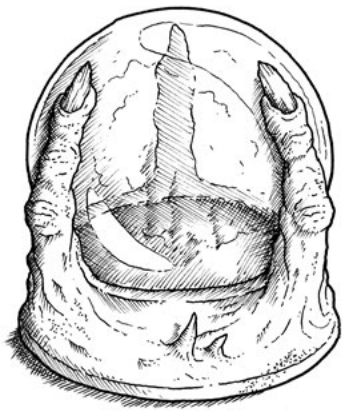


Table 21: Necromancer (Magician)

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability	Spell Levels					
						1	2	3	4	5	6
1	0–2,499	1d4	0	–	1	1	–	–	–	–	–
2	2,500–4,999	2d4	0	–	2	2	–	–	–	–	–
3	5,000–9,999	3d4	1	1	3	2	1	–	–	–	–
4	10,000–19,999	4d4	1	2	4	3	2	–	–	–	–
5	20,000–39,999	5d4	2	3	5	3	2	1	–	–	–
6	40,000–79,999	6d4	2	4	6	4	3	2	–	–	–
7	80,000–159,999	7d4	3	5	7	4	3	2	1	–	–
8	160,000–319,999	8d4	3	6	8	4	4	3	2	–	–
9	320,000–479,999	9d4	4	7	9	5	4	3	2	1	–
10	480,000–639,999	9d4+1	4	8	10	5	4	4	3	2	–
11	640,000–799,999	9d4+2	5	9	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	10	12	5	5	4	4	3	2

Necromancer (Magician) Class Abilities:

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on necromancer scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: Necromancers cast spells that they memorize from arcane tomes; they also gain divine favour from dæmons, netherworldly beings, and ineffable powers. The necromancer begins his career with a spell book that contains three level 1 spells, drawn from the Necromancer Spell List (see Vol. II, p. 146: Table 66). Through personal research and unspeakable pacts, necromancers develop one new spell at each level gain; this spell is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Necromancers of high intelligence cast a greater number of spells per day (see p. 8: Attributes, *intelligence*).



Command Undead: At 3rd level, cause undead to submit and serve. At 3rd level the necromancer has 1st-level turning ability (TA 1); at 4th level he has 2nd-level turning ability (TA 2); and so on. The necromancer must stand before the undead and boldly speak his malefic commandments, displaying an unholy symbol of power whilst so doing. This ability can be used a number of times per day equal to the character's turning ability; however, the necromancer can make but one attempt per encounter (see Vol. III, p. 252: Combat Actions, *magic*).

Alchemy: When a necromancer reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see Vol. III, p. 226: Adventure, *hirelings*). By 11th level, the necromancer may engage in this activity on his own. Unlike other magicians, a necromancer may formulate poisons in addition to other potion types. More information on brewing potions is available for the referee in Vol. V.



Stronghold: At 9th level, a necromancer who builds a castle or tower and establishes a 5- to 10-mile radius of control becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **12 longbowmen** *(studded armour, longbows, short swords)*
- **12 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **12 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the necromancer's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the necromancer also will attract 1d3 apprentice necromancers (0th-level), who will petition him for learning.



PYROMANCER (Magician): The pyromancer is a sorcerer who masters the control and manipulation of fire. Through arcane studies and pacts made with forces elemental, dæmonic, or otherworldly, the pyromancer develops a spell book similar to that of a magician. Pyromancers may be guild magicians of an esoteric branch, or they might be members of a secret society whose aims are related to Chaos, fire, destruction, light, rebirth, the sun (Helios), volcanism, and war. Pyromancers garb themselves in robes of colours revealing their personal ethos: Chaotic Good pyromancers don red robes trimmed with orange and yellow; Chaotic Evil pyromancers wear black robes trimmed with red, orange, and yellow; and Neutral pyromancers vest themselves in green robes trimmed with red, orange, and yellow. Unlike other magicians, pyromancers develop swordsmanship (falcata, scimitar); too, they value the morning star (a symbol of Helios).

Attribute Requirements: Intelligence 9, Wisdom 9

Prime Attributes: Intelligence, Wisdom

Hit Die Type: d4

Alignment: Any, save Lawful

Armour Allowed: None

Shields Allowed: None

Favoured Weapons: Dagger, dart, morning star, quarterstaff, sword (falcata, short scimitar, scimitar)

Saving Throw Modifiers: Device +2, Sorcery +2

Table 22: Pyromancer (Magician)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–2,499	1d4	0	1	1	–	–	–	–	–
2	2,500–4,999	2d4	0	2	2	–	–	–	–	–
3	5,000–9,999	3d4	1	3	2	1	–	–	–	–
4	10,000–19,999	4d4	1	4	3	2	–	–	–	–
5	20,000–39,999	5d4	2	5	3	2	1	–	–	–
6	40,000–79,999	6d4	2	6	4	3	2	–	–	–
7	80,000–159,999	7d4	3	7	4	3	2	1	–	–
8	160,000–319,999	8d4	3	8	4	4	3	2	–	–
9	320,000–479,999	9d4	4	9	5	4	3	2	1	–
10	480,000–639,999	9d4+1	4	10	5	4	4	3	2	–
11	640,000–799,999	9d4+2	5	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	12	5	5	4	4	3	2

Pyromancer (Magician) Class Abilities:

Candle: Once per day per level of experience, evoke a heatless, candle-like flame to rise from the palm. It sheds a 15-foot radius of light and can be placed on an object. This effect lasts 6 turns (1 hour).

Fire Affinity / Cold Vulnerability: +2 bonus to saving throws versus fire-related effects, cumulative with *fire resistance* (q.v.); –2 penalty to saving throws versus ice- and cold-related effects.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on pyromancer scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: Pyromancers cast spells that they memorize from arcane tomes; they also gain favour from elemental forces and otherworldly beings associated with fire. The pyromancer begins his career with a spell book that contains three level 1 spells, drawn from the Pyromancer Spell List (see Vol. II, p. 147: Table 67). Through personal research and the patronage of elemental powers, pyromancers develop one new spell at each level gain; this spell is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Pyromancers of high intelligence cast a greater number of spells per day (see p. 8: Attributes, *intelligence*).

Alchemy: When a pyromancer reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see Vol. III, p. 226: Adventure, *hirelings*). By 11th level, the pyromancer may engage in this activity on his own. More information on brewing potions is available for the referee in Vol. V.

Stronghold: At 9th level, a pyromancer who builds a castle or tower and establishes a 5- to 10-mile radius of control becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **12 longbowmen** *(studded armour, longbows, short swords)*
- **12 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **12 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the pyromancer's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the pyromancer also will attract 1d3 apprentice pyromancers (0th-level), who will petition him for learning.


Pyromancer



WITCH (Magician): Witches are sorcerers, usually female, who are capable of enspelling the unwary, healing the ill, and conferring with dæmons and otherworldly beings. (A male witch may be referred to as a *wizard* or a *witch-man*.) Renowned are they for their superior alchemical abilities, concocting poisons, potions, and philtres. Like necromancers, witches speak with the dead, and like druids, they commune with nature spirits.

Often witches form a coven, assembling on portentous nights to effect outcomes weird or nefarious. Witches utilize spell books as other magicians do; too, they are known to venerate otherworldly beings and dæmons, as well as the sun, the two moons of Hyperborea, and death. Witches are regarded with fear and suspicion, so they oft live solitarily on the outskirts of society, or clandestinely within the walls of civilization.

Attribute Requirements: Intelligence 9, Wisdom 9, Charisma 12

Prime Attributes: Intelligence, Charisma

Hit Die Type: d4

Alignment: Any, save Lawful

Armour Allowed: None

Shields Allowed: None

Favoured Weapons: Blowgun, dagger, dart, quarterstaff, sling, whip

Saving Throw Modifiers: Transformation +2, Sorcery +2

Table 23: Witch (Magician)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–2,999	1d4	0	1	1	–	–	–	–	–
2	3,000–5,999	2d4	0	2	2	–	–	–	–	–
3	6,000–11,999	3d4	1	3	2	1	–	–	–	–
4	12,000–23,999	4d4	1	4	3	2	–	–	–	–
5	24,000–47,999	5d4	2	5	3	2	1	–	–	–
6	48,000–95,999	6d4	2	6	4	3	2	–	–	–
7	96,000–191,999	7d4	3	7	4	3	2	1	–	–
8	192,000–383,999	8d4	3	8	4	4	3	2	–	–
9	384,000–575,999	9d4	4	9	5	4	3	2	1	–
10	576,000–767,999	9d4+1	4	10	5	4	4	3	2	–
11	768,000–959,999	9d4+2	5	11	5	5	4	3	2	1
12	960,000+	9d4+3	5	12	5	5	4	4	3	2

Witch (Magician) Class Abilities:

Brew Poison: Once per month, brew an *ingestible poison* (see Vol. III, p. 265: Special Damage, *poison*). The poison's potency depends upon the witch's experience level. At 1st level, the witch can brew *ingestible I* poison; at 3rd level, *ingestible II*; at 5th level, *ingestible III*; at 7th level, *ingestible IV*; and finally *ingestible V* at 9th level. The witch always may opt to *brew poison* of lesser potency. She can collect the appropriate ingredients in her native land at no material cost (though gathering them may require 1d6 days). Elsewhere, the costs are as listed in Vol. III, p. 265: Table 101.

Brew Potion: Once per month per four levels of experience (1st to 4th levels = ×1; 5th to 8th levels = ×2; 9th to 12th levels = ×3), brew an **hallucinogen**, a **paralytic**, or a **soporific potion**. Each brew has a potency that is measured by the witch's casting ability. The witch can collect the appropriate ingredients in her native land at no material cost (though gathering them may require 1d6 days). Elsewhere, ingredients must be purchased at 100 gp per CA; if resources are limited, a potion may be brewed at lower CA than the witch's full ability. Each brew type must be imbibed by the victim, and a successful *death* (poison) saving throw negates the potion. Effects typically take place 1 turn after drinking.

- **Hallucinogens** cause *confusion* (as the spell) that lasts 1 turn per CA.
- **Paralytics** cause paralysis that lasts 3 turns per CA.
- **Soporifics** cause a *sleep* effect (as the spell) that lasts 3 turns per CA.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on witch scrolls (see Vol. II, p. 139: Spells, *spell casting*).



Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: Witches cast spells that they memorize from arcane tomes; they also gain divine favour from animistic forces, dæmons, netherworldly beings, and celestial powers. The witch begins her career with a spell book that contains three level 1 spells, drawn from the Witch Spell List (see Vol. II, p. 148: Table 68). Through personal research and unspeakable pacts, witches develop one new spell at each level gain; this spell is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Witches of high intelligence cast a greater number of spells per day (see p. 8: Attributes, *intelligence*).

Witch's Familiar: To summon an animistic or ancestral spirit, which inhabits the body of a **small animal** (typically a bat, a cat, an owl, a rat, or a raven) of 1d3+3 hp to function as a *familiar*. The familiar is of uncanny intellect and will comport with the witch's alignment. The witch and her familiar share a spiritual bond of unlimited range. Through the animal the witch can see and hear, though the sight is a narrowly focused "tunnel vision", and sounds reverberate thinly and metallically. The familiar has a perfect morale score (ML 12) and always attends and abides the will of its master. The witch must make a *death* saving throw if the familiar is killed. A failed saving throw results in 3d6 hp damage sustained; if the saving throw is failed by a margin of 5 or more, the witch dies. Even if the witch survives, loss of a familiar is physically and emotionally draining for the witch, and she must wait at least one year before seeking a new familiar. Whether or not a 1st-level witch may begin play with a familiar is at the referee's discretion; more information is available for the referee in Vol. IV.

Brew Philtre: At 3rd level, brew a **philtre** (love potion) once per month. Creating a **philtre** requires the sacrifice of one or more rubies totalling 500 gp or greater value. The imbiber of the **philtre** is allowed a *death* (poison) saving throw; the saving throw is modified by *willpower adjustment* (see p. 9: Attributes, *wisdom*), if applicable. A successful saving throw negates the effects; otherwise, the victim unremittingly loves, respects, and obeys the brewer to the point of self-sacrifice. This effect is permanent unless *dispel magic* or *remove curse* (qq.v.) is cast on him. The affected will not cognize that something is amiss with his behaviour and will adamantly refuse to seek a remedy. At will, the witch may release any **philtre** victim. Ensorcelling multiple victims can prove disastrous, as the love-stricken will be insanely jealous of one another.

Dance of Beguilement: At 5th level, the ability to perform a seductive dance, moving in a rhythmic and suggestive manner to entice a number of human and/or humanoid observers equal to the witch's level of experience. The dance requires 1 turn to perform, and victims are usually unaware of the underlying enchantment. A *sorcery* saving throw negates the effects; the save is made at a –1 penalty if the witch dances around a fire and is modified by *willpower adjustment* (see p. 9: Attributes, *wisdom*), if applicable. Victims become entranced by the witch, first staring at her dumbfounded and then enthusiastically desiring to please her. (In a sense, victims are effectively *stunned*; see Vol. III, p. 241: Combat, *attack modifiers*.) *Beguilement* lasts as long as the witch remains in the presence of her victims. In one victim, the witch can plant a *suggestion* (as the spell), which he is compelled to obey; however, if the *suggestion* is unreasonable, the *beguiled* target is allowed a second saving throw to shake off the cobwebs of his mind.

Effigy: At 5th level, create an **effigy** of an enemy human or humanoid, controlling that one (within reason). Control may include bodily movements (not unlike a puppeteer controlling a puppet), so long as the victim is within eyesight, and providing that the victim fails a *sorcery* saving throw. The saving throw is modified by *willpower adjustment* (see p. 9: Attributes, *wisdom*), if applicable. One week is required to create the **effigy**. It is fashioned from clay, cloth, or wicker, averages 4–12 inches tall, and requires no more than a crude resemblance to the intended victim. The **effigy** is then enchanted by means of unspeakable rituals that involve the use of some personal item (or hair) taken from the subject. The **effigy** can be stabbed once for 3d8 hp damage, or pinpricked for 1d2 hp damage as many times as the witch has levels of experience. A 12th-level witch can strangle the **effigy**; the victim must make a *death* saving throw or die. If the victim touches his own **effigy**, the effect is terminated, the spell broken. *N.B.:* A witch also can use this ability in conjunction with a *clairvoyance* spell (q.v.) or the like, manipulating or harming her victim from afar.

Animate Broom: At 7th level, transform a normal broom into a **magic broom**, following an exhausting 24-hour ritual that involves binding a dæmonic, ghostly, or animistic spirit. The **magic broom** is an intelligent item that can be commanded by the witch, called hither, sent thither, and so on, if within earshot. If anyone but the witch attempts to ride the **magic broom**, unceremoniously it will dump the violator (unless the witch commands otherwise). It has 80 MV if it bears one person of 250 pounds or less; it can carry two persons whose total weight does not exceed 500 pounds, but this burden reduces movement to 60. A witch can maintain but one **magic broom**, and if it is destroyed, she will suffer 3d6 hp damage. For practical purposes, consider the **broom** a creature of AC 3 and HD 7 (hp 20) that is susceptible to fire (+1 hp per die of damage). The **magic broom** functions but thrice per day, for a maximum period of 6 turns (1 hour) per use. It requires 1 turn to recharge betwixt uses.

Witch's Apprentice: At 9th level, a witch of suitable reputation will attract 1d3 apprentice witches (0th-level), who will petition her for learning. Of course, she may view these supplicants as threats to her power, or she might opt to form a coven of which she is master.


Witch
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CLERIC SUBCLASSES



DRUID (Cleric): Druids are the spiritual and ofttimes temporal leaders of tribes and communities, both settled and nomadic, of typically Keltic ancestry. They are sorcerous priests who obtain their abilities from ancestral and animistic spirits; too, druids harness elemental powers that they employ to macabre effect in their rituals. Druids also draw strength from the sun, the moons, the stars, Saturn, and Saturn's moons; some are said to derive their sorcerous gifts from Neutrality itself.

A druid oft accoutres himself with a helm capped with the head of a bear, tiger, or wolf, and/or affixed with the antlers of a stag. The motion of the stars, sun, and moon is of portentous concern to druids, whose hierarchic orders assemble during the most significant astronomical phenomena. Wise and philosophical, druids oft strike out on their own, but to their order they must answer when the call to assemble is issued.

Attribute Requirements: Wisdom 9, Charisma 12
Prime Attributes: Wisdom, Charisma
Hit Die Type: d8
Alignment: Neutral
Armour Allowed: Light, Medium
Shields Allowed: Any
Favoured Weapons: Bow (long, short), club (light, war), dagger, dart, lasso, morning star, quarterstaff, sickle, sling, spear (short, long), spiked staff, sword (falcata, short scimitar, scimitar), trident, whip
Saving Throw Modifiers: Death +2, Sorcery +2

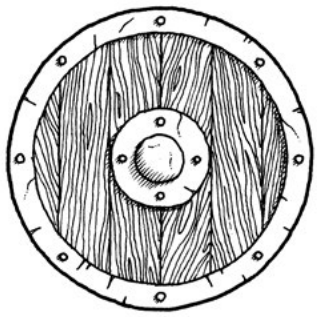


Table 24: Druid (Cleric)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels					
					1	2	3	4	5	6
1	0–1,999	1d8	1	1	1	–	–	–	–	–
2	2,000–3,999	2d8	1	2	2	–	–	–	–	–
3	4,000–7,999	3d8	2	3	2	1	–	–	–	–
4	8,000–15,999	4d8	3	4	3	2	–	–	–	–
5	16,000–31,999	5d8	3	5	3	2	1	–	–	–
6	32,000–63,999	6d8	4	6	4	3	2	–	–	–
7	64,000–127,999	7d8	5	7	4	3	2	1	–	–
8	128,000–255,999	8d8	5	8	4	4	3	2	–	–
9	256,000–383,999	9d8	6	9	5	4	3	2	1	–
10	384,000–511,999	9d8+2	7	10	5	4	4	3	2	–
11	512,000–639,999	9d8+4	7	11	5	5	4	3	2	1
12	640,000+	9d8+6	8	12	6	5	4	4	3	2

Druid (Cleric) Class Abilities:

Clandestine Tongue (Druidic): The secret language of the druids. It has its own runic alphabet; to scribe it, however, is forbidden to all save the highest-ranking druids (9th-level or greater).

Fire Affinity: +2 bonus to saving throws versus fire-related effects, cumulative with *fire resistance* (q.v.).

Natural Identifications: A spiritual connexion with nature provides cognition of the potability of water, the general classification of plant types (e.g., edible, poisonous, curative), and the general classification of animal types (e.g., carnivorous, herbivorous, diurnal, nocturnal, aggressive, docile, natural, unnatural).

Read Scrolls: To decipher and invoke spells on druid scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include stone tablets, bark, or parchment (the latter of which may be inscribed with ink mixed with animal blood). This involved process requires one week per spell level and must be completed in a sacred grove or henge.

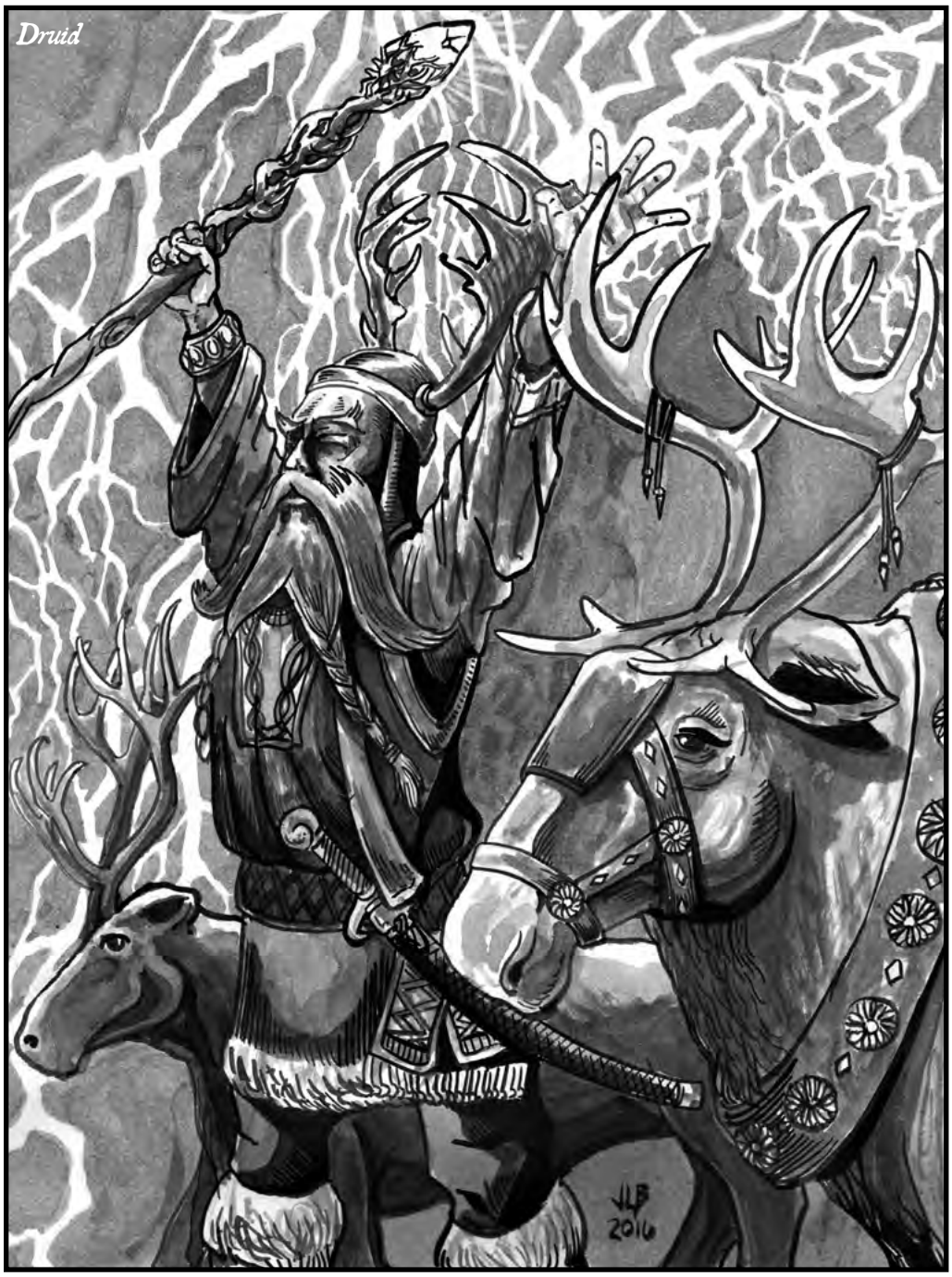
Sorcery: Druids do not carry spell books, but they may grave runes of religious portent on clay tablets, oak bark, parchment, or other like media. They begin their careers with knowledge of three level 1 spells, granted upon initiation into the druidic society. These spells are drawn from the Druid Spell List (see Vol. II, p. 151: Table 70). Druids develop three new spells at each level gain. They are acquired via spiritual revelations gained through communion with ancestral spirits and otherworldly beings of deific power. Such spells are learnt automatically, with no need of qualification rolls. To learn a new spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Druids of high wisdom cast a greater number of spells per day (see p. 9: Attributes, *wisdom*).

Traverse Overgrowth: Negotiate natural overgrowth (e.g., briars, brush, tangles, thorns, vines) at his normal movement rate, without leaving a discernible trail (if so desired). The druid must be lightly armoured or unarmoured.

Charm Immunity: At 5th level, insusceptibility to the supernatural charms of creatures that ensorcel and beguile (e.g., **harpy**, **man of Leng**). This immunity does not apply to the charm spells of sorcerers.

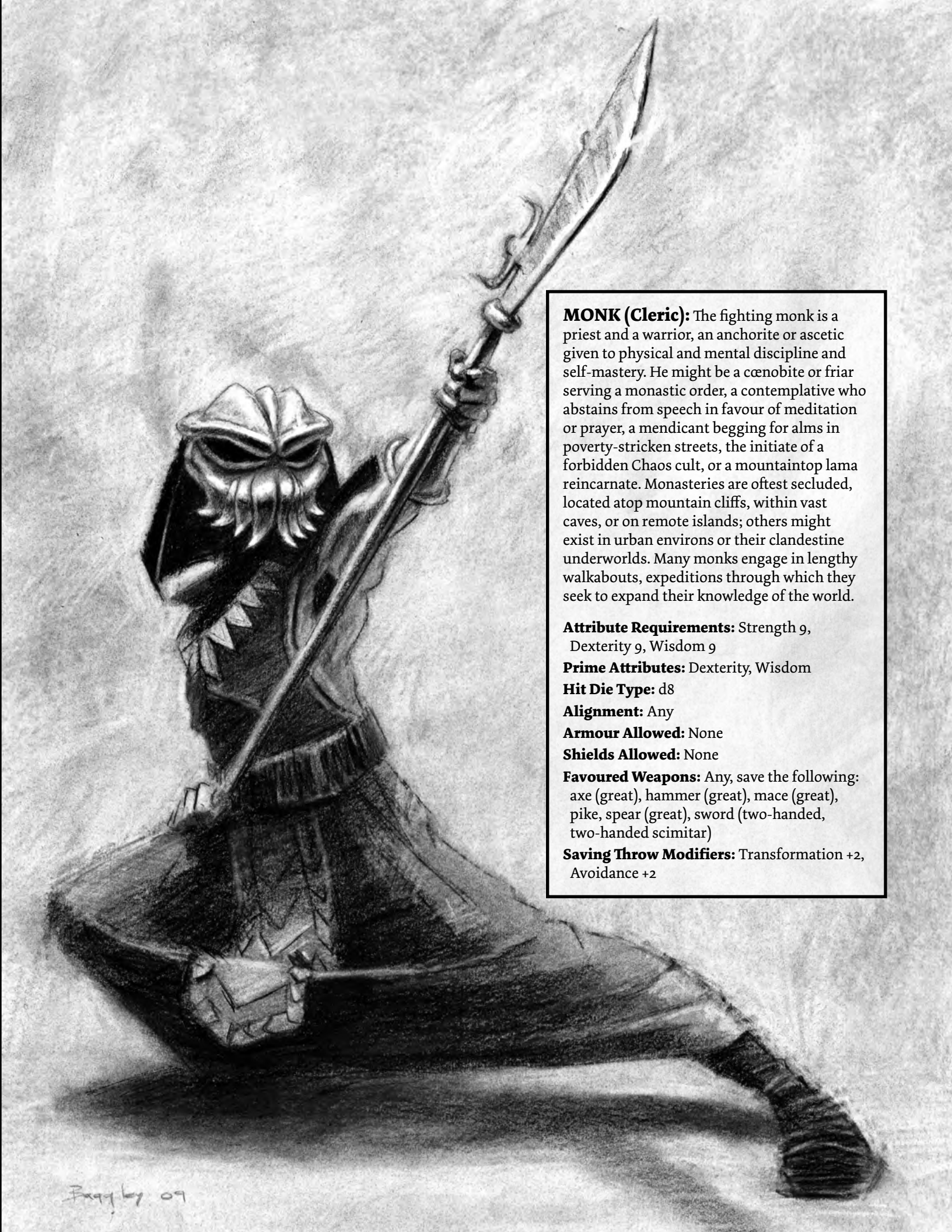
Shapechange: At 5th level, the power to assume the form of a normal animal of Small size, once per day. Choices include amphibians, birds, fishes, mammals, and reptiles (e.g., frog or salamander; crow or eagle; carp or trout; raccoon or squirrel; snake or turtle). At 7th level, a Medium animal form can be adopted. Examples

include **bear** (black), **boar**, **deer** (red or reindeer), **dog** (war), **hyæna**, **lion** (mountain), **snake** (python), and **wolf**. The druid assumes the creature's armour class, movement, and tactile abilities (except venom, disease transmission, and other special attacks); however, he retains his personal hit point maximum and saving throw. Upon *shapechange*, 50% of any prior hit point loss is regained. All clothing, armour, weapons, and items are transformed during the change; magic item enchantments cannot be accessed during the *shapechange* period. *Shapechange* lasts indefinitely, though it is said a druid who maintains his animal form for more than 28 days risks losing his humanity.



Druidic Hierarchy: Druidic society has a strict and far-reaching structure. The druidic hierarchy in Hyperborea comprises nine 9th-level druids, seven 10th-level druids, five 11th-level druids, and three 12th-level druids (The Druidic Triumvirate). When a druid gains enough experience points to attain 9th level, he must seek out and challenge one who already has achieved that rank (unless a vacancy exists). A challenge is met at a sacred grove or henge during an astronomical or astrological event of significance, when members of the sect assemble. The challenge can be one of matched weapons and/or of sorcery; in any case, rites are performed that bring to witness a deity such as Lunaqqua, Thaumagorga, or Yoon'Deh (or an agent thereof). The duel is not necessarily to the death, but loss of life is possible. If he survives, the loser is reduced in experience to 1 XP short of 9th level (255,999 XP) and must abide one year of waiting before issuing a new challenge. A victorious challenger is promoted to 9th level, awarded the appropriate abilities, and assigned three assistants, 3rd-level druids who serve and learn from their master. This process is repeated in similar fashion at 10th, 11th, and 12th levels. *N.B.:* This system of duels obviates the need for training beyond 8th level (see Vol. III, p. 267: Experience Points, *gaining levels of experience*).

Longevity: At 11th level, ageing process slows. For every 13 years (1 Hyperborean cycle), the druid effectively ages but 1 year.



MONK (Cleric): The fighting monk is a priest and a warrior, an anchorite or ascetic given to physical and mental discipline and self-mastery. He might be a cœnobite or friar serving a monastic order, a contemplative who abstains from speech in favour of meditation or prayer, a mendicant begging for alms in poverty-stricken streets, the initiate of a forbidden Chaos cult, or a mountaintop lama reincarnate. Monasteries are oftest secluded, located atop mountain cliffs, within vast caves, or on remote islands; others might exist in urban environs or their clandestine underworlds. Many monks engage in lengthy walkabouts, expeditions through which they seek to expand their knowledge of the world.

Attribute Requirements: Strength 9, Dexterity 9, Wisdom 9

Prime Attributes: Dexterity, Wisdom

Hit Die Type: d8

Alignment: Any

Armour Allowed: None

Shields Allowed: None

Favoured Weapons: Any, save the following: axe (great), hammer (great), mace (great), pike, spear (great), sword (two-handed, two-handed scimitar)

Saving Throw Modifiers: Transformation +2, Avoidance +2

Table 25: Monk (Cleric)

Level	Experience Points	Hit Dice	Fighting Ability	AC Bonus	*Empty Hand* Damage	Damage Bonus
1	0–2,499	1d8	1	+1	1d4	+1
2	2,500–4,999	2d8	1	+1	1d4	+1
3	5,000–9,999	3d8	2	+2	1d4	+1
4	10,000–19,999	4d8	3	+2	1d4	+2
5	20,000–39,999	5d8	3	+3	1d6	+2
6	40,000–79,999	6d8	4	+3	1d6	+2
7	80,000–159,999	7d8	5	+4	1d6	+3
8	160,000–319,999	8d8	5	+4	1d6	+3
9	320,000–479,999	9d8	6	+5	1d8	+3
10	480,000–639,999	9d8+2	7	+5	1d8	+4
11	640,000–799,999	9d8+4	7	+6	1d8	+4
12	800,000+	9d8+6	8	+6	1d8	+4

Monk (Cleric) Class Abilities:

Accurate Strike: Preternaturally precise with melee weapon or *empty hand* (q.v.) attacks, delivering bonus damage that increases every three levels of experience (see Table 25, *damage bonus*). This ability (or *qi* power) does not "stack" with the *damage adjustment* derived from high strength; the better bonus (strength or *accurate strike*) applies.

Block Missile: With hands free, deflect a fired arrow, bolt, or bullet; likewise, a hurled axe, boomerang, dagger, dart, javelin, spear, or like weapon. Even a *magic missile* or *acid arrow* spell (qq.v.) can be *blocked*. Siege missiles, giant-hurled boulders, and the like do not apply. To repel a missile, the monk must make an *avoidance* saving throw. The monk must drop anything held to use this ability, which can be attempted as many times per round as he has levels of experience.

Cellular Adjustment: Once per day, supernaturally alter cells to heal physical damage equal to 2 hp per level of experience. The monk may confer this healing onto an injured ally instead. Also, once per week the monk can purge himself or another of either disease or poison, per the spells *cure disease* or *neutralize poison* (qq.v.).

Controlled Fall: To retard descent of precipitous drops. For every level of experience, the monk (if unencumbered) can fall 10 feet and sustain no damage, so long as a wall or other stable surface is within five-foot reach throughout the descent. For falls beyond the monk's limit, normal rules are in force starting at the point at which the *controlled fall* no longer applies; e.g., a 5th-level monk plummets down a 90-foot pit and so sustains 4d6 hp damage (see Vol. III, p. 263: Damage, *falling damage*).

Defensive Ability: To avoid and deflect blows and damage through physical and mental superiority (or *qi* power); hence the monk gains an AC bonus that increases as he advances in levels of experience (see Table 25). This ability does not "stack" with the *defence adjustment* derived from high dexterity; the better bonus (dexterity or *defensive ability*) applies.

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Empty Hand: Master of the unarmed attack (foot, knee, elbow, etc.). The monk enjoys the following benefits when fighting sans weapons:

- ✶ +1 bonus on attack rolls.
- ✶ Weapon-like damage (see Table 25), plus bonus damage according to strength or *accurate strike*. The monk may use *cæstuses* (leather thongs wrapped around the hands and weighted with iron or lead plates or spikes) for an additional +1 damage bonus (e.g., 1d4+2 hp damage at 1st level, 1d6+3 hp damage at 5th level).
- ✶ At 5th level, the *empty hand* attack (due to *qi*) is equivalent to employing a magical weapon, for the purpose of combating creatures that only can be harmed by such.
- ✶ On a natural 19 or 20 attack roll (assuming such a roll qualifies as a hit), a stunning blow is delivered: A Small or Medium creature must make a *transformation* saving throw or be *stunned* for 2d4 rounds (see Vol. III, p. 241: Combat, *attack modifiers*). Undead, constructs, oozes, slimes, and the like cannot be *stunned*.
- ✶ At 12th level, once per day, deliver a *quivering palm* death blow to a Small or Medium creature. The monk mystically vibrates his *empty hand* to match the rhythm of his target's heart. If the monk scores a hit, the victim must make a *death* saving throw or die instantly; otherwise normal damage applies. The player must announce the *quivering palm* attack before initiative is rolled; whether the attack hits or misses, the *qi* power is expended for the day. *Quivering palm* has no effect on the undead, constructs, oozes, slimes, and the like.

Run: If unarmoured and unencumbered, able to achieve a movement rate of 50; at 7th level, this speed increases to a superhuman movement rate of 60.

Superior Willpower: +2 bonus to saving throws versus any sorcery that would influence the monk's mind, including illusions, charms, and so on. This bonus is cumulative with *willpower adjustment*, if applicable (see p. 9: Attributes, *wisdom*).

Speak with Nature: At 4th level, can *speak with animals* (as the spell) once per day; at 8th level, can also *speak with plants* (as the spell) once per day.

Simulate Death: At 5th level of experience, the monk can enter a deep trance in which he can feign a deathlike condition. This reverie is comparable to the *cataleptic state* spell (q.v.), except with a duration measured in hours, not turns (1 hour + 1 hour per level). One turn is required to recover from the state.

Monastery: At 9th level, the monk may establish a monastery dedicated to the tenets of his philosophy. It might be located in a city, town, or village; set atop a mountain; hidden in a forest; or otherwise. Attracted will be 1d12+12 initiates (0th-level monks, each with a smattering of monk abilities) seeking to serve and emulate their master, whom they consider a paragon.

Longevity: At 11th level, ageing process slows. For every 13 years (1 Hyperborean cycle), the monk effectively ages but 1 year.

Progressive Thief Abilities: True, the monk is best associated with the cleric, a spiritual warrior of unique capacities, but he also practices a handful of thievish skills. The following thief abilities progress as the monk advances in levels of experience (see p. 23: Table 11). By 12th level, the monk has achieved his full potential in these abilities.

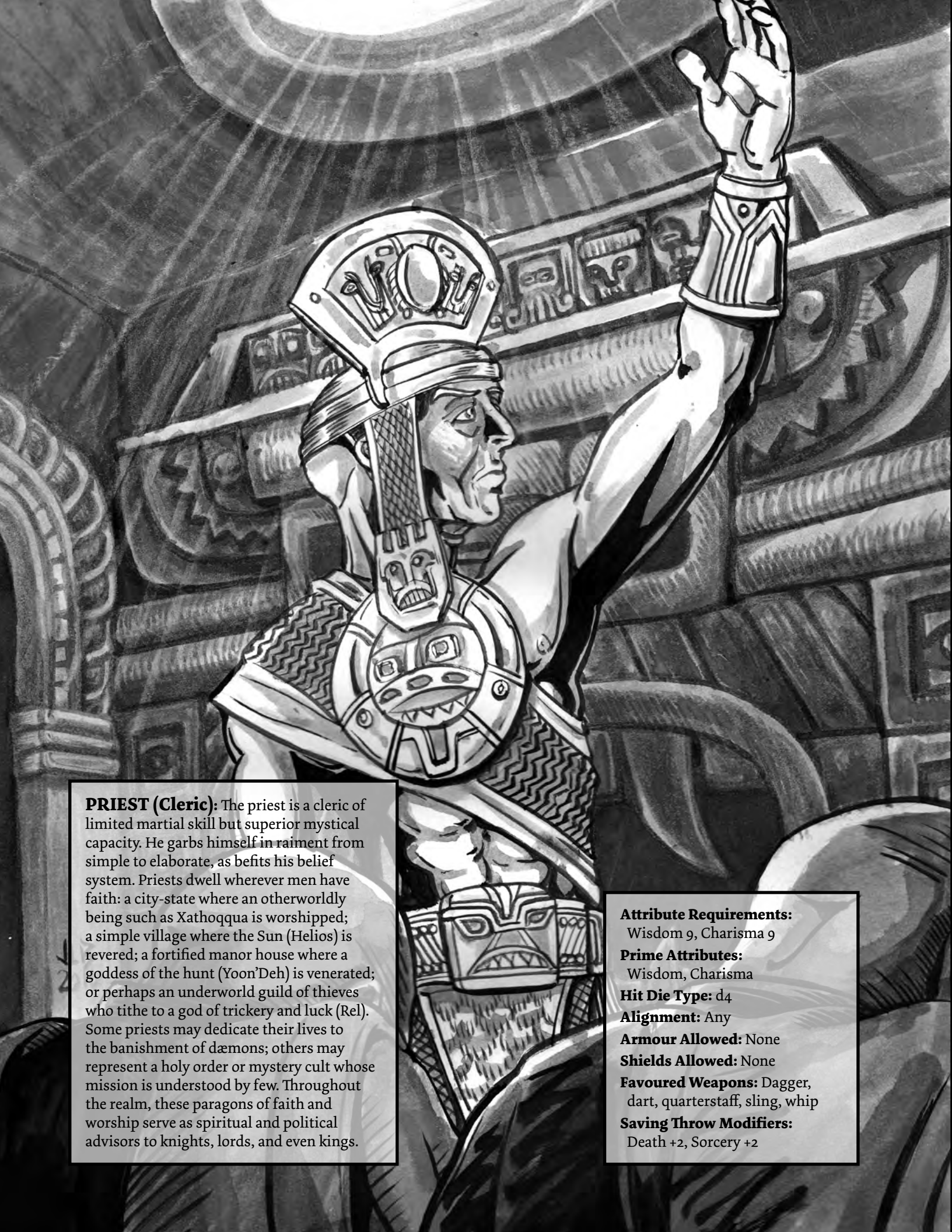
Climb: To ascend or descend sheer cliffs or walls without need of climbing gear, as a thief of equal level. If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see *controlled fall* ability).

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd, as a thief of equal level. Six rounds (one minute) of concentrated listening are required.

Hide: To vanish into shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. This ability is performed as a thief of equal level. Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the monk is actively observed.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like, as a thief of equal level. This skill is executed at half the monk's normal movement rate.





PRIEST (Cleric): The priest is a cleric of limited martial skill but superior mystical capacity. He garbs himself in raiment from simple to elaborate, as befits his belief system. Priests dwell wherever men have faith: a city-state where an otherworldly being such as Xathoqqua is worshipped; a simple village where the Sun (Helios) is revered; a fortified manor house where a goddess of the hunt (Yoon'Deh) is venerated; or perhaps an underworld guild of thieves who tithe to a god of trickery and luck (Rel). Some priests may dedicate their lives to the banishment of dæmons; others may represent a holy order or mystery cult whose mission is understood by few. Throughout the realm, these paragons of faith and worship serve as spiritual and political advisors to knights, lords, and even kings.

Attribute Requirements: Wisdom 9, Charisma 9
Prime Attributes: Wisdom, Charisma
Hit Die Type: d4
Alignment: Any
Armour Allowed: None
Shields Allowed: None
Favoured Weapons: Dagger, dart, quarterstaff, sling, whip
Saving Throw Modifiers: Death +2, Sorcery +2

Table 26: Priest (Cleric)

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability	Spell Levels					
						1	2	3	4	5	6
1	0–1,999	1d4	0	1	1	2	–	–	–	–	–
2	2,000–3,999	2d4	0	2	2	3	–	–	–	–	–
3	4,000–7,999	3d4	1	3	3	3	2	–	–	–	–
4	8,000–15,999	4d4	1	4	4	4	3	–	–	–	–
5	16,000–31,999	5d4	2	5	5	4	3	2	–	–	–
6	32,000–63,999	6d4	2	6	6	4	4	3	–	–	–
7	64,000–127,999	7d4	3	7	7	5	4	3	2	–	–
8	128,000–255,999	8d4	3	8	8	5	4	4	3	–	–
9	256,000–383,999	9d4	4	9	9	5	5	4	3	2	–
10	384,000–511,999	9d4+1	4	10	10	6	5	4	4	3	–
11	512,000–639,999	9d4+2	5	11	11	6	5	5	4	3	2
12	640,000+	9d4+3	5	12	12	6	6	5	4	4	3

Priest (Cleric) Class Abilities:

Read Scrolls: To decipher and invoke spells on cleric scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials vary: Some priests engrave thin tablets of stone, whereas others use vellum or parchment, a fine quill, and sorcerer's ink, such as sepia. This involved process requires one week per spell level and must be completed on consecrated grounds, such as a shrine, fane, or temple.

Sorcery: Priests memorize and cast cleric spells, but they do not maintain spell books; rather, they might bear the scriptures of their faith in prayer books, on sacred scrolls, or on graven tablets. They begin their careers with knowledge of four level 1 spells, sacred mysteries revealed through initiation into a sect or cult devoted to an otherworldly power, deific being, or ethos. These spells are drawn from the Cleric Spell List (see Vol. II, p. 150: Table 69). Priests develop four new spells at each level gain. Typically they are acquired via spiritual revelation, otherworldly favour, or the piecing together of abstract theologies. Such spells are learnt automatically, with no need of qualification rolls. To learn a new spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Priests of high wisdom cast a greater number of spells per day (see p. 9: Attributes, *wisdom*).

Turn Undead: All priests can exert control over the undead and some dæmonic beings, causing them to flee and/or cower. Evil priests can opt instead to compel the submission and service of these foul creatures. In either case, the priest must stand before the undead and boldly speak the commandments of his faith, displaying his holy symbol whilst so doing (see Vol. III, p. 252: Combat Actions, *magic*). This ability can be used a number of times per day equal to the character's turning ability; however, a priest can make but one attempt per encounter.

Dæmonwrack: At 9th level, conduct a powerful ritual that imprisons a **dæmon** or other netherworldly being. Preparation is followed by the ritual.

- *Preparation:* The priest must learn the true name of the target dæmon. Then, he must prepare an illuminated sheet of vellum, inscribing it with ink that contains powdered rubies and blood taken from a dæmon or some other truly Evil beast. Preparation requires 6d6 hours, with a material cost of 6,000 gp (5,000 gp of which comprises ruby value).
- *Ritual:* The priest must read the scroll within 90 feet of the target dæmon.
  - Upon hearing the initial words, the named creature is rooted in place, unless it makes a *spell resistance* roll with a –2 penalty (further adjusted by the priest's casting ability; see Vol. III, p. 261: Saving Throw, *spell resistance*).
  - If the creature resists, it will flee the scene on a 9-in-10 chance; otherwise it might attack the priest, or terrorize the region.
  - If the dæmon fails its *spell resistance* check, it is bound whilst the priest continues to read the scroll for 6 rounds (1 minute). The dæmon begins to suffer, sustaining 1 hp damage per round until it is at 50% of its prior total. Whilst suffering, the creature will submit to the priest on a 1-in-4 chance, swearing to serve him in some capacity; this proposition may compel the priest to cease the ritual prematurely and accept a covenant.
  - If the *dæmonwrack* is completed, the final words of the ritual condemn the creature to a confined space (a mystic prison of sorts) in its native realm (such as Underborea). There it will remain, tormented with pain and humiliation, for a number of years equal to the priest's level of experience.

Stronghold: At 9th level, a priest may establish a temple or shrine of his faith. This edifice may be in a city, town, or village. To his temple the priest immediately will attract followers (city: 2d10×10; town: 1d4×10; village: 6d4), commoners who support his cause, so long as he does not change his alignment or faith. If the temple is part of his castle or fortified manor and includes a 5- to 10-mile radius of control, the priest also becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **10 longbowmen** *(studded armour, longbows, short swords)*
- **8 cavalrymen** *(chain mail, lances, light crossbows, horseman's flails; light warhorses)*
- **10 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **10 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the priest's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, 1d6 initiate priests (0th-level) of like faith will arrive, petitioning the priest for learning.



Priest Abilities by Deity (Optional): Devotees of singular faith are known to develop supplementary sorcerous abilities. Like spells, these powers are acquired via spiritual revelation, otherworldly favour, or the piecing together of abstract theologies; however, these abilities are particular to the deity the priest venerates, as noted in Table 27. A breach of faith or alignment may result in the loss of these abilities, as best adjudicated by the referee. Priests of singular faith oft are regarded as zealots; even practitioners of similar beliefs may shun them as witless eccentrics. In sooth, true clerics deem them weak and pathetic, and some deities appear to concur: Krimmr, Ullr, and Ymir suffer not the inane prattling of these armless weaklings who are unprepared to split an enemy's skull with a good sword; hence no clandestine secrets may be unravelled from the sole worship of these deities.

Table 27: Priest Abilities by Deity

Deity Name / Priest Alignment	Priest Abilities
Apollo Lawful (Good or Evil)	*1st Level:* May select one additional weapon skill with bow of choice (self or composite). *12th Level:* All arrows launched in sunlight ignite as *flame arrows*.
Artemis Lawful (Good or Evil)	*1st Level: Track* as barbarian (outdoors only). *12th Level:* Once per day can conjure **4 blink dogs** (if Good) or **2 hell hounds** (if Evil), as *summon animal I*.
Aurorus Chaotic (Good or Evil)	*1st Level:* Once per day can cast *færie fire*. *12th Level:* Once per day can conjure four small meteors (outdoors only) as *fire seed missiles*.
Azathoth Chaotic (Good or Evil)	*1st Level:* Most priests of Azathoth are insane; +2 saving throw bonus versus mind-affecting sorcery. *12th Level:* Once per day can cast *shockwave*.
Boreas Chaotic (Good or Evil)	*1st Level:* Once per day can cast *wall of vapours*. *12th Level:* Once per day can cast *control winds*.
Helios Neutral	*1st Level:* Once per day can cast *influence normal fire*. *12th Level:* Once per day can surround himself with a red coronal field, as *lesser globe of invulnerability*.
Kraken Chaotic (Good or Evil)	*1st Level:* Once per day can cast *mirror image* (one image only). *12th Level:* Once per day can conjure 12 mauve, squid-like appendages that act as *black tentacles*.
Kthulhu Chaotic (Good or Evil)	*1st Level:* Once per day can cast *sleep* on a single target. *12th Level:* Once per day can cast *confusion*.
Lunaqqua Neutral	*1st Level:* Once per day can cast *reflexion*. *12th Level:* Once per day can cast *moonlight*.
Mordezzan Neutral	*1st Level:* Once per day can cast *animate carrion*. *12th Level:* Once per day can cast *animate dead II* (**ghoul** only).
Raven Neutral	*1st Level:* Once per day can cast *disguise self*. *12th Level:* Once per day can *shapechange* as druid to form of **raven**.
Rel Neutral	*1st Level:* Once per day can cast *dash* (self only). *12th Level:* Once per day can cast *fly* (self only).
Thaumagorga Evil (Lawful or Chaotic)	*1st Level:* Once per day can cast *sorcerous armour* (self only). *12th Level:* Once per day can cast *beckon* (reverse of *dismissal*).
Tlakk-Nakka Neutral	*1st Level:* Once per day can cast *spider climb*. *12th Level:* May manufacture poison as an assassin.
Xathoqqua Chaotic (Good or Evil)	*1st Level:* Once per day can cast *hypnotism*. *12th Level:* Once per day can either cast *summon bat swarm* or *summon* **1 giant bat** (as *summon monster II*).
Yig Lawful (Good or Evil)	*1st Level:* Once per day can cast *befriend animals* (reptiles only). *12th Level:* Once per day can take form of **giant spitting cobra**, as *transform to asp* (with same risk).
Yikkorth Neutral	*1st Level:* Once per day can cast *freezing hands*. *12th Level:* Once per day can cast *summon ice dæmon*.
Yoon'Deh Neutral	*1st Level:* Once per day can cast *pass without trace* (self only). *12th Level:* Once per day (outdoors only) can conjure **1 giant elk** (*white stag*) of maximum hp, as *summon animal I*.
Ythaqqa Neutral	*1st Level:* Once per day can cast *chill touch*. *12th Level:* Once per day can cast *ice storm* (sleet).
Yug Chaotic (Good or Evil)	*1st Level:* Once per day can cast *darkness*. *12th Level:* Once per day can conjure a quasi-real **shoggoth**, as *spawn shadow monsters*.



RUNEGRAVER (Cleric):
The runegraver is a mystic warrior who carves sorcerous runes on bone, metal, stone, and wood. Graving is a heritable craft, taught to precocious young warriors. In Hyperborea the craft originally was a gift from the deity Ullr, bestowed upon a selection of the first Vikings to cross the North Wind, and it has been passed down ever since. In the Common Æra, rune graving no longer is exclusive to Vikings, though most practitioners still are of Nordic descent; all pay homage to Ullr and Ymir, their racial derivations notwithstanding. Runegravers are both celebrated and notorious adventurers, raiding with and fighting alongside berserkers and other swordsmen; indeed, poems and sagas oft are writ of their deeds as both warriors and numinous sorcerers.

Attribute Requirements:
Strength 9, Wisdom 12
Prime Attributes:
Strength, Wisdom
Hit Die Type: d8
Alignment: Chaotic (Good or Evil)
Armour Allowed: Any
Shields Allowed: Small
Favoured Weapons: Any
Saving Throw Modifiers:
Transformation +2, Sorcery +2

Table 28: Runegraver (Cleric)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Rune Levels					
					1	2	3	4	5	6
1	0–2,999	1d8	1	1	1	–	–	–	–	–
2	3,000–5,999	2d8	2	2	2	–	–	–	–	–
3	6,000–11,999	3d8	3	3	3	1	–	–	–	–
4	12,000–23,999	4d8	4	4	3	2	–	–	–	–
5	24,000–47,999	5d8	5	5	3	3	1	–	–	–
6	48,000–95,999	6d8	6	6	3	3	2	–	–	–
7	96,000–191,999	7d8	7	7	3	3	3	1	–	–
8	192,000–383,999	8d8	8	8	3	3	3	2	–	–
9	384,000–575,999	9d8	9	9	3	3	3	3	1	–
10	576,000–767,999	9d8+2	10	10	3	3	3	3	2	–
11	768,000–959,999	9d8+4	11	11	3	3	3	3	3	–
12	960,000+	9d8+6	12	12	3	3	3	3	3	1

Runegraver (Cleric) Class Abilities:

Rune Graving: Most runes are graven on small samples of bone, metal, stone, or wood that are carved, smoothed, and shaped by the runegraver. Each rune emulates a specific spell from Vol. II. Note that some such spell descriptions include material components, which are not required of runegravers. When a rune spell is cast, the rune and its medium remain, but their sorcery is drained until the process is started anew (see Vol. II, p. 137: Spells, *spell memorization*); mundane rune carvings hold no power for those who do not know their secrets. The runes are enchanted when the runegraver cuts his palm, drips his blood on a rune, and recites the appropriate rune poem. Invoking a rune thusly costs the runegraver a sacrifice of 1 hit point per spell level; i.e., casting a level 3 rune spell entails a loss of 3 hp, which can be recovered in the usual manner (see Vol. III, p. 261: Damage, *healing*). Should the runegraver drain himself below 1 hp, he may stave off unconsciousness until after the spell's culmination by making an *extraordinary feat of constitution* (see p. 8: Attributes, *constitution*). Each of the 16 runes may be invoked but once per day. The runes and the spells they mimic are as follow:

Level 1: **giant**–*enlargement*
man–*command*
riding–*mount*

Level 2: **constraint**–*hold person*
shower–*black cloud*
wealth–*fool's gold*

Level 3: **plenty**–*create food and water*
ulcer–*inflict disease* (reverse of *cure disease*)
yew–*twofold missile*

Level 4: **hail**–*ice storm* (hail)
ice–*freeze surface*
Tyr–*dweomered weapon*

Level 5: **god**–*true seeing*
sun–*flame strike*
water–*control water*

Level 6: **birch**–*reincarnation*

A runegraver begins his career with a single rune, a sacred mystery taught to him by his master. This initial rune is either selected or randomly determined upon character creation. (Consult your referee.) Runegravers discover the secret of a new rune or runes at each level gain, as shewn in Table 28. Typically they are acquired via spiritual revelation, the uncloaking of runic lore, or deific favour from Ullr. Each new rune is learnt automatically, with no need of a qualification roll. Runegravers do not learn new runes outside of level gains, but by 12th level, all 16 runes have been mastered. Runegravers do not gain bonus runes for high wisdom.

Ale horn: An aurochs (or other bovine) drinking horn painstakingly etched in Nordic designs. Once per day, if the horn is filled with 12 ounces of fresh water, the runegraver can turn the water to enchanted ale that restores 2 hp per day per CA level when drunk. The ale can be shared, but once uncapped, the entire contents must be imbibed within 6 rounds. Once per week, three drops of honey added to the water-filled drinking horn will produce magical mead that can *cure disease* (as the spell).

Casting of Lots: At 5th level, a runegraver can gather 16 fresh twigs. The twigs must be smoothed and engraved, each incised with one of the 16 runes listed earlier. They are then placed in a leather pouch filled with powdered bone. To *cast lots* the runegraver must engage in a 1-turn ritual, during which he chants, shakes the pouch, and finally dumps the lots from the pouch. The runegraver then articulates a question, selects three bone dust–covered twigs, wipes them clean, and interprets their meaning. *Casting of lots* is otherwise equivalent to an *augury* spell (q.v.). It can be performed once per day.

Table 29: Runes

Rune	Rune Name	Medium	Rune Poem*
	**Birch**	Birchwood	*leafy twig and little tree and fresh young shrub*
	**Constraint**	Stone	*grief of the bond-maid and state of oppression and toilsome work*
	**Giant**	Bone from aurochs, bear, mammoth, musk ox, or the like	*torture of women and cliff-dweller and husband of a giantess*
	**God**	Diamond *(min. 500-gp value)*	*aged Gautr and prince of Asgard and lord of Valhalla*
	**Hail**	River stone	*cold grain and shower of sleet and sickness of serpents*
	Ice	Silver	*bark of rivers and roof of the wave and destruction of the doomed*
	**Man**	Stone	*delight of man and augmentation of the earth and adorner of ships*
	**Plenty**	Wood	*boon to men and good summer and thriving crops*
	**Riding**	Horse or camel bone	*joy of the horseman and speedy journey and toil of the steed*
	**Shower**	Stone	*lamentation of the clouds and ruin of the hay-harvest and abomination of the shepherd*
	**Sun**	Copper	*shield of the clouds and shining ray and destroyer of ice*
	**Tyr**	Melee weapon of iron or steel	*god with one hand and leavings of the wolf and prince of temples*
	**Ulcer**	Bone	*disease fatal to children and painful spot and abode of mortification*
	**Water**	River stone	*eddying stream and broad geysir and land of the fish*
	**Wealth**	Smoothed gold coin	*source of discord among kinsmen and fire of the sea and path of the serpent*
	**Yew**	Longbow or short bow	*bent bow and brittle iron and giant of the arrow*

* Translations by Bruce Dickins, *Runic and Heroic Poems of the Old Teutonic Peoples*, (Cambridge: Cambridge University Press, 1915).

Nithing Pole: At 7th level, a runegraver can select a strong branch and carve it with all manner of signs, sigils, and execrations in the Old Norse language, amongst them the proper name of an enemy. The *nithing pole* must be staked into the ground and mounted with the head or skull of a goat, horse, sheep, or like animal deemed appropriate by the referee. It must face in the direction of the named target's abode, within a quarter mile. The effect is equivalent to a *bestow curse* spell (see reverse of *remove curse*), except the duration is permanent until the *nithing pole* is located and nullified with either a *remove curse* or *dispel magic* spell (q.v.). Physically destroying the pole will not lift the curse. A *nithing pole* can be created once per month.

Berserker Horde: At 9th level, a runegraver can carve a *rune of the berserker*, venture into the savage wilderness, and then stab his palm with a knife, sustaining 1d4 hp damage. Whilst howling like a beast, the runegraver smears his blood on the rune, attracting **50 wild berserkers**. These feral warriors will arrive over the course of 1d4 days and will follow their runegraver lord until death, so long as their lives comprise violence, bloodshed, drink, and revelry. Providing food and shelter for the horde is the responsibility of the runegraver lord. A *berserker horde* can be summoned but once (unless the referee permits otherwise); furthermore, introducing these wild men to civilization can prove disastrous. The runegraver lord might establish a fort with a 10- to 20-mile radius of control, or his horde might be nomadic. In the former case, common inhabitants of the runegraver's domain will provide 5 sp in taxes per person per month; however, members of the horde might well terrorize the commoners. *N.B.:* A runegraver of Good alignment will summon a horde of similar ethos.

Runegraver's Initiate: At 9th level a runegraver will attract 1d2 initiate runegravers (0th-level), *young adults* (see p. 104: PHYSIQUE, *age*) of the runegraver's people—likely of Viking descent—who will petition him for learning.


Runegraver



SHAMAN (Cleric): The shaman (or *witch doctor*) is a magician and a priest, a tribal personage who communicates with transcendent dimensions where dwell ancestral, animistic, elemental, and otherworldly beings. Through these connexions the shaman can function as a spiritual sorcerer, healing, divining, and enchanting, as well as communicating with the dead. Shamans are not schooled as other sorcerers are. Rather, they answer an irrefutable calling from the spirit world; typically this compulsion occurs at or before puberty. For many barbaric tribes and savage cultures, the shaman serves as the conduit betwixt the temporal and spiritual worlds.

Attribute Requirements: Intelligence 9, Wisdom 12

Prime Attributes: Intelligence, Wisdom

Hit Die Type: d6

Alignment: Any, save Lawful *(necromantic shamans: Chaotic Evil or Neutral)*

Armour Allowed: Light

Shields Allowed: None

Favoured Weapons: Axe (hand), blowgun, bola, boomerang, bow (short), club (light, war), dagger, hooked throwing knife, quarterstaff, sling, spear (short, long), trident

Saving Throw Modifiers: Death +2, Sorcery +2

Table 30: Shaman (Cleric)

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability
1	0–2,499	1d6	0	—	1
2	2,500–4,999	2d6	0	—	2
3	5,000–9,999	3d6	1	1	3
4	10,000–19,999	4d6	2	2	4
5	20,000–39,999	5d6	2	3	5
6	40,000–79,999	6d6	3	4	6
7	80,000–159,999	7d6	4	5	7
8	160,000–319,999	8d6	4	6	8
9	320,000–479,999	9d6	5	7	9
10	480,000–639,999	9d6+2	6	8	10
11	640,000–799,999	9d6+4	6	9	11
12	800,000+	9d6+6	7	10	12

Table 31: Shaman Sorcery

Level	Cleric / Druid Spell Levels						Magician / Necromancer Spell Levels					
	1	2	3	4	5	6	1	2	3	4	5	6
1	1	—	—	—	—	—	—	—	—	—	—	—
2	1	—	—	—	—	—	1	—	—	—	—	—
3	1	1	—	—	—	—	1	—	—	—	—	—
4	1	1	—	—	—	—	1	1	—	—	—	—
5	1	1	1	—	—	—	1	1	—	—	—	—
6	1	1	1	—	—	—	1	1	1	—	—	—
7	2	1	1	1	—	—	1	1	1	—	—	—
8	2	1	1	1	—	—	2	1	1	1	—	—
9	2	2	1	1	1	—	2	1	1	1	—	—
10	2	2	1	1	1	—	2	2	1	1	1	—
11	2	2	2	1	1	1	2	2	1	1	1	—
12	2	2	2	1	1	1	2	2	2	1	1	1

Shaman (Cleric) Class Abilities:

Draw Poison: To extract and spit poison from a snakebite or another venomous wound, such as a scorpion sting or spider bite. The attempt must be made within 2 rounds of affliction for a 3-in-6 chance of success, within 4 rounds for a 2-in-6 chance of success, or within 6 rounds for a 1-in-6 chance of success. Victims of envenomed blades or ingested poison are beyond the shaman's aid, as are those who perish before the poison is drawn. For slower-acting venoms that do not prove immediately fatal, see also the *medicine man* ability.

Magic Item Use: Can utilize magic items normally restricted to magicians, except spell scrolls (see *read scrolls* ability).

Medicine Man: To bind wounds, set sprains or broken bones, and concoct cures and antidotes for diseases and natural poisons, so long as the shaman has access to the herbs, roots, and ritualistic devices (e.g., drum, rattle) that are integral to his shamanism. Gathering ingredients can be a time-consuming process, depending on circumstances. Injured recipients immediately regain 1d4 hp (and stabilize if suffering convulsions or other deleterious effects associated with negative hit points; see Vol. III, p. 261: Damage, *death and dying*). The shaman can heal as many injured allies per day (including himself) as he has levels of experience, but only once per ally per day. When treating a natural (plant or animal) poison or disease, the shaman has an 8-in-12 chance to devise an antidote if he is familiar with the affliction; if unfamiliar, his chance of success is reduced to 4-in-12. In either case, the chance-in-twelve is increased by one (+1) if the shaman has 16+ wisdom. The shaman may attempt to treat a poison or disease but once per week.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on shaman scrolls, provided they correspond to his schools of sorcery: cleric or druid, magician or necromancer (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll (bark or hide etched with animal blood), creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level; alternatively, a shaman might sacrifice gems or jewellery of equal or greater value. This involved process requires one week per spell level and must be completed on sacred ground. A shaman's scrolls are decipherable only by another shaman versed in the same school of sorcery.

Sorcery: A shaman memorizes and casts spells from the Cleric Spell List (see Vol. II, p. 150: Table 69) and Magician Spell List (see Vol. II, p. 142: Table 63). Optionally, he may memorize and cast druid spells in place of cleric spells, and/or necromancer spells in place of magician spells, drawn from the Druid Spell List (see Vol. II, p. 151: Table 70) and Necromancer Spell List (see Vol. II, p. 146: Table 66), respectively. The decision to practice a particular school of sorcery must be made at character creation and cannot later be reversed. Cleric (or druid) spells are granted by spirits of the dead; magician (or necromancer) spells are memorized from rune-etched stone tablets, bark sheets,

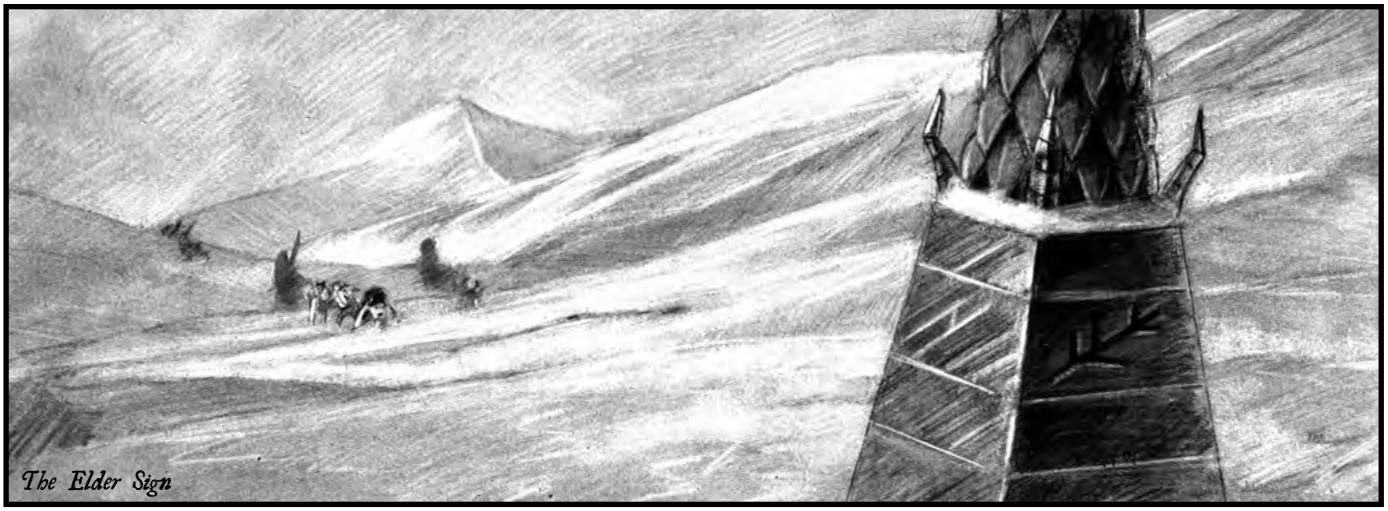
or animal skins, such media functioning as the shaman's spell book, as it were. The shaman begins his career with knowledge of one level 1 cleric (or druid) spell; at 2nd level he develops a level 1 magician (or necromancer) spell. Upon each level gain thereafter, he develops one or more new spells: cleric (or druid) spells at odd levels and magician (or necromancer) spells at even levels. These spells are learnt automatically, with no need of qualification rolls. New cleric spells are acquired via ceremonies that might include bonfire dancing, bone tossing, drumming or rattling, ice water immersion, or ritual sacrifice whilst dressed in ceremonial garb; new magician spells are acquired via rites guided by ancestral or animistic spirits. During all such rituals, the shaman might become temporarily possessed by the guiding spirit. To learn a new spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*; however, a shaman cannot learn new spells from other spell books, prayer books, or scrolls, unless such sources are the works of another shaman. Note that shamans of high intelligence and/or high wisdom cast a greater number of spells per day (see pp. 8–9: Attributes, *intelligence* and *wisdom*).

Totem: The sacred symbol of kinship that a clan, a tribe, a family, or an individual shares with an animal, a plant, or another natural object. Ofttimes the clan is named after the totem; e.g., Clan of the Wolf or the Frog Tribe. Emblems of the totem are engraved on amulets, stones, ivory, and other media. The totem may be the primary object of adoration for the tribe; it may be a component of ancestor worship; or perhaps it is used as a devotion to otherworldly beings. The totem might be viewed as a brother, a guardian, a protector, and/or an object of awe and fear; furthermore, prohibition from killing, eating, and/or touching a totem animal can be strict doctrine. Dualism is a distinct possibility with shamans, meaning it is quite possible that the totem is speaking and acting, not the shaman; whether this behaviour is possession or spiritual immersion is a matter of conjecture. Individual totems might be transferred from one person to another through elaborate ceremony, or by means of inheritance, or in some cases by expropriation. Once per week, the shaman may beseech his totem spirit for wisdom and guidance. This petition functions as the *contact otherworldly being* spell (q.v.), requiring but half the monetary sacrifice, though carrying the same risks.

Turn Undead: At 3rd level, a shaman can exert control over the undead and some dæmonic beings, causing them to flee and/or cower. Evil shamans can opt instead to compel the submission and service of these foul creatures. In either case, the shaman must stand before the undead and boldly speak the commandments of his faith, displaying his totem symbol whilst so doing (see Vol. III, p. 252: Combat Actions, *magic*). At 3rd level the shaman has 1st-level turning ability (TA 1); at 4th level he has 2nd-level turning ability (TA 2); and so on. This ability can be used a number of times per day equal to the character's turning ability; however, a shaman can make but one attempt per encounter.

Shaman's Initiate: At 9th level a shaman will attract an initiate shaman (0th-level), a *young adult* (see p. 104: Physique, *age*) whose totem has guided him to the shaman for learning. The initiate will be of the same tribe or people; he might be viewed as a threat to the shaman, or as the natural heritor of the shaman's totem.

Longevity: At 11th level, ageing process slows. For every 13 years (1 Hyperborean cycle), the shaman effectively ages but 1 year.



The Elder Sign



Thaddeus Moore (Order #12423051)

THIEF SUBCLASSES



ASSASSIN (Thief): An assassin is a proficient killer and sometime bounty hunter, an adept instrument of death whose skills border on the uncanny. Often trained by a master assassin, the instructors of an assassins' guild, or a special branch of a thieves' guild, an assassin may serve a nobleman or liege lord, or might be an acolyte of a fanatical religious order. Assassins are viewed with disfavour or disdain (even by those who employ them); hence most lead solitary lives. Even those assassins who lack moral turpitude are of Neutral alignment at best. Assassins are capable of murder without compunction, whether by a knife across the throat of a sleeping victim, poisoned wine, or some other means nefarious.

Attribute Requirements: Strength 9, Dexterity 9, Intelligence 9

Prime Attributes: Dexterity, Intelligence

Hit Die Type: d6

Alignment: Any, save Good

Armour Allowed: Light

Shields Allowed: Any

Favoured Weapons: Axe (hand), blowgun, bow (short), club (light), crossbow (light), dagger, dart, flail (horseman's), garrotte, hammer (horseman's), hooked throwing knife, mace (horseman's), pick (horseman's), sling, sword (short, falcata, long, broad)

Saving Throw Modifiers: Device +2, Avoidance +2

Table 32: Assassin (Thief)

Level	Experience Points	Hit Dice	Fighting Ability
1	0–1,749	1d6	1
2	1,750–3,499	2d6	1
3	3,500–6,999	3d6	2
4	7,000–13,999	4d6	3
5	14,000–27,999	5d6	3
6	28,000–55,999	6d6	4
7	56,000–111,999	7d6	5
8	112,000–223,999	8d6	5
9	224,000–335,999	9d6	6
10	336,000–447,999	9d6+2	7
11	448,000–559,999	9d6+4	7
12	560,000+	9d6+6	8

Assassin (Thief) Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered (shield allowed).

Assassinate (Backstab): To *backstab* (cf. the thief ability) using a class 1 or 2 melee weapon with which the assassin is skilled (see p. 116: Table 48). This ability is ineffective if the target lacks vital organs (e.g., **skeleton**, **zombie**) or a discernible "back" (e.g., **green slime**, **purple worm**). The target must be unaware of the attack, which may be the result of *hiding* or *moving silently*. The attack roll is made at a +4 bonus. Unlike the thief, the assassin also can use this ability with a missile weapon (such as a bow or thrown dagger), though at short range only. The target must be completely unaware of danger and not otherwise engaged in combat; in effect, this variant is a snipe attack.

Table 33: Assassination

Level	Level / HD of Target						
	0–1	2–3	4–5	6–7	8–9	10–11	12+
1	5:20	4:20	3:20	2:20	1:20	–	–
2	6:20	5:20	4:20	3:20	2:20	1:20	–
3	7:20	6:20	5:20	4:20	3:20	2:20	1:20
4	8:20	7:20	6:20	5:20	4:20	3:20	2:20
5	9:20	8:20	7:20	6:20	5:20	4:20	3:20
6	10:20	9:20	8:20	7:20	6:20	5:20	4:20
7	11:20	10:20	9:20	8:20	7:20	6:20	5:20
8	12:20	11:20	10:20	9:20	8:20	7:20	6:20
9	13:20	12:20	11:20	10:20	9:20	8:20	7:20
10	14:20	13:20	12:20	11:20	10:20	9:20	8:20
11	15:20	14:20	13:20	12:20	11:20	10:20	9:20
12	16:20	15:20	14:20	13:20	12:20	11:20	10:20

- Upon a successful hit, a second d20 is rolled to determine the chance of automatic death; the referee might adjust the probability based on existing circumstances.
- If the second d20 roll is successful, then the target must make a *death* saving throw or die; no save is allowed if the initial d20 attack roll was a natural *19* or *20*.
- Even if the *assassinate* attempt fails, termination still may result; e.g., if the assassin uses an envenomed blade, a *death* (poison) save must be made.
- Normal *backstab* damage rules apply if the result is a hit but not an automatic kill; i.e., roll additional damage dice according to level of experience (1st to 4th levels = ×2; 5th to 8th levels = ×3; 9th to 12th levels = ×4), and then apply modifiers (strength, sorcery, etc.).
- If an *assassinate* attempt is made against an assassin of higher level, the chance-in-twenty of success is reduced by one for every level of difference.

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Disguise: To fashion a façade that simulates a particular social class, possibly making one appear a few inches taller or shorter and/or several pounds heavier or thinner (cf. the *disguise self* spell). The assassin also can appear as the opposite sex. This ruse may be accomplished through a combination of appropriate properties and apparel—and perhaps even subtle sorcery. The base chance of the *disguise* being discerned is 1-in-6. If the wisdom score of the person or persons being duped is 15+, or if the victim is generally wary of deception, the probability of detection may be increased at the referee's discretion.

Poison Resistance: Toxicological training and exposure to various poisons and toxins provide a +1 bonus on all saving throws versus poison, though not other *death* saving throws.

Poison Use: The employment of toxins to kill, murder, assassinate. Some assassins' guilds have in-house alchemists who concoct poisons and toxins potentially available for purchase (see Vol. III, p. 265: Special Damage, *poison*). Assassins also learn to extract venom sacs from snakes, spiders, giant insects, and the like, should the opportunity present and appropriate containers be available.

Poison Manufacture: At 9th level, the ability to concoct deadly poison. Information on brewing poison is available for the referee in Vol. V.

Stronghold: At 9th level, an assassin can establish headquarters (e.g., building, dungeon, tower) for a band of slayers: 1d12+12 assassins of 0th level (1d4 hp, each with a smattering of nascent assassin skills) who will serve without pay. The headquarters might be in a city, town, or village. If said headquarters are part of his castle or fortified manor, with a 5- to 10-mile radius of control, the assassin also becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **10 shortbowmen** *(studded armour, short bows, short swords)*
- **10 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **10 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the assassin's domain will provide 5 sp in taxes per person per month. *N.B.:* If the assassin's headquarters are established in the vicinity of an assassins' guild (or a thieves' guild that also maintains an assassins' division), and the assassin is not paying an agreed percentage of all bounties to said guild, then he is guilty of subversion; severe repercussions are likely.

Progressive Thief Abilities: The following thief abilities improve as the assassin advances in levels of experience. By 12th level, the assassin has achieved his full potential in these abilities (see p. 23: Table 11).

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear. If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see Vol. III, p. 263: Damage, *falling damage*).

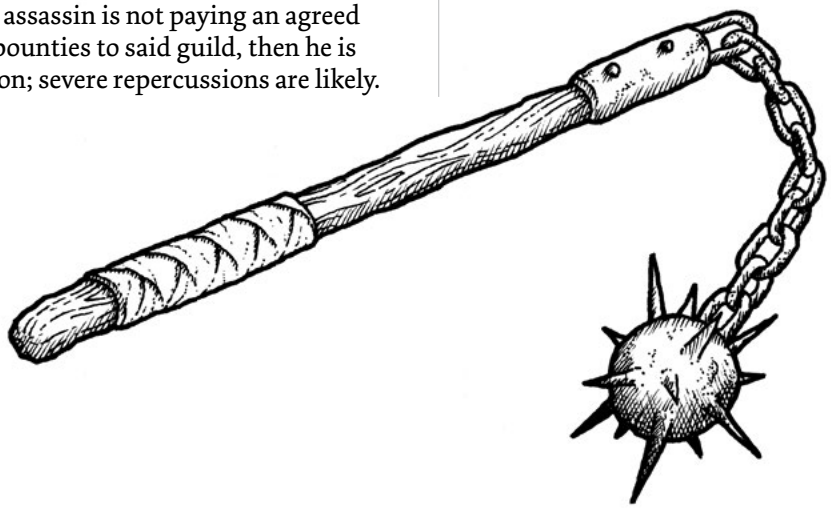
Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required.

Hide: To vanish into shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the assassin is actively observed.

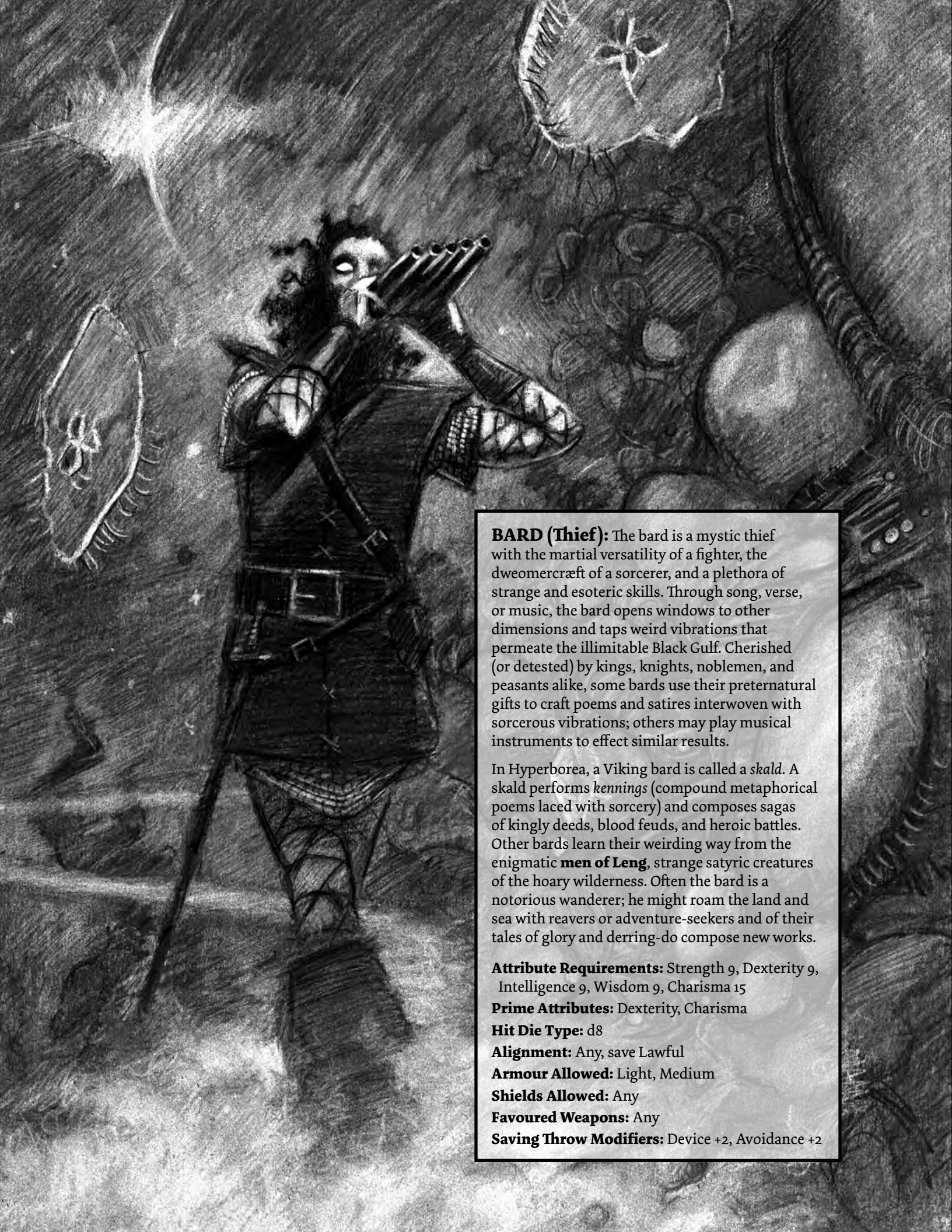
Manipulate Traps: To find, remove, and reset traps both magical and mundane. Separate checks must be made to accomplish each facet of this skill: *find*, *remove*, *reset*. Also, a new trap may be built if the mechanism is simple and the parts available; anything more complex will require the assistance of an engineer. Thieves' tools are required when practicing this ability.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. This skill is executed at half the assassin's normal movement rate.

Open Locks: To pick locks or disable latching mechanisms both magical and mundane. Thieves' tools are required. Picking or dismantling a lock may be attempted but once; if the attempt fails, the assassin cannot try again until he has gained a level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.




Assassin



BARD (Thief): The bard is a mystic thief with the martial versatility of a fighter, the dweomercræft of a sorcerer, and a plethora of strange and esoteric skills. Through song, verse, or music, the bard opens windows to other dimensions and taps weird vibrations that permeate the illimitable Black Gulf. Cherished (or detested) by kings, knights, noblemen, and peasants alike, some bards use their preternatural gifts to craft poems and satires interwoven with sorcerous vibrations; others may play musical instruments to effect similar results.

In Hyperborea, a Viking bard is called a *skald*. A skald performs *kennings* (compound metaphorical poems laced with sorcery) and composes sagas of kingly deeds, blood feuds, and heroic battles. Other bards learn their weirding way from the enigmatic **men of Leng**, strange satyric creatures of the hoary wilderness. Often the bard is a notorious wanderer; he might roam the land and sea with reavers or adventure-seekers and of their tales of glory and derring-do compose new works.

Attribute Requirements: Strength 9, Dexterity 9, Intelligence 9, Wisdom 9, Charisma 15
Prime Attributes: Dexterity, Charisma
Hit Die Type: d8
Alignment: Any, save Lawful
Armour Allowed: Light, Medium
Shields Allowed: Any
Favoured Weapons: Any
Saving Throw Modifiers: Device +2, Avoidance +2

Table 34: Bard (Thief)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Druid Spell Levels				Illusionist Spell Levels			
					1	2	3	4	1	2	3	4
1	0–2,499	1d8	1	1	1	–	–	–	–	–	–	–
2	2,500–4,999	2d8	1	2	1	–	–	–	1	–	–	–
3	5,000–9,999	3d8	2	3	1	1	–	–	1	–	–	–
4	10,000–19,999	4d8	3	4	1	1	–	–	1	1	–	–
5	20,000–39,999	5d8	3	5	1	1	1	–	1	1	–	–
6	40,000–79,999	6d8	4	6	1	1	1	–	1	1	1	–
7	80,000–159,999	7d8	5	7	1	1	1	1	1	1	1	–
8	160,000–319,999	8d8	5	8	1	1	1	1	1	1	1	1
9	320,000–479,999	9d8	6	9	2	2	1	1	1	1	1	1
10	480,000–639,999	9d8+2	7	10	2	2	1	1	2	2	1	1
11	640,000–799,999	9d8+4	7	11	2	2	2	2	2	2	1	1
12	800,000+	9d8+6	8	12	2	2	2	2	2	2	2	2

Bard (Thief) Class Abilities:

Countersong: To recognize and identify songs of enchantment and react with opposing melodies, poetics, and/or instrumentation, if the opponent is of equal or lesser level / HD. The bard opens a channel that taps the horrible vibrations of the Black Gulf, at once muting or disrupting auditory sorceries.

Folklore: To identify or recall a random fact or sliver of knowledge regarding ancient artefacts, legends, myths, folklore, and other oddities. Whether anything exists to be gleaned, as well as the extent and veracity of the information, is ultimately the purview of the referee.

Inspirit Allies: In the midst of battle, recite poems or sing verses that motivate fellows to fight with enhanced ferocity: Allies gain a +1 bonus to attack and damage rolls in melee (not missile) combat. The boon takes effect 2 rounds after the singing begins (i.e., on round 3 if the singing begins on round 1), and it lasts as long as the bard continues to perform, to a maximum of 1 turn (10 minutes). The bard can exercise this ability whilst he himself is engaged in battle, so long as he can continue to sing or recite, but he cannot cast spells or perform other like actions. This ability can be used once per day for every three levels of experience (1st to 3rd levels = ×1; 4th to 6th levels = ×2; 7th to 9th levels = ×3; 10th to 12th levels = ×4).

Magic Item Use: Can utilize magic items normally restricted to magicians and clerics, except spell scrolls (see *read scrolls* ability).

Mesmerize: Once per day recite a song or poem laced with weird vibrations that permeate the universe; the bard might play a flute or panpipes to effect a like result. Requirements, limitations, and effects are as follows:

- Can take no other action besides walking.
- Targets must be within 40 feet and of animal intelligence or greater; slimes, oozes, mindless automata, and some undead are immune.
- Allies and travelling companions are unaffected, unless they have become hostile.
- Targets are allowed *sorcery* saving throws. The saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Those who fail are *mesmerized* for as long as the bard continues to sing. *Mesmerized* victims are considered *stunned* (see Vol. III, p. 241: Combat, *attack modifiers*); however, *mesmerize* effects are broken once a subject is attacked.
- Victims' minds can be imprinted with a *suggestion* effect.
  - *Suggestion* as per the spell, except it is a blanket effect that cannot be individualized. The effect lasts 1 turn per level of the bard.
  - A *sorcery* saving throw for each subject negates *suggestion* and ends *mesmerization* for the respective subject. The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.
  - At 9th level, victims' minds can be infected with *madness* (see Vol. III, p. 264: Special Damage, *madness*); a *sorcery* saving throw for each subject negates insanity and ends *mesmerization*. When determining *madness* results, a single form of insanity affects all subjects, which may or may not produce immediate effects.

Sorcery: Through the recital of sorcerous songs or *kennings*, or by the piping of a flute or like instrument, the bard can memorize and cast spells drawn from the Druid Spell List (see Vol. II, p. 151: Table 70) and Illusionist Spell List (see Vol. II, p. 145: Table 65); however, no prayer or spell books are required. The bard begins his career with knowledge of one level 1 druid spell. At 2nd level he develops a level 1 illusionist spell. Through his mystical connexion with the weird vibrations that permeate time and space, the bard develops one or more new spells at each level gain, as shewn in Table 34: at odd levels, druid spells; at even levels, illusionist spells. These spells are learnt automatically, with no need of qualification rolls. To learn a new spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*; note that druid spells are associated with wisdom, and illusionist spells with intelligence. A bard cannot learn new spells from other spell books, prayer books, or scrolls, though he might glean wisdom from an elder bard or (in rare cases) a **man of Leng**. Note that bards gain no bonus spells for high intelligence or wisdom.

Ward: At 9th level, a bard of suitable reputation attracts 1d3 apprentices (0th-level bards), who will petition him for learning.

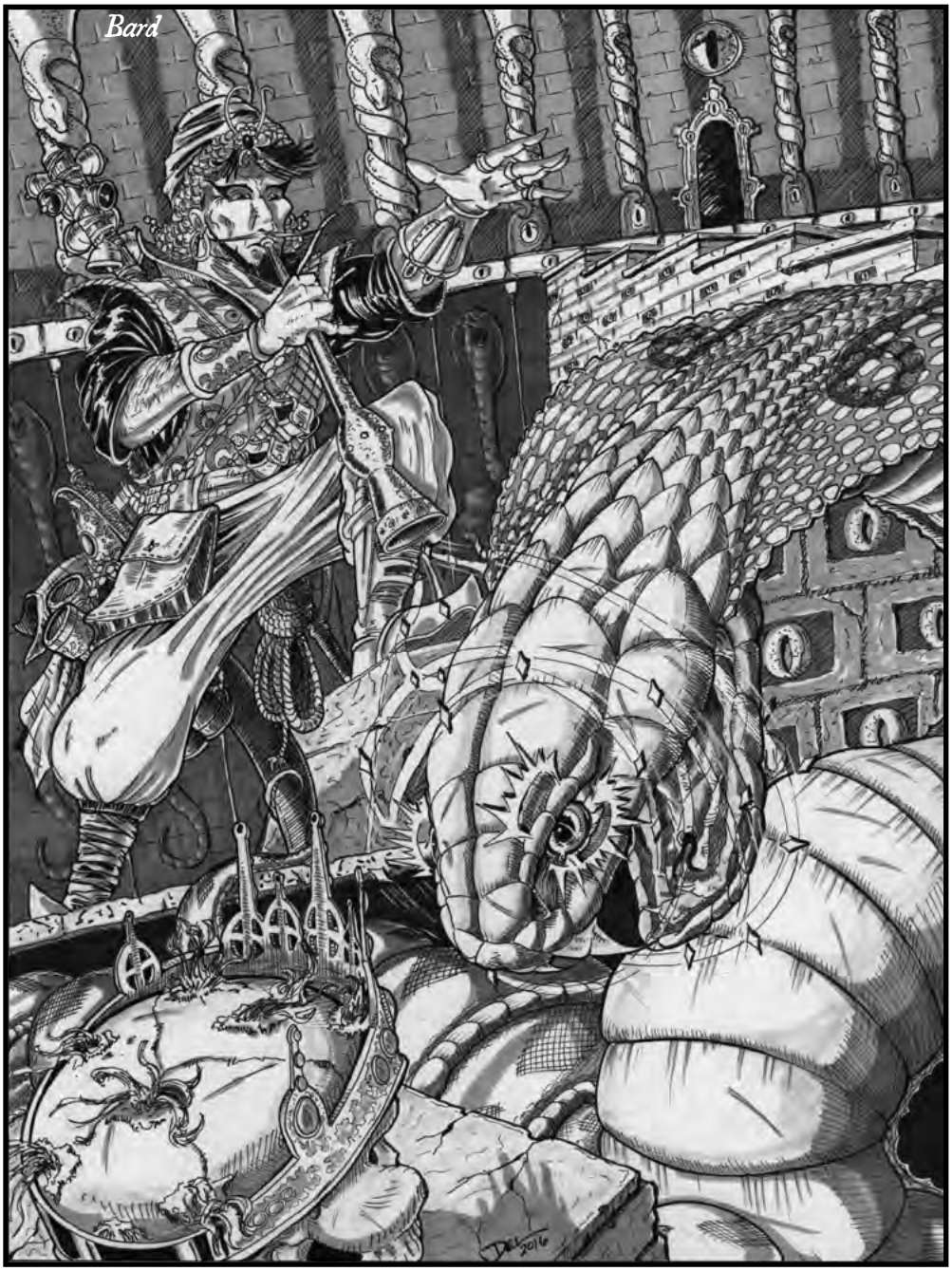
Progressive Thief Abilities: The following thief abilities improve as the bard advances in levels of experience. By 12th level, the bard has achieved his full potential in these abilities (see p. 23: Table 11).

Decipher Script: To translate texts otherwise not understood. Maps can be interpreted, instructions decoded, and so forth. Ancient or alien languages, however, may remain unintelligible, lacking any basis for comparison.

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. The bard must be lightly armoured or unarmoured. This skill is executed at half the bard's normal movement rate.

Read Scrolls: To decipher and invoke spells on any scroll. If the attempt fails, a backfire may result: A second d12 must be rolled, with a 3-in-12 chance of disaster. The spell is erased from the scroll in any event.





LEGERDEMAINIST (Thief): The legerdemainist is a master of skulduggery, a specialist who practices the skills of a thief and the sorcery of a magician. A legerdemainist might serve a powerful magician as both apprentice and appropriator of rare artefacts, tomes, and spell books; or he might function as the resident sorcerer of a thieves' guild; or perhaps he is a thief who secretly doubles as the apt pupil of a notorious hedge wizard. A legerdemainist who practices the sorcery of an illusionist is regarded a *mountebank*; one who practices the sorcery of a pyromancer is oft called a *fire thief*; and one who practices the sorcery of a cryomancer is known as an *ice thief*. Some legerdemainists (particularly those who operate as mountebanks) combine their thievish and sorcerous skills to rob or swindle the ignorant and foolhardy of their money; others might use their skills and sorcery to effect grand schemes of treachery and deception.

Attribute Requirements: Dexterity 12, Intelligence 12 *(and Wisdom 12 for fire thieves and ice thieves)*

Prime Attributes: Dexterity, Intelligence

Hit Die Type: d6

Alignment: Any, save Lawful Good
(fire thieves: Any, save Lawful)
(ice thieves: Lawful Evil or Neutral)

Armour Allowed: Light

Shields Allowed: Small

Favoured Weapons: Axe (hand), bow (short), club (light), crossbow (light), dagger, dart, flail (horseman's), garrotte, hammer (horseman's), mace (horseman's), pick (horseman's), sling, sword (short, falcata, long, broad)

Saving Throw Modifiers: Avoidance +2, Sorcery +2

Table 35: Legerdemainist (Thief)

Level	Experience Points	Hit Dice	Fighting Ability	Casting Ability	Spell Levels		
					1	2	3
1	0–2,749	1d6	1	1	1	—	—
2	2,750–5,499	2d6	1	2	1	—	—
3	5,500–10,999	3d6	2	3	1	1	—
4	11,000–21,999	4d6	3	4	1	1	—
5	22,000–43,999	5d6	3	5	1	1	1
6	44,000–87,999	6d6	4	6	1	1	1
7	88,000–175,999	7d6	5	7	2	1	1
8	176,000–351,999	8d6	5	8	2	2	1
9	352,000–527,999	9d6	6	9	2	2	2
10	528,000–703,999	9d6+2	7	10	3	2	2
11	704,000–879,999	9d6+4	7	11	3	3	2
12	880,000+	9d6+6	8	12	3	3	3

Legerdemainist (Thief) Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered (small shield allowed).

Backstab: An attack from behind with a class 1 or 2 melee weapon with which the legerdemainist is skilled (see p. 116: Table 48). This ability is ineffective if the target lacks vital organs (e.g., **skeleton**, **zombie**) or a discernible "back" (e.g., **green slime**, **purple worm**). The target must be unaware of the attack, which may be the result of *hiding* or *moving silently*. The attack roll is made at a +4 bonus. Weapon damage dice are multiplied according to the legerdemainist's level of experience: 1st to 4th levels = ×2; 5th to 8th levels = ×3; 9th to 12th levels = ×4. Other modifiers (strength, sorcery, etc.) are added afterwards (e.g., a 5th-level legerdemainist with 13 strength and a **+1 short sword** rolls 3d6+2).

Clandestine Tongue (Thieves' Cant): The secret language of thieves, a strange pidgin in which some words may be unintelligible to an ignorant listener, whereas others might be common yet of alternative meaning. This covert tongue is used in conjunction with specific body language, hand gestures, and facial expressions. Two major dialects of Thieves' Cant are used in Hyperborea: one by city thieves, the other by pirates; commonalities exist betwixt the two.

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Magic Item Use: Can utilize magic items normally restricted to magicians, except spell scrolls (see *read scrolls* ability).

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on scrolls corresponding to his school of sorcery: magician, cryomancer, illusionist, or pyromancer (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. The legerdemainist creates a scroll type compatible with the school of sorcery in which he has been instructed. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: A legerdemainist casts spells that he memorizes from an arcane tome. At character creation, the player must select which school of magic his legerdemainist practices: that of the magician (see Vol. II, p. 142: Table 63), cryomancer (see Vol. II, p. 144: Table 64), illusionist (see Vol. II, p. 145: Table 65), or pyromancer (see Vol. II, p. 147: Table 67). Regardless, the legerdemainist begins his career with a spell book that contains one level 1 spell. Through personal research, a legerdemainist develops a new spell at 3rd, 5th, 7th, 8th, 9th, 10th, 11th, and 12th levels; each is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Legerdemainists of high intelligence cast a greater number of spells per day (see p. 8: Attributes, *intelligence*).

Stronghold: At 9th level, a legerdemainist who establishes suitable headquarters (e.g., building, dungeon, tower) will attract a band of reprobates: 1d12+12 thieves of 0th level (1d4 hp, each with a smattering of nascent thief abilities) who will serve without pay; in fact, they will remunerate 50% of their earnings to him. The headquarters might be in a city, town, or village. If said headquarters are part of his castle or fortified manor, with a 5- to 10-mile radius of control, the

legerdemainist also becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **10 shortbowmen** *(studded armour, short bows, short swords)*
- **10 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **10 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the legerdemainist's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the legerdemainist also will attract 1d2 apprentice legerdemainists (0th-level), who will petition him for learning. *N.B.:* If the legerdemainist's headquarters are established in the vicinity of a thieves' guild, and the legerdemainist is not paying an agreed percentage of all earnings to said guild, then he is guilty of subversion; severe repercussions are likely.

Progressive Thief Abilities: The following thief abilities improve as the legerdemainist advances in levels of experience. By the 12th level, the legerdemainist has achieved his full potential in these abilities (see p. 23: Table 11).

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear. If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see Vol. III, p. 263: Damage, *falling damage*).

Decipher Script: To translate texts otherwise not understood: Maps can be interpreted, instructions decoded, and so forth. Ancient or alien languages, however, may remain unintelligible, lacking any basis for comparison.

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required.

Hide: To vanish into shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the legerdemainist is actively observed.

Manipulate Traps: To find, remove, and reset traps both magical and mundane. Separate checks must be made to accomplish each facet of this skill: *find*, *remove*, *reset*. Also, a new trap may be built if the mechanism is simple and the parts available; anything more complex will require the assistance of an engineer. Thieves' tools are required when practicing this ability.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. This skill is executed at half the legerdemainist's normal movement rate.

Open Locks: To pick locks or disable latching mechanisms both magical and mundane. Thieves' tools are required. Picking or dismantling a lock may be attempted but once; if the attempt fails, the legerdemainist cannot try again until he has gained a level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.

Pick Pockets: To filch items from a pocket, pouch, backpack, or garment using nimble fingers and distraction. Failure by a margin of 3 or greater indicates the attempt has been observed (though not necessarily by the victim). If the roll is successful, the referee must determine what has been procured. If a legerdemainist attempts to pick the pocket of a higher-level thief (including legerdemainists and purloiners), a penalty equal to the difference in levels must be applied to the check. This skill also covers the gamut of sleight-of-hand trickery a legerdemainist might employ to deceive onlookers.





Legerdemainist



PURLOINER (Thief):
The purloiner is a hallowed thief typically dedicated to a deity of larceny; more precisely, he is an ecclesiastical brigand who practices what he preaches. Whether serving a mystery cult in appropriating (or misappropriating) funds and rare artefacts, or functioning as the spiritual mentor of an underworld thieves' guild, or working as a rapacious freelance adventurer, the purloiner combines the remarkable skills of a thief with the sorcerous powers of a cleric. In Hyperborea, most such thieving clerics serve Rel, but some will venerate Raven or Xathoqqua in place of or in addition to the infamous "God of Thieves".

Attribute Requirements: Dexterity 12, Wisdom 12
Prime Attributes: Dexterity, Wisdom
Hit Die Type: d6
Alignment: Any, save Lawful Good
Armour Allowed: Light
Shields Allowed: Small
Favoured Weapons: Axe (hand), bow (short), club (light), crossbow (light), dagger, dart, flail (horseman's), garrotte, hammer (horseman's), mace (horseman's), pick (horseman's), sling, sword (short, falcata, long, broad)
Saving Throw Modifiers: Avoidance +2, Sorcery +2

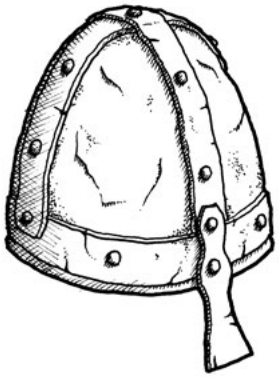


Table 36: Purloiner (Thief)

Level	Experience Points	Hit Dice	Fighting Ability	Turning Ability	Casting Ability	Spell Levels		
						1	2	3
1	0–2,499	1d6	1	–	1	1	–	–
2	2,500–4,999	2d6	1	–	2	1	–	–
3	5,000–9,999	3d6	2	1	3	1	1	–
4	10,000–19,999	4d6	3	2	4	1	1	–
5	20,000–39,999	5d6	3	3	5	1	1	1
6	40,000–79,999	6d6	4	4	6	1	1	1
7	80,000–159,999	7d6	5	5	7	2	1	1
8	160,000–319,999	8d6	5	6	8	2	2	1
9	320,000–479,999	9d6	6	7	9	2	2	2
10	480,000–639,999	9d6+2	7	8	10	3	2	2
11	640,000–799,999	9d6+4	7	9	11	3	3	2
12	800,000+	9d6+6	8	10	12	3	3	3

Purloiner (Thief) Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered (small shield allowed).

Backstab: An attack from behind with a class 1 or 2 melee weapon with which the purloiner is skilled (see p. 116: Table 48). This ability is ineffective if the target lacks vital organs (e.g., **skeleton**, **zombie**) or a discernible "back" (e.g., **green slime**, **purple worm**). The target must be unaware of the attack, which may be the result of *hiding* or *moving silently*. The attack roll is made at a +4 bonus. Weapon damage dice are multiplied according to the purloiner's level of experience: 1st to 4th levels = ×2; 5th to 8th levels = ×3; 9th to 12th levels = ×4. Other modifiers (strength, sorcery, etc.) are added afterwards (e.g., a 5th-level purloiner with 13 strength and a **+1 short sword** rolls 3d6+2).

Clandestine Tongue (Thieves' Cant): The secret language of thieves, a strange pidgin in which some words may be unintelligible to an ignorant listener, whereas others might be common yet of alternative meaning. This covert tongue is used in conjunction with specific body language, hand gestures, and facial expressions. Two major dialects of Thieves' Cant are used in Hyperborea: one by city thieves, the other by pirates; commonalities exist betwixt the two.

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Magic Item Use: Can utilize magic items normally restricted to clerics.

Read Scrolls: To decipher and invoke spells on cleric scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials vary; some purloiners engrave thin tablets of stone, whereas others use vellum or parchment, a fine quill, and sorcerer's ink, such as sepia. This involved process requires one week per spell level and must be completed on consecrated grounds, such as a shrine, fane, or temple.

Sorcery: Purloiners memorize and cast spells, but they do not maintain spell books; rather, they might bear the scriptures of their faiths in prayer books, on sacred scrolls, or on graven tablets. They begin their careers with knowledge of two level 1 spells, sacred mysteries revealed through initiation into a sect or cult devoted to an otherworldly power, deific being, or ethos. These spells are drawn from the Cleric Spell List (see Vol. II, p. 150: Table 69). Purloiners develop two new spells at each level gain. Typically they are acquired

via spiritual revelation, otherworldly favour, or the piecing together of abstract theologies. Such spells are learnt automatically, with no need of qualification rolls. To learn a new spell outside of level training, refer to Vol. II, p. 136: Spells, *acquiring new spells*. Purloiners of high wisdom cast a greater number of spells per day (see p. 9: Attributes, *wisdom*).

Turn Undead: At 3rd level, a purloiner can exert control over the undead and some dæmonic beings, causing them to flee and/or cower. Evil purloiners can opt instead to compel the submission and service of these foul creatures. In either case, the purloiner must stand before the undead and boldly speak the commandments of his faith, displaying his holy symbol whilst so doing (see Vol. III, p. 252: Combat Actions, *magic*). At 3rd level the purloiner has 1st-level turning ability (TA 1); at 4th level he has 2nd-level turning ability (TA 2); and so on. This ability can be used a number of times per day equal to the character's turning ability; however, the purloiner can make but one attempt per encounter.

Stronghold: At 9th level, a purloiner who establishes suitable headquarters (e.g., building, dungeon, tower) will attract a band of reprobates: 1d12+12 thieves of 0th level (1d4 hp, each with a smattering of nascent thief abilities) who will serve without pay; in fact, they will remunerate 50% of their earnings to him. The headquarters might be in a city, town, or village. If said headquarters are part of his castle or fortified manor, with a 5- to 10-mile radius of control, the purloiner also becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **10 shortbowmen** *(studded armour, short bows, short swords)*
- **10 light crossbowmen** *(chain mail, small shields, light crossbows, long spears, short swords)*
- **10 halberdiers / pikemen** *(splint armour, halberds or pikes, hand axes)*

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the purloiner's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the purloiner will attract 1d2 apprentice purloiners (0th-level), who will petition him for learning. *N.B.:* If the purloiner's headquarters are established in the vicinity of a thieves' guild, and the purloiner is not paying an agreed percentage of all earnings to said guild, then he is guilty of subversion; severe repercussions are likely.

Progressive Thief Abilities: The following thief abilities improve as the purloiner advances in levels of experience. By the 12th level, the purloiner has achieved his full potential in these abilities (see p. 23: Table 11).

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear. If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see Vol. III, p. 263: Damage, *falling damage*).

Decipher Script: To translate texts otherwise not understood. Maps can be interpreted, instructions decoded, and so forth. Ancient or alien languages, however, may remain unintelligible, lacking any basis for comparison.

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required.

Hide: To vanish into shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the purloiner is actively observed.

Manipulate Traps: To find, remove, and reset traps both magical and mundane. Separate checks must be made to accomplish each facet of this skill: *find*, *remove*, *reset*. Also, a new trap may be built if the mechanism is simple and the parts available; anything more complex will require the assistance of an engineer. Thieves' tools are required when practicing this ability.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. This skill is executed at half the purloiner's normal movement rate.

Open Locks: To pick locks or disable latching mechanisms both magical and mundane. Thieves' tools are required. Picking or dismantling a lock may be attempted but once; if the attempt fails, the purloiner cannot try again until he has gained a level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.

Pick Pockets: To filch items from a pocket, pouch, backpack, or garment using nimble fingers and distraction. Failure by a margin of 3 or greater indicates the attempt has been observed (though not necessarily by the victim). If the roll is successful, the referee must determine what has been procured. If a purloiner attempts to pick the pocket of a higher-level thief (including legerdemainists and purloiners), a penalty equal to the difference in levels must be applied to the check. This skill also covers the gamut of sleight-of-hand trickery a purloiner might employ to deceive onlookers.


Purloiner

SCOUT (Thief): The scout is a cunning and ofttimes underhanded explorer and reconnoitrer of castles, towers, and the black depths of labyrinthine subterranean milieux. He might be retained by a merchant house or thieves' guild, investigating rare artefacts sequestered in ancient ruins or dungeons deep; or he might seek his fortune with freebooters, brigands, or fellow men of adventure, using his plethora of skills to explore, track, and provide intelligence. Swift of blade and foot, daring and guileful to the utmost, the scout utilizes superior instincts to achieve his aims.

Attribute Requirements: Dexterity 9, Intelligence 9
Prime Attributes: Dexterity, Intelligence
Hit Die Type: d6
Alignment: Any, save Lawful Good
Armour Allowed: Light
Shields Allowed: Small
Favoured Weapons: Axe (hand), bow (short), club (light), crossbow (light), dagger, dart, flail (horseman's), garrotte, hammer (horseman's), lasso, mace (horseman's), pick (horseman's), sling, sword (short, falcata, long, broad)
Saving Throw Modifiers: Device +2, Avoidance +2



Table 37: Scout (Thief)

Level	Experience Points	Hit Dice	Fighting Ability
1	0–1,749	1d6	1
2	1,750–3,499	2d6	1
3	3,500–6,999	3d6	2
4	7,000–13,999	4d6	3
5	14,000–27,999	5d6	3
6	28,000–55,999	6d6	4
7	56,000–111,999	7d6	5
8	112,000–223,999	8d6	5
9	224,000–335,999	9d6	6
10	336,000–447,999	9d6+2	7
11	448,000–559,999	9d6+4	7
12	560,000+	9d6+6	8

Scout (Thief) Class Abilities:

Agile: +1 AC bonus when unarmoured and unencumbered (small shield allowed).

Alertness: Reduces by one (–1) on a d6 roll the party's chance to be surprized (see Vol. III, p. 244: Combat, *surprize*).

Backstab: An attack from behind with a class 1 or 2 melee weapon with which the scout is skilled (see p. 116: Table 48). This ability is ineffective if the target lacks vital organs (e.g., **skeleton**, **zombie**) or a discernible "back" (e.g., **green slime**, **purple worm**). The target must be unaware of the attack, which may be the result of *hiding* or *moving silently*. The attack roll is made at a +4 bonus. Weapon damage dice are multiplied according to the scout's level of experience: 1st to 4th levels = ×2; 5th to 8th levels = ×3; 9th to 12th levels = ×4. Other modifiers (strength, sorcery, etc.) are added afterwards (e.g., a 5th-level scout with 13 strength and a **+1 short sword** rolls 3d6+2).

Controlled Fall: To retard descent of precipitous drops. For every level of experience, the scout (if unencumbered) can fall 10 feet and sustain no damage, so long as a wall or other stable surface is within five-foot reach throughout the descent. For falls beyond the scout's limit, normal rules are in force starting at the point at which the *controlled fall* no longer applies; e.g., a 5th-level scout plummets down a 90-foot pit and so sustains 4d6 hp damage (see Vol. III, p. 263: Damage, *falling damage*).

Detect Secret Doors: Find a secret door on a base 3-in-6 chance.

Determine Depth and Grade: Ascertain the extent of a pit, chasm, or shaft by dropping a coin or pebble and listening. The scout has a 2-in-6 chance of success (rolled in secret by the referee). If the d6 roll is a 3 or 4, the scout's estimate is off by 20%; on a 5 or 6 he has failed. Too, the scout can determine the slope of dungeon passages, able to detect even the shallowest of slants on a base 2-in-6 chance of success.

Track: To stalk prey, tracing physical signs and discerning subtle clues. A scout can track at the below suggested probabilities:

- *Wilderness:* A base 7-in-12 chance to find, identify, and follow fresh tracks outdoors or in natural caverns. If the tracks are not recent, or have faded because of weather or other circumstances, the chance might be reduced to 5-in-12 or worse.
- *Non-Wilderness:* A base 9-in-12 chance to discern tracks in a dungeon, castle, city street, or like setting. If the tracks are not recent, the chance might be reduced to 7-in-12 or worse.

Scout's Apprentice: At 9th level, a scout of suitable reputation will attract 1d3 apprentice scouts (0th-level), who will petition him for learning.

Progressive Thief Abilities: The following thief abilities improve as the scout advances in levels of experience. By 12th level, the scout has achieved his full potential in these abilities (see p. 23: Table 11).

Climb: To ascend or descend sheer cliffs or walls without need of climbing gear. If vertical, the surface must be rough or cracked. At least one check must be made per 100 feet of climbing. Failure indicates the climber has slipped and fallen at about the midpoint of the check (see *controlled fall* ability).

Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required.

Hide: To vanish into shadows, camouflage oneself, or flatten one's body to a seemingly impossible degree—all whilst remaining still as a statue. Only the slightest movement is permissible (e.g., unsheathing a blade, opening a pouch). *Hiding* is impossible in direct sunlight, or if the scout is actively observed.

Manipulate Traps: To find, remove, and reset traps both magical and mundane. Separate checks must be made to accomplish each facet of this skill: *find*, *remove*, *reset*. Also, a new trap may be built if the mechanism is simple and the parts available; anything more complex will require the assistance of an engineer. Thieves' tools are required when practicing this ability.

Move Silently: To move with preternatural quiet, even across squeaky floorboards, dry leaves, loose debris, and the like. This skill is executed at half the scout's normal movement rate.

Open Locks: To pick locks or disable latching mechanisms both magical and mundane. Thieves' tools are required. Picking or dismantling a lock may be attempted but once; if the attempt fails, the scout cannot try again until he has gained a level of experience. Most locks require 1d4 minutes to pick; complex locks might necessitate 3d6 minutes.


Scout
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RACES

Nine "pure" races of man are extant in Hyperborea, plus two notable hybrid races. Otherwise, racial admixtures and men of indeterminate ancestry are considered "common" stock. For purposes of game play, choosing a specific player character race is unnecessary; when in doubt, simply select a "common" man or woman. For the aid of players and referees who might prefer to draw inspiration from the whims of the dice, a PC's (or NPC's) race may be rolled randomly on the following table:

Table 38: Races

2d12 Result	Race
2	Atlantean
3–5	Amazon
6–7	Esquimaux
8–9	Kelt
10	Kimmeri-Kelt
11	Kimmerian
12–14	Common
15	Ixian
16–17	Viking
18–19	Pict
20–23	Half-Blood Pict
24	Hyperborean

Selecting a specific race can be an enjoyable role-playing device. You also might create a character whose pedigree includes two or three strains; e.g., the son of an Amazon woman and a Viking man can make for an interesting character. Furthermore, you may wish to determine the homeland of your character, the most likely of which are here described, but such information is not required; one simply might be vague regarding his character's homeland, or perhaps develop this aspect of the character's history through game play (with referee approval, of course).

COMMON: Men of mixed or indeterminate ancestry. Typical admixtures include strains of Keltic, Kimmerian, Pict, and Viking (qq.v.), though any of the races (save Atlantean and Hyperborean) are possible. Men of mixed ancestry might also include traces of Angle, Saxon, Hellenic (Greek), Roman, Lapp, and/or Yakut. Common men are of variable height, build, complexion, hair colour, and eye colour. They can be found throughout Hyperborea.

Typical Homelands:

City-State of Khromarium: Once known as "the jewel of the Kingdom of Hyperborea", the City-State of Khromarium is a dismal, seedy place, choked by the smoke of its factories. It is the largest centre of population in Hyperborea, and it boasts the greatest degree of cultural, racial, and religious diversity in the realm (though poverty and homelessness are significant). Khromarium's spiral towers of black gneiss are renowned throughout the realm as constructs of pre-human conception.

Gal City: Small city that arose in the aftermath of the Green Death, a great plague that consumed Hyperborea long ago. Gal is largely populated by Kelts, but with a fair number of mixed-ancestry men, many of whom possess some degree of Keltic and/or Viking blood.

Port Zangerios: Oft called the "City of Masks", this small, overcrowded port is regarded as wild, lawless, and corrupt. It is a haven for cutthroats, gamblers, lotus chewers, prostitutes, slavers, thieves, and traffickers of all ilk. The city's mask-wearing tradition oft is regarded as eccentric and extravagant; persons who hail from Port Zangerios typically own a mask or two.

AMAZONS: A race renowned for its caste of warrior-women, tall and robust with light to olive complexion, black to auburn hair, and blue or hazel eyes. Amazon women are taller and more heavily thewed than Amazon men. In matriarchal societies they dwell at the remote corners of the world. The Hellenic roots of the Amazons may be traced to the Black Sea of Old Earth, where their gynarchic society reserved great contempt for the Scythians; correspondingly, the Amazons of Hyperborea despise the Ixians. Most Amazons adhere to a rigid lifestyle that embraces Law, though some factions do favour Chaos.



Amazon

Typical Homelands:

City in the Clouds: A metropolis of marble and glass. It lies on a flat-topped mountain in the centre of the Floating Island of Paradoxon, a mystical island that exists beyond the Rim of the World, floating in the Black Gulf. Here flourishes a matriarchal society, ruled by an iron-fisted queen.

City-State of Khromarium (see *common*)

Pandoros: The capital city of New Amazonia, a realm of lush islands at the Rim of the World and home to the gynarchic Amazon nation. Its society of Law is ruled by an autocratic queen whose Amazons largely worship Artemis.

ATLANTEANS: Scattered remnants of a nearly extinct race whose origins trace back to Old Earth's antediluvian Atlantis. Atlanteans are medium-build men of jaundiced to glaucous complexion, black or blond hair, aquiline features, and pale grey or yellow eyes. Atlanteans are sexually incompatible with the other races of man, a fact that may be related to their development of aquatic traits: webbed digits, amphibious respiratory systems (including gill slits on their necks), and oily skin that dries painfully if not immersed in salt water at least once per week. Atlanteans are, by and large, a displaced race in severe decline. To what gods and otherworldly beings the Atlanteans pay homage is scarcely understood.

Typical Homelands:

Atlantica: Trio of islands where the last concentration of Atlanteans struggle to endure. The Atlanteans of Atlantica live as humble fisherfolk and whalers.

City-State of Khromarium (see *common*)

Port Zangerios (see *common*)

ESQUIMAUX: Squat, narrow-eyed tribesmen of jaundiced complexion. Most Esquimaux subsist off the sea, hunting seal and whale and fishing from their sealskin kayaks; others roam the tundra herding reindeer, raising sled dogs, and hunting mammoth. Esquimaux are renowned for their mammoth-hide dwellings framed by mammoth tusks. In Hyperborea, the Esquimaux have conquered and absorbed Lapps and Yakuts into their bloodline. For many generations they warred with the Tlingit, who were ultimately conquered by the Picts. Their roots trace to a singular Kthulhu-worshipping cult from Greenland that was shunned by other Esquimaux for its blasphemous practices.

Typical Homelands:

City-State of Khromarium (see *common*)

Esquimaux Bay: Coastal region settled by Esquimaux who subsist on fishing, clamming, whaling, and inland hunting. Here, many natives indulge in unspeakable rites dedicated to their slumbering god, Kthulhu.

Plain of Leng: Frigid tundra inhabited by nomadic tribesmen who ice fish and follow the migrations of game on dogsleds. The Esquimaux of this region have an uncanny knack for survival.

HYPERBOREANS: Extremely tall, gaunt men (c. 7-foot males, 6½-foot females) of milk-white skin, golden hair, and violet eyes; rare females shew silky, blue-black hair. Hyperboreans are slow of speech and violent of temperament. For ages they were the only race to inhabit Hyperborea, the polar continent of Old Earth just beyond the *boreas*. Then came the Ashen Worm, the otherworldly deity that mantled the realm in ice. The other races arrived in the ensuing millennia, after the realm thawed, though Hyperborea's connexion to Old Earth was no more.

Reputed to live 200 or more years, most Hyperboreans take a dim view of the other races, deeming them "savages", "apes", or "sub-men". Like the Atlanteans, they are a race in decline and are believed to be sexually incompatible with the other races of mankind. Most present-day Hyperboreans are the descendants of renegades, outcasts, and expiators whence none can say; sages posit that many remain sequestered in the hoary depths of the Spiral Mountain Array. Although Hyperboreans roam about the realm, they almost always gravitate to Khromarium, the jewel of their erstwhile empire.

Typical Homelands:

City-State of Khromarium (see *common*)

Port Zangerios (see *common*)

IXIANS: Tall, narrow-shouldered, hook-nosed men of dusky grey skin and beady black eyes; Ixian women are long and lean, raven-haired beauties with haunting emerald or hazel eyes. Chiefly Ixians dwell at the Rim of the World on the sickle-shaped island of Scythium, where their malefic necromancers study abominable sorceries; the most precocious individuals are sent to the fabled Isle of IX. Ixian society is ruled by an elite class of priests, witches, and necromancers. With the other races they trade diamonds, spices, and lotus leaves in exchange for wood and other resources.

Ixian roots may be traced to a lost race (or perhaps a select caste) of Egypt and Persia; specifically, Scythians are counted amongst their ancestry. Ixians are notorious slavers, despised by most other men, particularly Amazons and Kimmerians. Ixian absconders and outcasts typically go to great pains to hide their pedigree, fearful of persecution from non-Ixians, and even more fearful of apprehension by their brethren.

Typical Homelands:

City-State of Khromarium (see *common*)

City-State of Yithorium: Oasis city in the middle of the Zakath Desert. The city is renowned for its tower of alien stone where dwells the immortal Witch-Queen of Yithorium, who rules her lands with an iron fist.

Fazzuum: Capital city of Scythium, renowned for its massive ziggurats. Fazzuum is ruled by a caste of priests and necromancers who pay homage to Yig, the snake god. Fazzuum is reputed to be a dangerous place for non-Ixians.

KELTS: Barrel-chested men and hardy women of red, sandy brown, or auburn hair. They are of fair or rosy and oft-freckled complexion, and their eyes are blue, green, or hazel. The Kelts of Hyperborea are of insular Old Earth ancestry, with Irish, Manx, and Scottish roots. They are amongst the most gregarious of races, mingling wherever they are welcome; indeed, nearly all men of common stock have Keltic blood in their veins.

Pure Keltic clans dwell in the Gal Hills, farming and herding. Others are known to form tightknit cultural minorities in cities and towns; others still establish small villages about the realm. Bloodline clans are typically governed by their chieftains; they in turn are guided by their ancient religious sect, the druids, who will traverse the realm to tend their far-flung flock. Though Keltic clans are notorious for their feuds and bickering, they will unite under a single banner to face a common threat, selecting a "king" chosen by a conclave of leaders. Kelts are a passionate people, quick of temper and raucously mirthful, yet fearsome combatants.

Typical Homelands:

City-State of Khromarium (see *common*)

Gal City (see *common*)

Port Zangerios (see *common*)

KIMMERIANS: Large-boned men of fair to weather-bronzed skin, black hair, steely grey eyes, and thick, blue-black beards. The women are raven-haired she-devils, fierce and battle-tested. Kimmerian roots trace to a foggy vale within the Caucasus Mountains of Old Earth, where the Ixians and Scythians drove them to no Earthly return. Most Kimmerians consider the Ixians their racial enemies. The Kimmerians are not an overly religious people; although they will at times pay homage to their deity, Krimmr, ofter his name is used as an expletive.

Chiefly the Kimmerians are horsemen, drivers and herders who roam the Kimmerian Steppe and into the hotly contested northern periphery of the Fields of Vol. Kimmerian cataphracts are the most feared and renowned of all horsemen. Too, their artisans craft the most elaborate saddles in the realm, and their gold-chased plate armour is unmatched. Kimmerian tribes oft war with one another, honouring the blood feuds of their ancestors, but when a foreign threat emerges, they will unite, forming a bloodthirsty horde. Other Kimmerians are catacomb dwellers, and in the stone-carven dungeon halls of Krimmea, they are unassailable.

Typical Homelands:

City-State of Khromarium (see *common*)

Kimmerian Steppe: Cold, grassy steppe region roamed by large herds of mammals, including some megafauna. Nomadic tribes of Kimmerians range these lands following game.

Krimmea: Vast, underground city of Kimmerians where outsiders (even steppe Kimmerians) are not admitted. Absconders rarely are allowed re-admittance. Some sages posit that the more reclusive subterranean Kimmerians may well outnumber their surface-dwelling kinsmen, as few can gauge how severely the Green Death impacted their society.



Kimmeri-Kelts: The by-blows of Kimmerian and Keltic mergers during the Dark Age that followed the Green Death. When mankind was on the brink of extinction, displaced survivors of Kimmerian and Keltic pedigree formed their own tribes in the Fields of Vol; Kimmerian chieftains took Keltic daughters for wives, and vice versa. The tribes grew and split several times as the centuries passed, and so were born the Kimmeri-Kelt people, fiercely independent nomads who resent the denigrations that their parent races oft reserve for them. As the tribes swell, they pose a greater threat to the security of the City-State of Khromarium, for these barbarians reserve no small enmity for civilized man.

Physically, the Kimmeri-Kelts are a large-boned people, with variable skin tone, hair colour, and eye colour. The Kimmerian dark hair is a dominant trait; likewise the Keltic freckled complexion. Kimmeri-Kelts typically venerate Krimmr as well as ancestral spirits.

Typical Homelands:

City-State of Khromarium (see *common*)

Fields of Vol: Grassy plains that teem with wildlife. Nomadic tribes of Kimmeri-Kelts roam these grasslands chasing game, though the tribes are oft at war with one another over generations-old blood feuds.

Port Zangerios (see *common*)

PICTS: Compact, broad-shouldered men with long torsos and short legs. Males are ruddily complexioned and typically have green eyes and dense, wavy, orange-red hair. Females are usually petite, no taller than five feet, and almost always are fair-skinned. Both sexes are heavily freckled.

Pictish warriors are known to paint and tattoo their skin, and their shamans lace their long, twisted hair with feathers. Pure-blooded Picts dwell in stockade fortresses within the tangled depths of New Pictland, where foreigners are unwelcome. Their origins trace back to a sinister cult of Caledonia, which was bidden by its withered, white-bearded shaman (reputed still to endure) to commit unspeakable rites.

Typical Homelands:

City-State of Khromarium (see *common*)

Fidib: Capital city of New Pictland, a prominent island group across from the Savage Boreal Coast of mainland Hyperborea. The city is hostile to foreigners and is overlooked by a massive citadel of timber and stone, where dwells the high king of the Pictish nation.

Port Zangerios (see *common*)

Half-Blood Picts: Swarthily complexioned Picts with straight black hair and brown or hazel eyes. They are regarded as "half-bloods" because their paternal ancestors (Picts) conquered the kingdoms of their maternal ancestors (Tlingit) and then claimed Tlingit females as their wives. This interbreeding gave rise to a new race of bloodthirsty savages. Half-blood Pictish mothers almost always bear twins; such fecundity has contributed to rapid population growth, mostly kept in check by the half-bloods' own tribal warfare.

Typical Homelands:

City-State of Khromarium (see *common*)

Port Zangerios (see *common*)

Savage Boreal Coast: Temperate coastal region rich of firs, hemlocks, pines, and ancient redwoods. This perpetually foggy region experiences the greatest amount of precipitation in Hyperborea. Warring tribes of half-bloods dwell in high-walled villages that shield them from both enemy tribes and carnivorous beasts.

VIKINGS: A fair-skinned race of blond or red-haired men with blue or hazel eyes. Viking males are tall, broad-shouldered, deep-chested men who strike imposing figures. Viking females are likewise tall, lean, and strong-boned, many as physically gifted as the strongest Amazon women and equally warlike. Vikings build their longhouses about the mountainous coastal regions and glacially carved bays of Vikland, as well as New Vinland. When outside of Vikland, they tend towards gregariousness, much like the Kelts, so their blood is also part of many common strains.

Viking origins trace back to Iceland of Old Earth (specifically, the lost ships of Erik the Red's fleet en route to the Eastern Settlement of Greenland). Their shipbuilding techniques are amongst the finest in all of Hyperborea; with their *drekar* (longships), they exact brutal raids all about Hyperborea, leaving a wake of pillage, destruction, and bastard sons. Vikings have many *jarls* (chieftains), all of whom accept tribute from family leaders; in turn, the jarls pay tribute to the Viking king in Erikssgard.

Typical Homelands:

City-State of Khromarium (see *common*)

Erikssgard: Capital city of Vikland, an island group across the ocean from mainland Hyperborea. Here rules the Viking king from his mighty fortress of timber and stone. The city is 95% Viking stock and boasts the foremost shipbuilding facilities in Hyperborea.

New Vinland: Cape and islands of rolling hills rich with wheat, elderberries, and blackberries. Each of the five longhouse villages in this Viking colony is its own petty kingdom, owing fealty to the king in Erikssgard.

OTHER RACES: With referee approval, other racial strains might exist in small numbers, arriving through the *boreas* from Earth's past or future, or perhaps from other worlds. Remnants of older migratory races (largely considered extinct) might persist in small numbers: Angles, Saxons, Moors, Greeks, Romans, Lapps, Tlingit, and Yakuts, to name a few. Furthermore, a remote and clandestine society of Lemurians is rumoured to thrive at the Rim of the World. Lastly, it is not impossible for yet another significant race of men to cross the *boreas* and establish itself somewhere in the hoary reaches of Hyperborea.

PHYSIQUE

Players may choose or randomly determine character gender. Physique may be selected or randomly rolled. You may have an exact idea about your character's build, or you might enjoy the challenge of working with whatever fate the dice have in store for you.

AGE (Optional): Age can modify physical and mental attributes, though never above a score of 18 or below a score of 3. Most player characters begin play as *young adults*, unless some other arrangement is approved by the referee. Players should consult their referee to determine whether they may select a starting age beyond *young adult*.

The referee is advised to disallow players from selecting a *young adult* just on the cusp of the *adult* age grouping simply to take advantage of attribute modifiers. Furthermore, if *adult* is the starting age, the referee should not allow for an immediate bonus attribute point. Instead, this increase might occur at some other appropriate juncture; e.g., if a player elects to create a 23-year-old fighter, the referee might judge the bonus point for *adult* age to be gained at age 28.

✶ **Player Character Starting Age = 16–19 (1d4+15)**

Table 39: Age Groupings

Age Grouping	Race	
	Hyperborean	*All Others*
Young Adult	14–20	14–20
Adult	21–100	21–44
Middle-aged	101–125	45–60
Old	126–150	61–85
Ancient	151–250	86–120

Age Groupings Table Defined:

Young Adult: No modifiers apply; this range is the starting point for most PCs.

Adult: Add 1 point to any attribute, as selected by the player.

Middle-aged: Subtract 1 point of strength, 1 point of dexterity, and 1 point of constitution; add 1 point of intelligence and 1 point of wisdom.

Old: Subtract 2 points of strength, 2 points of dexterity, and 1 point of constitution; add 1 point of wisdom.

Ancient: Subtract 1 point of strength, 1 point of dexterity, and 1 point of constitution; add 1 point of intelligence and 1 point of wisdom.

✶ **All age modifiers are cumulative.**

N.B.: A player might attempt to artificially age his character in order to obtain a desired attribute modifier. This practice is in poor taste, and the referee should rule against it. If, for example, a *young adult* character should be *hasted* (q.v.) multiple times in order to be aged (a side effect of the spell), the referee might impose stunted physical and mental growth (i.e., a delay to modification), or even require a *trauma survival* check (see p. 8: ATTRIBUTES, *constitution*).

HEIGHT AND WEIGHT: First, determine character height by rolling 3d6. Height will establish average weight, which might be adjusted by a subsequent d10 roll. The following table assumes a character of "common" or mixed racial heritage; height and weight of specific racial groups may vary (see below).

Table 40: Height and Weight

3d6 Result	Man		Woman	
	Height	*Average Weight*	*Height*	*Average Weight*
3	4′11″+1d3″	120 lbs.	4′7″+1d3″	85 lbs.
4	5′1″+1d3″	130 lbs.	4′9″+1d3″	95 lbs.
5	5′3″+1d3″	140 lbs.	4′11″+1d3″	105 lbs.
6	5′5″+1d3″	150 lbs.	5′1″+1d3″	115 lbs.
7–8	5′7″+1d3″	160 lbs.	5′3″+1d3″	125 lbs.
9–12	5′9″+1d3″	170 lbs.	5′5″+1d3″	135 lbs.
13–14	5′11″+1d3″	180 lbs.	5′7″+1d3″	145 lbs.
15	6′1″+1d3″	195 lbs.	5′9″+1d3″	155 lbs.
16	6′3″+1d3″	210 lbs.	5′11″+1d3″	165 lbs.
17	6′5″+1d4″	230 lbs.	6′1″+1d3″	180 lbs.
18	6′8″+1d4″	250 lbs.	6′3″+1d3″	195 lbs.

To determine weight variability, roll a d10:

✶ *d10 roll < 4:* less than average weight (–5% to –20%; roll 1d4×5 to determine)

✶ *d10 roll = 4–7:* average weight

✶ *d10 roll > 7:* greater than average weight (+10% to +40%; roll 1d4×10 to determine)

✶ *Attribute Modifiers (Optional):* For greater verisimilitude, modify the d10 roll by the character's strength *attack modifier* and constitution *poison adjustment*. For example, a character with ST 15 (+1) and CN 15 (+1) would have a net +2 addition to his d10 weight variability roll; one with ST 12 (±0) and CN 6 (–1) would have a net –1 subtraction.

Height and Weight of Racial Divisions:

✶ For **Amazon men**, use the standard procedure.

✶ For **Amazon women**, reroll any *1*s on the 3d6 height determination roll.

✶ For **Atlanteans**, use the standard procedure.

✶ For **Esquimaux**, roll 4d6 for height determination, and drop the highest die result.

✶ For **Hyperboreans**, do not roll 3d6 to determine height; rather, use the height results of *17* or *18* on the table (roll 1d6: *1–2* = 17; *3–6* = 18). For Hyperborean weight, do not roll a d10; simply assume an automatic *less than average* result.

- For **Ixians**, roll 4d6 for height determination, and drop the lowest die result.
- For **Kelts**, use the standard procedure.
- For **Kimmerians**, roll 4d6 for height determination, and drop the lowest die result.
- For **Kimmeri-Kelts**, use the standard procedure.
- For **Picts** and **half-blood Picts**, reroll any 6s on the 3d6 height determination roll.
- For **Vikings**, roll 4d6 for height determination, and drop the lowest die result.

OTHER PHYSICAL TRAITS: Decide hair colour, eye colour, complexion, notable scars, birthmarks, and other characteristics and traits. Should a player select a specific race, such physical traits should correspond to heredity (see p. 100: Races).

ALIGNMENT

Alignment is governed by the opposing forces of Law (civilization) and Chaos (barbarism). Law and Chaos are subdivided by the *ethe* of Good and Evil. Thus the four alignments of Lawful Good, Lawful Evil, Chaotic Good, and Chaotic Evil define the world view of most intelligent beings, and Neutrality forms a nexus of behavioural indifference. Creatures of like alignment are oft mutually acceptable to one another.

Alignment informs player character behaviour, ethics, principles, and viewpoint. A character class may have specific alignment restrictions, and violation of the alignment's precepts can trigger severe consequences. The referee might impose an experience point penalty, and a repeat offender could lose a level of experience and/or be divested of his professed character class.

LAWFUL GOOD (LG): To be just, honest, law-abiding, loyal, and trustworthy. Lawful Good creatures usually prefer to work with or for a group, order, or organization. They usually are responsive and obedient to a higher authority, will help those in need, and will refuse to perpetrate illegal activities in a just society.

CHAOTIC GOOD (CG): To value freedom and unrestraint, so long as such pursuits do not inhibit the lives of other goodly folk. Independence and self-reliance are of the highest value. Chaotic Good creatures are honest with those whom they deem deserving (i.e., other Good creatures), but they are not necessarily law-abiding if laws prohibit them from effecting what they believe to be right.

CIVILIZATION

NEUTRAL (N): To be indifferent to Law, Chaos, Good, and Evil. Neutral creatures oft focus on survival; hence this alignment is sometimes associated with the animal kingdom. Intelligent creatures of this alignment are honest and trustworthy when it benefits them (or their cause), and generally they obey laws when it is to their advantage (or that of their cause); conversely, they embrace independence or even foment rebellion when it behoves them. Some adherents of so-called "True" Neutrality believe that a balance betwixt Law and Chaos, Good and Evil must be militantly preserved. Others may exhibit the tendencies of another ethos (Law, Chaos, Good, or Evil); such a character's alignment may be listed as "Neutral (Good)", for example, though his ethos will usually harmonize with one of the five major alignments.

BARBARISM

LAWFUL EVIL (LE): To believe the strong must ruthlessly dominate and control the weak. Lawful Evil creatures are usually true to their word, albeit to unjust or diabolical effect. They will obey a higher authority (oft a dictator) and might serve as instruments of tyranny and oppression. Without mercy they will smite the helpless, including unarmed foes.

CHAOTIC EVIL (CE): To be dishonest, traitorous, and unscrupulous, even with others of like alignment, unless some advantage is to be gained. Chaotic Evil creatures abide no laws and fail to recognize authority save that which is brutally enforced. They will lie, cheat, and steal freely. They place little value on life, including their own, and their pleasures are oft abominable.

BACKGROUND

Of course, every player character must have a name, perhaps inspired by historical or fictional resources. Some players may invent names from whole cloth; others might create anagrams of their own names. Depending on the style and preference of play, further information may be developed, including character background and personality. Such might entail the character's place of origin, general outlook, and behaviour. Place of origin need not be specific; one might simply say "a small farming village", or "a busy port city", and so on. Ideally, your character's personality is governed by his charisma score, character class, alignment, background, and secondary skills (q.v.).

LANGUAGE: Every character begins play with knowledge of the Common tongue and possibly a native language if of a specific racial derivation. Bonus languages from high intelligence are possible (see p. 8: ATTRIBUTES, *intelligence*). Additional languages may be learnt through campaign play; e.g., a Kimmerian who spends three years in an Ixian prison is likely to pick up the Thracian (Ixian) tongue.

When selecting a language, a specific dialect must be chosen. One cannot simply select Hellenic; one must specify an Hellenic dialect, such as Hellenic (Amazon). Of course, all the dialects of a language group will have commonalities, but the written forms may exhibit significant differences. Note that Old Norse is an exception, as it has but a single form.

Table 41: Languages

Language (Dialect)	Typical Speakers
Common	Any
Esquimaux (Coastal dialect)	Esquimaux (fisherfolk)
Esquimaux (Tundra dialect)	Esquimaux (nomads)
Hellenic (Amazon dialect)	Amazons
Hellenic (Atlantean dialect)	Atlanteans
Hellenic (Hyperborean dialect)	Hyperboreans
Hellenic (Kimmerian dialect)	Kimmerians (plainsmen), Kimmeri-Kelts*
Keltic (Goidelic dialect)	Kelts, Kimmeri-Kelts*
Keltic (Pictish dialect)	Picts
Old Norse	Vikings
Thracian (Ixian dialect)	Ixians
Thracian (Kimmerian dialect)	Kimmerians (subterranean)

* Typical Kimmeri-Kelts will speak either the Hellenic (Kimmerian) or Keltic (Goidelic) tongue, depending on tribe and ancestry. Some may speak both tongues, effectively knowing three languages (including Common) at the start of play.

Language Descriptions:

Common: The common tongue of men spoken in nearly all corners of the realm.

Esquimaux (Coastal dialect): The Esquimaux dialect spoken by the Esquimaux of the Esquimaux Bay region.

Esquimaux (Tundra dialect): The Esquimaux dialect spoken by the Esquimaux of the Plain of Leng.

Hellenic (Amazon dialect): An Hellenic dialect spoken by the Amazons of New Amazonia and the Floating Island of Paradoxon.

Hellenic (Atlantean dialect): A dying Hellenic dialect spoken by the Atlanteans of Atlantica and other scattered Atlanteans.

Hellenic (Hyperborean dialect): A dying Hellenic dialect spoken by the scattered remnants of the Hyperborean race.

Hellenic (Kimmerian dialect): The Hellenic dialect spoken by the Kimmerians of the Kimmerian Steppes and some Kimmeri-Kelts of the Fields of Vol.

Keltic (Goidelic dialect): The Keltic dialect spoken by the Kelts of the Gal Hills and some Kimmeri-Kelts of the Fields of Vol.

Keltic (Pictish dialect): Keltic dialect spoken by the Picts of New Pictland and the half-blood Picts of the Savage Boreal Coast.

Old Norse: The language spoken by the Vikings of Vikland and New Vinland.

Thracian (Ixian dialect): Thracian dialect spoken by the Ixians of Scythium.

Thracian (Kimmerian dialect): Thracian dialect spoken by the Kimmerians of the underground city of Krimmea.

RELIGION: Men of Hyperborea are wont to glorify otherworldly beings, alien entities, animistic and ancestral spirits, and other mysterious forces of deific power. The Xathoqquan orthodoxy (originally introduced by the indigenous Hyperboreans) is doubtless the most prevalent faith, its practice transcending both racial and species boundaries. Regardless, men typically serve powers that accord with the ethos of Law, Chaos, or Neutrality, beseeching or praying to deities that (in their perception) share their personal philosophy; however, some worship to appease that which they fear.

Many men of Hyperborea will supplicate one principal being of worship. Some will venerate deity pairings, such as Apollo and Artemis, Xathoqqua and Kthulhu, or Ymir and Ullr. Others will cry out to whatever forces they think will benefit them; others still have no tongue for any of it. Such is religion in Hyperborea.

Selecting a deity or religion is not required during character creation—even for clerics (and related subclasses). A character might develop a religious connexion through gameplay, or perhaps never. Here follows a list of the deities typically worshipped in Hyperborea:

Apollo [uh-PAH-loh]: Deity of Law associated with light, the sun, healing, archery, swordsmanship, music, and poetry. He is the twin brother of Artemis and oftest manifests as a golden-haired young warrior.

- *Typical clergy:* clerics, paladins, priests.
- *Typical followers:* Any.



Artemis [AHR-tuh-mihs]: Deity of Law associated with hunting, forests, hills, chastity, fertility, and independence. The twin sister of Apollo, she is said to manifest as a regal warrior-woman.

- *Typical clergy:* clerics, paladins, priests
- *Typical followers:* Any (esp. Amazons)



Aurorus [uh-RAW-ruhs], "The Shining One": Deity of Chaos associated with auroræ, stars, meteor showers, comets, sorcery, and witchcræft. Aurorus is reputed to be a formless goddess who manifests as a swirling, sparkling mist.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* Any (esp. Hyperboreans)



Azathoth [A-zuh-thahth]: Deity of Chaos associated with confusion, entropy, infinity, insatiable hunger, madness, vibrations, ceaselessly beating drums, and haunting flutes. He is reputed to manifest as a blasphemous, amorphous blight of bubbling Chaos.

- *Typical clergy:* clerics, monks, priests, shamans.
- *Typical followers:* Any (esp. bards).



Boreas [BAW-ree-uhs], "The North Wind": Deity of Chaos associated with arctic blasts, the North Wind, blizzards, and captivity. He manifests as a bearded, massively built warrior swathed in swirling winds and wielding a spear.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* Any



Helios [HEE-lee-ohs], "The Sun": Deity of Neutrality who is quite literally the (dying) sun. Helios is associated with light, warmth, fire, rebirth, blood, and power. He oft is depicted as a scarlet-skinned giant with a beard of fire.

- *Typical clergy:* clerics, druids, monks, priests, shamans
- *Typical followers:* Any



Kraken [KRA-kihn] (Khalk-Xu [kahlk-SHEU]), "The Dimensional Dweller": Deity of Chaos associated with extra-planar travel, outré dimensions, cosmic hunger, energy absorption, human sacrifice, time travel, illusion, duality, and reincarnation. He is said to manifest as a colossal octopus.

- ✶ *Typical clergy:* clerics, monks, priests, shamans
- ✶ *Typical followers:* Any (esp. Esquimaux, Vikings)



Krimmr [KRIH-mer]: Deity of Chaos associated with horses, volcanoes, smoke, ash, courage, bloodlust, iron, and steel. Krimmr is said to be a gigantic, bearded warrior with massive thews of stone and eyes that bleed lava. Kimmerians oft use his name as an expletive.

- ✶ *Typical clergy:* clerics, shamans
- ✶ *Typical followers:* Any (esp. Kimmerians, blacksmiths)



Kthulhu [kuh-THOO-loo]: Deity of Chaos associated with sorcery, necromancy, deviltry, witchcræft, nightmares, madness, exhilaration, destruction, and havoc. He presents as a winged octopodous being, immense in size.

- ✶ *Typical clergy:* clerics, monks, priests, shamans
- ✶ *Typical followers:* Any (esp. Esquimaux)



Lunaqqua [loo-NAH-kwuh]: Deity of Neutrality associated with moons, moths, cycles, time, tides, seafaring, lunacy, lycanthropy, and sorcery. Lunaqqua is said to manifest as a naked, voluptuous woman with glowing blue skin, yellow hair, and lambent white eyes; or, if enraged, as a colossal moth of frightening visage.

- ✶ *Typical clergy:* clerics, druids, monks, priests, shamans
- ✶ *Typical followers:* Any (esp. seamen)



Mordezzan [MAWR-de-zan]: Deity of Neutrality associated with death, graves, charnel houses, dogs, ghouls, hyænas, jackals, and carrion. He presents as a giant, emaciated, ghoul-like being with obsidian-coloured skin, eyes like burning coals, and elongated arms with skeletal talons.

- ✶ *Typical clergy:* clerics, monks, priests, shamans
- ✶ *Typical followers:* Any (esp. Ixians, necromancers)



Raven [RAY-vihn]: Deity of Neutrality associated with trickery, creation, gluttony, healing, hunger, licentiousness, light, selfishness, sorcery, and transformation. He transforms frequently, but usually manifests as a giant raven.

- ✶ *Typical clergy:* clerics, priests, shamans, purloiners
- ✶ *Typical followers:* Any (esp. half-blood Picts)



Rel [REL], "God of Thieves": Demigod of Neutrality associated with thievery, banditry, swindling, gambling, deception, backstabbing, ale, beer, luck, and gems and gold gained by means stealthy and nefarious. Rel is said to assume many faces, but usually presents as a swarthy, handsome man who wears a broad-brimmed hat and winged sandals.

- *Typical clergy:* clerics, priests, shamans, purloiners
- *Typical followers:* Any (esp. thieves)



Thaumagorga [thaw-muh-GAWR-guh]: Deity of Evil associated with Hades, dæmonism, torture, slavery, violence, war, bellicosity, and bloodletting. He manifests as a massive, heavily armoured dæmon-warrior who wears a great horned helm and wields a flaming two-handed scimitar.

- *Typical clergy:* clerics, druids, monks, priests, shamans
- *Typical followers:* Any



Tlakk-Nakka [tlahk-NAH-kuh]: Deity of Neutrality associated with spiders, death, poison, predation, murder, witchcræft, dreams, and fate. She is said to manifest as an enormous spider with the head of a crowned, raven-haired woman shewing jewel-black eyes.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* Any (esp. Ixians, Picts)



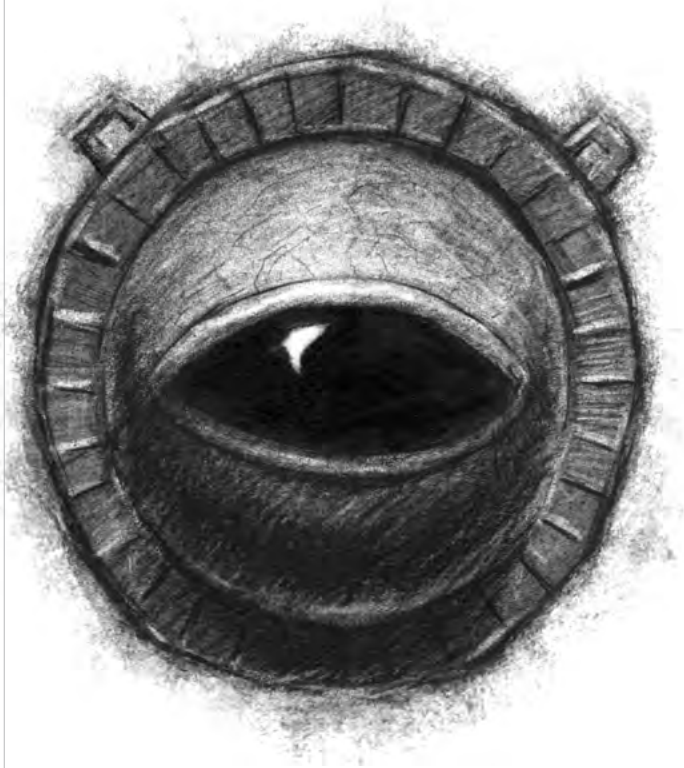
Ullr [YOO-ler]: Deity of Chaos associated with Viking longships, skis, shields, swordsmanship, bows of yew, rune sorcery, wolves, bears, sabre-tooths, piracy, and raiding. He oftest presents as a Viking berserker.

- *Typical clergy:* clerics, runegravers, shamans
- *Typical followers:* Any (esp. Vikings)



Xathoqqua [za-THAH-kwuh]: Deity of Chaos associated with life, death, reincarnation, pestilence, disease, luck, misfortune, cruelty, savagery, mischievousness, and sardonicism. He is portrayed as a colossal, sloth-bodied toad covered in brown-black fur, with massive, membranous wings.

- *Typical clergy:* clerics, monks, priests, shamans, purloiners
- *Typical followers:* Any (esp. common men, Hyperboreans)



Yig [YIHG] (Apep [A-pep]), "The Great Serpent": Deity of Law associated with snakes, reptiles, sorcery, necromancy, resurrection, and reincarnation. He is said to manifest as an enormous python.

- *Typical clergy:* clerics, monks, priests
- *Typical followers:* Any (esp. Ixians)



Yikkorth [YIH-kawrth], "The Ashen Worm": Deity of Neutrality associated with glaciers, icebergs, and cataclysms. It is said to present as a gigantic, pale white worm.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* Any (esp. cryomancers)



Ymir [EE-meer]: Deity of Chaos associated with mountains, snow, ice, mists, blizzards, and unbridled rage. He is said to manifest as a blue-bearded frost giant with a tremendous axe of ice-blue steel.

- *Typical clergy:* clerics, runegravers, shamans
- *Typical followers:* Any (esp. Vikings)



Yoon'Deh [YOON-day]: Deity of Neutrality associated with aurochs, elk, mammoths, migration, nature, wine, wild passion, and sacrifice (animal and human). She is said to manifest as an elk, a mammoth, or an antlered nymph.

- *Typical clergy:* clerics, druids, monks, priests, shamans
- *Typical followers:* Any (esp. Kelts)



Ythaqqa [ih-THA-kah], "The Wendigo" [WEN-dih-goh]: Deity of Neutrality associated with arctic winds, tundra, doom, ill fate, hopelessness, lost travellers, and misbegotten fools. It manifests as a gigantic, hairy, vaguely humanoid creature with glowing red eyes.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* Any (esp. Esquimaux)



Yug [YUHG] (Yog [YAHG]): Deity of Chaos associated with darkness, void, cannibalism, shapeless spawn (oozes, slimes, jellies), and like mutable forms (moulds, spores, and other fungi). He manifests as a black, protean mass, a nebulous cloud of yellow-brown spores that can swallow worlds.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* Any



SECONDARY SKILLS: Professional or trade skills typically developed from childhood to adolescence. They may have little overlap with the character's class, oft attributed to environment, upbringing, socio-economic status, and culture; e.g., the son of a potter likely is learned in the same craft, unless his father sent him to apprentice with his uncle, the saddler. So, a cleric may once have been a brewer of fine ales, a thief may have been a baker, a fighter may have served as a butcher's apprentice, and a magician may have experience as a cobbler.

Roll a d6 (for the column), followed by a d20 (for the row), to determine a secondary skill randomly; or, with referee approval, simply select one. This list hardly is representative of all professions possible, but it is suitable for game purposes. Specifics regarding a trade or profession may be developed: A miner might be a coal miner, copper miner, lead miner, or salt miner; an animal trainer might be a dog trainer, horse trainer, or mammoth trainer. Furthermore, if a result such as "limner / painter / sculptor" is generated, one might simply opt to have some background in sculpting, not necessarily all three art forms.

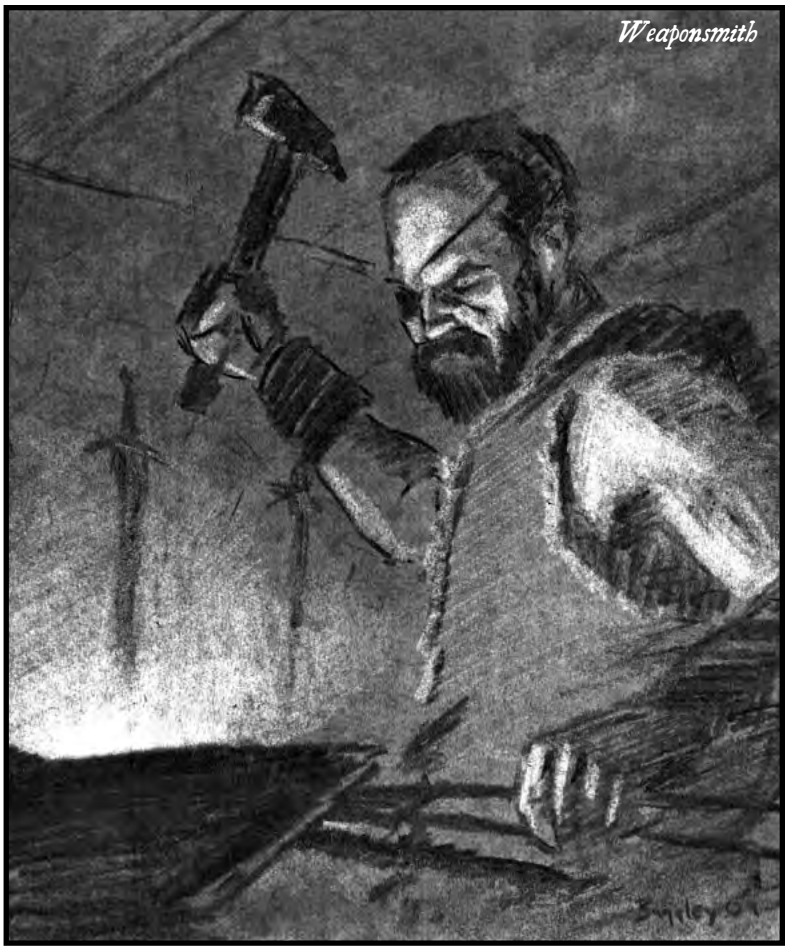


Table 42: Secondary Skills

d20 Roll	d6 Roll = 1–2	d6 Roll = 3–4	d6 Roll = 5–6
1	animal trainer	farmer	miller
2	armourer	fisherman / whaler	miner
3	atilliator	fuller	minstrel / musician
4	baker / cook	furrier / skinner	mortician
5	barber / dentist	gaffer / glazier	navigator
6	bar- / innkeeper	gaoler / turnkey	potter
7	black- / metalsmith	gardener	riverman / waterman
8	boat- / shipwright	gem cutter / jeweller	roofer / thatcher
9	bookbinder	grocer	roper
10	bowyer / fletcher	guard / watchman	sailor / seaman
11	brewer / vintner	herdsman / pack handler	scribe / scrivener
12	butcher / salter	hunter / trapper	soldier / mercenary
13	carpenter	labourer / yardman	stabler
14	cart- / wainwright	leatherworker / saddler / tanner	stevedore
15	chandler	limner / painter / sculptor	sword- / weaponsmith
16	charcoaler / peatman	linkboy / messenger	tailor / weaver
17	clothier / dyer	locksmith	teamster
18	cobbler / shoemaker	logger / woodcutter	tinker
19	cooper	mason / slater	wheelwright
20	engineer	merchant / monger	wire drawer

WEAPON SKILL

Each character class entry includes a list of *favoured weapons*. Fighters, fighter subclasses (barbarians, berserkers*, cataphracts, huntsmen, paladins, rangers, warlocks), runegravers (a cleric subclass), and bards (a thief subclass) may take up any weapon and wield it with adequate confidence and proficiency. This adaptability stems from training in a variety of weapon combat styles.

Other classes have a more limited *favoured weapons* list, which is not to say that members of such a character class are barred from the use of any particular weapon; rather, they are familiar with a selection of weapons that may expand over time, should a player elect for his character to develop additional weapon skills. In short, nothing precludes a magician from skilfully wielding a long sword. If, however, a newly acquired weapon is used without adequate practice and training, the wielder will be disadvantaged; the degree to which depends on his class.

* Berserkers can indeed wield any arm, but in general are opposed to the use of ranged weapons.

Table 43: Unskilled Weapon Attack Penalty

Character Class	Attack Penalty
Magician	−4
Cryomancer	−4
Illusionist	−4
Necromancer	−4
Pyromancer	−4
Witch	−4
Cleric	−2
Druid	−2
Monk	−2
Priest	−4
Shaman	−4
Thief	−2
Assassin	−2
Legerdemainist	−2
Purloiner	−2
Scout	−2

Unskilled Weapon Attack Penalty Table Defined: When a character wields a weapon with which he is unfamiliar (i.e., has minimal or no prior experience), he suffers the indicated attack penalty. *N.B.:* Fighters (and their subclasses), runegravers, and bards are excluded from Table 43, as they begin play with a *favoured weapons* list of "Any". However, circumstance might present in which one of these characters takes up a completely foreign weapon; in such instances, the referee may impose a –1 attack penalty for a limited time, but the character will soon adapt and become proficient.

Acquiring New Weapon Skills: As noted, each character class begins play with a selection of *favoured weapon* skills, the weapons with which he is generally familiar and which he can use proficiently. New weapon skills may be added at 4th, 8th, and 12th levels. Learning a new weapon skill is dependent upon training and practice. A player can defer the development of a new weapon skill (or the referee might impose a delay) if proper practice and training are not possible. Classes whose *favoured weapons* are "Any" need not concern themselves with the addition of new weapon skills, unless they are exposed to weird or alien weapons outside the human experience.

WEAPON MASTERY: Fighters and their subclasses are eligible for *weapon mastery*. The fighter and cataphract begin play with two *mastered* weapons; other fighter subclasses begin play with one *mastered* weapon. *Weapon mastery* is specific to an individual weapon type. For example, *mastery* of the battle axe does not imply that one is also a *master* hand axe wielder. Likewise, *mastery* of a short bow does not imply *mastery* of a composite short bow, and so on.

Weapon mastery is conditional upon level training. Eligibility for additional weapon specializations occurs at 4th, 8th, and 12th levels (unless the player elects to delay such training). *Mastery* requires an intense regimen and might be accomplished under the tutelage of one who has already *mastered* the weapon, or perhaps by personal training, war, battle, and adventure. *Weapon mastery* confers the following benefits:

- +1 attack bonus
- +1 damage bonus
- Increased attack rate (see p. 113: Table 44)
- Bow and crossbow *masters* gain additional +1 attack bonus at point-blank range (for +2 total)
  - Bow point-blank range = 6–30 feet
  - Crossbow point-blank range = 6–50 feet

Grand Mastery: Fighters (but not their subclasses) may opt to forgo one of their additional *mastered* weapons at 4th, 8th, or 12th level in favour of further training with a single, previously *mastered* weapon. These *grand masters* receive an additional +1 attack bonus and +1 damage bonus with the specified weapon. Their attack rates remain as reflected on p. 113: Table 44; thus, a 4th-level fighter with *grand mastery* of the longbow would attack twice per round at +2 on attack rolls and +2 damage (or +3 on attack rolls and +2 damage at point-blank range).

MELEE ATTACK RATE / MISSILE ROF: Unless a character possesses *weapon mastery* (fighter-types only), he employs melee weapons at an attack rate of 1/1 (one attack per combat round). Several missile weapons, however, enjoy a superior rate of fire (*ROF*), even in the hands of non-fighters; this ROF, however, is reduced if a combatant elects to move and fire (see Vol. III, p. 251: Combat Actions, *missiles*).

Melee attack rate is independent of missile rate of fire; e.g., a thief can hurl daggers at a rate of 3/2 (three every two rounds), but once melee is engaged, he attacks once per round (see Vol. III, p. 244: Combat, *action resolution*). The following table displays the base melee attack rate and missile rate of fire (for both skilled and unskilled users) and the improved attack rate for *weapon masters*.

Table 44: Attack Rate / Rate of Fire

Melee Combat	Attack Rate (Base)	Attack Rate (Master 1st–6th)	Attack Rate (Master 7th–12th)
Melee Weapon (Close-Quarter)	1/1*	3/2	2/1
Missile Combat	**Rate of Fire (Base)**	**Rate of Fire (Master 1st–6th)**	**Rate of Fire (Master 7th–12th)**
Blowgun	1/1	3/2	2/1
Bow	3/2	2/1	5/2
Crossbow, Heavy	1/2	1/2	1/1
Crossbow, Light	1/1	1/1	3/2
Dagger	3/2	2/1	5/2
Dart	2/1	5/2	3/1
Lasso	1/2	1/2	1/1
Sling	1/1	3/2	2/1
Other Hurled Weapons**	1/1	3/2	2/1

* At 7th level, fighters and their subclasses improve to 3/2.
** Bola, boomerang, hooked throwing knife, net, etc.

Attack Rate / Rate of Fire Table Defined:

- **1/2** = one attack every two rounds
- **1/1** = one attack per round
- **3/2** = one attack one round, two attacks the next round
- **2/1** = two attacks per round
- **5/2** = two attacks one round, three attacks the next round
- **3/1** = three attacks per round

COINAGE

MINTING: Five major coin types are minted in Hyperborea: the platinum piece (pp), gold piece (gp), electrum piece (ep), silver piece (sp), and copper piece (cp). Minted coins typically are cast with the image of a deity, sovereign, or legendary figure; others might be stamped with a crest, a rune, or another symbol. In the City-State of Khromarium, for example, the image of the toad god Xathoqqua graces many a gold coin.

Coin Weight: Typically minted coins are of betwixt two- and three-pennyweight size, so a single coin weighs about 1/100th of a pound. When considering coin stowage and encumbrance, 100 coins equal about one pound of weight. Ingots, bars, or "bricks" also may be used, which might have a value of 100 or more coins. Ingots are oblong in shape and usually worth their weight in coins; e.g., a three-pound silver ingot is worth 300 sp.

Nonstandard Coin Types: Other coins might be found throughout the realm, including bronze pieces (bp), which are equal in value to copper pieces. In other instances, heavy coins may have multiplied values. For example, a treble-weight gold piece would have a 3-gp value, and so on.

STANDARD EXCHANGE RATE: A suggested monetary exchange rate is supplied in Table 45. Some referees might desire to alter coin values in different cities and regions. If so, the conversions below are suggested as a standard for centres of commerce, such as the City-State of Khromarium.

Table 45: Monetary Exchange

Exchange	pp	gp	ep	sp	cp
pp	1:1	1:5	1:10	1:50	1:250
gp	5:1	1:1	1:2	1:10	1:50
ep	10:1	2:1	1:1	1:5	1:25
sp	50:1	10:1	5:1	1:1	1:5
cp	250:1	50:1	25:1	5:1	1:1

INITIAL FUNDS: Each new character receives a onetime allotment of 3d6×10 gp. This money may be used to purchase new equipage; more accurately, it reflects the total value of the character's personal belongings at the start of his adventuring career. The character is assumed already to be outfitted with *normal clothing*, *normal boots* or *shoes*, *belt*, and *cloth cloak* or *heavy cloth coat* (qq.v.).

EQUIPAGE

This section lists *armour*, *shields*, *weapons*, and *general equipage* available for characters to purchase and then use whilst adventuring. Note that some classes have specific *armour allowed*, *shields allowed*, and/or a *favoured weapons* list (see p. 10: Classes, *class terms and definitions*). Using your character's initial 30–180 gold pieces (3d6×10), he may purchase armour, weapons, and other equipage.

ARMOUR: Armour provides the base armour class of the character, which can be adjusted further by dexterity, shield, sorcery, and other modifiers. Armour also informs character movement rate. The following armour types are presumed to include suitable limb protection and headgear (e.g., leather armour will include a reinforced leather cap; chain mail, a coif; field or full plate, a great helm).

Donning Armour: Girding oneself in light armour requires about 1–3 minutes (6–18 rounds); medium armour, about 1–6 minutes (6–36 rounds); and heavy armour, 10 minutes (1 turn) or more.

Table 46: Armour

AC	Type	Cost	Damage Reduction (DR)	Weight (lbs.)	Weight Class	Movement (MV)
9	None	—	0	—	—	40
8	Padded	10 gp	0	10	Light	40
7	Leather	15 gp	0	15	Light	40
6	Studded	25 gp	0	20	Light	40
6	Scale	50 gp	1	25	Medium	30
5	Chain Mail	75 gp	1	30	Medium	30
5	Laminated	75 gp	1	30	Medium	30
4	Banded Mail	150 gp	1	35	Medium	30
4	Splint	150 gp	1	35	Medium	30
3	Plate Mail	350 gp	2	40	Heavy	20
2	Field Plate	1,000 gp	2	50	Heavy	20
1	Full Plate	2,000 gp	2	60	Heavy	20

Armour Table Defined:

AC: The base armour class imparted by the armour type. Armour condition can modify its class; for instance, partially corroded chain mail might be treated as AC 6.

Type: The basic armour name, described hereafter.

Cost: The usual cost in gold pieces.

Damage Reduction (DR): The number subtracted from damage rolls made against a character wearing the corresponding armour type. This adjustment can potentially reduce damage to 0. Damage reduction applies to melee and missile attacks, but not traps, falling damage, poison, flaming oil, or most spells.

Weight: The armour's typical weight in pounds.

Weight Class: Assessment of the armour's mass and/or bulkiness. This classification correlates with movement rate.

Movement (MV): The number of feet per round (10 seconds) a character can move when wearing the respective armour type. Light armour allows 40 MV, medium allows 30 MV, and heavy allows 20 MV. Each of these rates may be doubled should the character elect to run or charge (see Vol. III, p. 254: Combat Actions, *movement*).

Armour Descriptions:

(AC 8) Padded (Quilted) Armour: Layers of cloth sewn together, with cotton or wool sandwiched betwixt.

(AC 7) Leather Armour: Leather boiled in oil or water, shaped, and moulded; alternatively, leather scales sewn onto a cloth or soft leather backing. Outland tribes (barbarians) might fashion similar armour from the hides and furs of wild and exotic beasts.

(AC 6) Studded Armour: Leather or heavy cloth armour studded with small metal plates. This construction is called *ring mail* when metal rings are sewn onto such a backing, or *brigandine* when scales are riveted betwixt two layers of soft leather, the rivets protruding from the exterior. Barbaric cultures might stud leather or hide armour with bits of bone or horn.

(AC 6) Scale Armour: Suit of small, overlapping metal scales (like those of a fish) sewn or riveted onto a padded or soft leather backing. Outland tribes might use mammoth hide or horn to derive similar armour.

(AC 5) Chain Mail: Mesh suit or knee-length coat of small, interlocking metal rings. A layer of fabric or soft leather is worn underneath.

(AC 5) Laminated Armour: Cuirass of segmented and hinged strips of steel riveted onto leather straps, laced together, and worn over a cloth undercoat. Leg protection may include a leather skirt studded with small metal plates, or mail of similar design.

(AC 4) Banded Mail: Articulated metal bands worn over or laced through a suit of light chain mail. Felt or soft leather padding is worn underneath.

(AC 4) Splint (Lamellar) Armour: Articulated metal splints of variable size laced together and worn over a soft leather or felt undercoat.

(AC 3) Plate Mail: Chain mail reinforced with large metal plates that protect the head, trunk, arms, and legs.

(AC 2) Field Plate: A knight's harness; a suit of interlocking, laminated plates worn over cloth padding. Field plate breathes poorly, leading to heat and exhaustion. (Limited availability; consult referee.)

(AC 1) Full Plate: A knight's "full harness"; interlocking, articulated, riveted plate armour, sometimes ribbed to deflect blows. It includes a minimum of mail used to protect exposed areas (armpits, crooks of elbows and knees, and groin) and is worn over cloth padding. Full plate breathes poorly, leading to heat and exhaustion. (Limited availability; consult referee.)

SHIELDS: The shield is a standard protective measure and AC modifier versus blows and missiles. Most shields are of hardwood covered with leather or animal hide, bossed and edged with iron or steel; some are crafted entirely of metal. Shields reduce (improve) AC; however, this bonus does not apply to attacks from the rear.

Table 47: Shields

Type	Cost	Weight (lbs.)	Melee Defence Modifier	Missile Defence Modifier
Small	5 gp	5	+1	+1
Large	10 gp	10	+1	+2
Two-handed	15 gp	20	+2	+3

Shields Table Defined:

Type: The basic shield name, described hereafter.

Cost: The usual cost in gold pieces.

Weight: The shield's typical weight in pounds.

Defence Modifier: Shields provide an AC bonus. Each +1 bonus reduces the character's AC by 1. This AC bonus presumes a front or front flank attack and does not apply to rear attacks. Two defence modifier columns apply: one versus melee attacks and one versus missile attacks.



Shield Descriptions:

Small Shield: A small kite, oval, rectangular, or round shield typically one to two feet in diameter; includes forearm straps. A small shield may be worn on the forearm whilst the character employs a bow or other two-handed weapon; however, no AC bonus is derived at this time. The small shield also can be used as a bashing weapon for 1d2 hp damage, though again no AC bonus is enjoyed whilst so used.

Large Shield: A large kite, oval, rectangular, or round shield typically two to three feet in diameter; includes a chest strap so that it may be slung over one's back or shoulders. The large shield also can be used as a bashing weapon for 1d2 hp damage, though no AC bonus is derived whilst so employed.

Two-handed Shield: A massive shield, five to six feet tall; must be borne with both hands. This shield typically provides cover for advancing foot soldiers, archers, or sorcerers.



MELEE WEAPONS: Hand-to-hand combat weapons. Those with a listed *Range* value also can be hurled.

Table 48: Melee Weapons

WC	Type	Cost	Weight (lbs.)	Range (S/M/L)	Damage
0	Cæstuses	1 gp	—	—	+1
0	Garrotte (+)	1 gp	—	—	1d3
1	Axe, Hand	5 gp	2	15/30/45	1d6
1	Club, Light	1 gp	2	10/20/30	1d4
1	Dagger	4 gp	1	10/20/30	1d4
1	Flail, Horseman's (↲)	5 gp	3	—	1d6
1	Hammer, Horseman's	5 gp	3	10/20/30	1d6
1	Mace, Horseman's	4 gp	3	—	1d6
1	Pick, Horseman's (Ω)	5 gp	3	—	1d6
1	Sickle	3 gp	2	—	1d4
1	Sword, Short	10 gp	3	—	1d6
1	Sword, Short, Falcata	10 gp	3	—	1d6
1	Sword, Short Scimitar	10 gp	3	—	1d6
2	Axe, Battle	10 gp	5	—	1d8 (1d10)
2	Club, War	3 gp	4	—	1d6 (1d8)
2	Hammer, War	10 gp	5	—	1d8 (1d10)
2	Javelin	3 gp	3	20/40/80	1d4 (1d6)
2	Mace, Footman's	10 gp	5	—	1d8 (1d10)
2	Morning Star (Ω)	15 gp	5	—	1d8 (1d10)
2	Pick, War (Ω)	15 gp	5	—	1d8 (1d10)
2	Sword, Long (or Broad)	20 gp	4	—	1d8 (1d10)
2	Sword, Scimitar	20 gp	4	—	1d8 (1d10)
3	Flail, Footman's (↲ +)	10 gp	10	—	1d10
3	Quarterstaff (↔)	5 gp	5	—	1d6
3	Spear, Short (^)	4 gp	5	15/30/45	1d6 (1d8)
3	Spiked Staff (+ ^ #)	15 gp	7	—	1d10
3	Sword, Bastard	30 gp	5	—	1d8 (2d6)
4	Axe, Great (+ #)	20 gp	10	—	2d6
4	Halberd (+ ^ #)	15 gp	8	—	1d10
4	Hammer, Great (+ #)	20 gp	10	—	2d6
4	Mace, Great (+ #)	20 gp	10	—	2d6
4	Spear, Long (^)	5 gp	7	—	1d6 (1d8)
4	Sword, Two-handed (+)	40 gp	6	—	3d4
4	Sword, Two-handed Scimitar (+)	40 gp	6	—	3d4
4	Trident (^)	10 gp	6	10/20/30	1d6 (1d8)
5	Lance (^ ∇ o)	15 gp	8	—	1d8
5	Spear, Great (+ ^ ∇)	7 gp	9	—	1d8
5	Whip	1 gp	2	—	1d2
6	Pike (+ ^)	7 gp	12	—	1d8



Melee Weapons Table Defined:

WC: Weapon class (WC) accounts for the relative length and function of melee weapons. Larger class numbers indicate greater range, allowing the wielder to strike before a lower-class weapon in the initial moments of combat if the WC difference is 2 or greater (see Vol. III, p. 244: Combat, *initiative*; p. 248: Combat Actions, *melee*). The largest weapon classes (5 and 6) oft will prove unwieldy in tight quarters.

Type: The basic weapon name, described hereafter.

Cost: The usual cost in gold pieces.

Weight: The weapon's typical weight in pounds; an entry of "—" indicates negligible weight.

Range: Standard ranges for missile weapons (launched and hurled) are *short* (S), *medium* (M), and *long* (L). Each value represents the weapon's effective range in *feet* indoors (e.g., dungeon, castle, cave) and *yards* outdoors (e.g., wilderness, sea). Short-range shots suffer no penalties, medium-range shots suffer –2 attack penalties, and long-range shots suffer –5 attack penalties. A minimum distance of six feet is required to fire any missile.

Damage: The hit points of damage a weapon inflicts. Some weapons have a second damage range noted in parentheses. If such a weapon is used in conjunction with a shield or an off-hand weapon, the first damage range applies; used by itself (with two hands), the parenthetical range applies. Hurled weapons always utilize the smaller damage range.

Melee Weapons Table Annotations:

(↵) = Ignores AC bonus provided by opponent's shield (if any).

(Ω) = +1 attack bonus versus opponents wearing plate armour (plate mail, field plate, full plate).

(+) = A "true" two-handed melee weapon; must be wielded with two hands.

(↔) = +1 AC bonus versus melee attacks; must be wielded with two hands.

(^) = Double damage dice (apply modifiers after) when set to receive a charge.

(#) = Weapon has a 4-in-6 chance to dismount a rider on a natural *19* or *20* attack roll.

(∇) = Double damage dice (apply modifiers after) when used from a charging mount.

(o) = Base damage improves to 1d10 when mounted on a heavy warhorse.

Melee Weapon Descriptions:

Axe: A single-edged chopping blade affixed to a haft of reinforced wood. *Hand axes* have 1½-foot hafts, feature heavy convex heads with four-inch cutting edges, and are suitable for throwing; the hand axe is a fine horseman's weapon. *Battle axes* (or *war axes*) are of heavier blade and longer haft (from two to three feet in length). *Great axes* have hafts of three feet or longer and require two-handed use. Axe blades can be double-bitted, or have a rear fluke or hammer, and many feature a head and/or butt spike.

Cæstuses: Leather thongs wrapped around the hands and weighted with iron or lead plates or spikes. Cæstuses provide an enhancement (+1 damage bonus) to *pummelling*, a form of unarmed combat (see Vol. III, p. 248: Combat Actions, *melee*) and to a monk's *empty hand* attack (see p. 68: Cleric Subclasses, *monk*).

Club: A short, stout length of wood with a blunt head and narrow handle that might be drilled and fitted with a thong of leather. Some clubs are reinforced with strips of metal. The *light club* is suitable for hurling and typically has a smooth, rounded head. The larger, heavier *war club* can be wielded one- or two-handed and may radiate spikes or nails from its wide head.

Dagger: A straight or curved blade, single- or double-edged, about one foot in length protruding from a hilt of five to six inches; may also include a guard and pommel. Daggers are used primarily in close-quarter fighting, but also are suitable for throwing. This weapon class includes all manner of *knives*. Longer, heavier knives (10- to 15-inch blades) oft are used for hunting or chopping brush; they are unsuitable for throwing. *N.B.:* In rare cases *silver daggers* can be purchased for 25 gp.

Flail: A short rod or mace head linked by a chain or hinge to a shaft. The lighter *horseman's flail* is more likely to be connected by a chain, whereas the heavier *footman's flail* ofter features a hinge. Flails can bypass opponents' shields, negating AC bonuses derived therefrom.

Garrotte: A handheld ligature of rope or cord, oft with a small wooden handle at each end. The garrotte is used to throttle from behind an unaware man or quasi-man of equivalent or smaller size (a *rear attack*; see Vol. III, p. 242: Combat, *attack modifiers*). This weapon is ineffective versus inhuman beasts, manlike creatures of larger size than the assailant, or any target aware of the attack; it likewise cannot harm anyone who wears a great helm (included with field plate and full plate armour).

- ✶ Upon a successful attack roll, the garrotte inflicts a base 1d3 hp damage (modified by strength *damage adjustment*, if applicable).
- ✶ If the damage total overcomes any damage reduction (DR) enjoyed by the target, then the victim also must make an *avoidance* save. However, if a skilled garrotter rolls a natural *20*, then no *avoidance* save is allowed; a *master* garrotter can achieve the same result on a natural *19* or *20*.
- ✶ If the save is successful, or if the garrotte's damage is negated by damage reduction, then the target may react freely.

- If the save is failed (or disallowed), then the target is considered *grappled* (see Vol. III, p. 248: Combat Actions, *melee*). He may attempt to escape in the usual manner on subsequent rounds. The garrotte also may be cut with a dagger in 1d4 rounds.
- Unless and until the victim breaks free, the attacker can continue to inflict 1d3 hp damage per round (modified by strength *damage adjustment*, if applicable) by maintaining tension.
- If the victim has not escaped after 3 rounds of strangulation, then he must make a *test of constitution* or asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*).

Halberd: A two-handed pole-arm with a six- to eight-foot, metal-banded haft, featuring a socketed, heavy axe blade opposed by a pointed fluke or hook, and headed with a spear point or sabre-like blade. For gaming purposes, the halberd as a weapon category subsumes other *pole-arms* and *pole-axes*, including *bills*, *fauchards*, *gisarmes*, and *glaives*. If the campaign calls for an alternative pole-arm type, simply use halberd statistics; however, some pole-arms are more pike- or spear-like, so referee discretion is advised.

Hammer: An iron or steel head (flat, rounded, or spiked) mounted on a haft that oft is reinforced with metal. Many hammers feature top or butt spikes for thrusting and rear flukes or even axe heads. The *horseman's hammer* has a short haft (about one foot long) and may be thrown or wielded in melee; too, it is well suited to mounted combat. The *war hammer* has a longer haft and may be used one- or two-handed. The *great hammer* has a haft of three to four feet in length and must be wielded with two hands.

Javelin: A light spear of four- to six-foot length with a socketed, metal head. This category also includes the *pilum*, a short spear with a long, socketed, iron head of barbed or pyramidal point.

Lance: A specialized form of the spear, weighted to be couched and wielded in one hand from horseback and frequently 12 feet or longer. Afoot it must be wielded in two hands, or else cut down to a manageable length.

Mace: A stout haft bound with metal and/or topped with a metal head. The head may be rounded or cylindrical, and smooth, flanged, or spiked (cf. *morning star*), but its primary purpose is to deliver crushing blows. The lighter *horseman's mace* has a haft about two feet long. The heavier *footman's mace* has a haft about three feet long and can be used one- or two-handed. The *great mace* has a haft three to four feet long and must be wielded with two hands.

Morning Star: A heavy mace with a round or cylindrical metal head, radiating numerous spikes well suited to penetrating plate armour. Morning stars have hafts three feet in length and can be used one- or two-handed. Sometimes referred to as a *holy water sprinkler*, a morning star may be forged to include a socket within which clerics might insert a phial of *holy water* (q.v.).

Pick: A curved or straight spike attached to a reinforced haft, designed to penetrate plate armour. The light *horseman's pick* has a haft of about two feet in length and is well suited to mounted combat; the *war pick* has a haft of about three feet and can be used one- or two-handed. In some instances the spike is divided into several prongs and may jut out of a hammer head; in other cases spikes may protrude from the side of the head.

Pike: An exceptionally long and heavy spear oft reinforced with metal bands. The short version is 15–18 feet in length, the longer version up to 24 feet; the latter may be termed the *great pike*. In dense formations pikes present an almost impenetrable forest of deadly spearheads, but in isolation they are of limited use.

Quarterstaff: A thick shaft of wood typically five to seven feet in length, usually shod in iron, and possibly spiked at the ends. The quarterstaff is wielded with two hands: one hand gripping near the centre, the other hand at the "quarter" length. It is a superior parrying weapon due to its balance, length, and reinforcement.

Sickle: A curved, semi-circular blade (smooth or serrated) mounted to a short handle of wood. The inside of the blade's curve is the sharper.

Spear: A shaft of wood topped with a blade or spike of variable length and shape, sometimes exhibiting wings and a butt spike. A *short spear* is 5–7 feet in length, can be wielded in one or two hands, and is effective both as a melee and a missile weapon. The *long spear* is 7–10 feet in length and can be wielded one- or two-handed, but not hurled. The *great spear* is 10–12 feet in length, must be wielded two-handed, and can prove unwieldy outside of armed formations.

Spiked Staff: A combination of heavy war club and spear: a wooden shaft five feet in length, thicker at one end (four-inch diameter) and tapered at the other (two-inch diameter). The thicker end is shod in metal and topped with a heavy metal spike of 6- to 12-inch length. This weapon is well suited to dismounting riders.

Sword: A straight or curved blade protruding from a hilt of wood or metal. A sword can be single- or double-edged, rounded or pointed; sometimes the blade is grooved to lighten and reinforce it. Hilts are of various sizes and configurations, and they may include pommels, quillons, and hand guards that range from simple to elaborate.

- *Short sword:* Straight, double-edged sword with a blade of 18–24 inches and hilt of 5–6 inches.
- *Falcata:* Forwards-curving, single-edged short sword with blade edge on the concave side.
- *Short scimitar:* Backwards-curving, single-edged short sword with blade edge on the convex side.

- *Long sword* (and *broad sword*): Straight, double-edged sword with blade of 32–42 inches and a hilt of 5–9 inches; some *long swords* are single-edged, and some *broad swords* might feature wider blades.
- *Scimitar:* Backwards-curving, single-edged long sword with blade edge on the convex side.
- *Bastard sword:* The *hand-and-a-half sword* is similar to the long sword, except the hilt is longer (about 12 inches), allowing for superior two-handed use.
- *Two-handed sword:* Straight, double-edged blade of four to five feet with a hilt of 12–15 inches; sometimes referred to as a *great sword*.
- *Two-handed scimitar:* Backwards-curving, single-edged two-handed sword with a four-foot blade, a hilt of 12 inches, and the blade edge on the convex side; sometimes referred to as a *great scimitar*.

Trident: A three-pronged spearhead mounted on a reinforced shaft five to six feet in length. It may be wielded one- or two-handed and is suitable for hurling.

Whip: A 12- to 15-foot braided lash of leather that is thicker at the handle and tapers to a single cord at the end. It is mostly ineffective versus armoured opponents, but its report can cause some animals to flee (see Vol. III, p. 247: Combat, *morale*). A skilled wielder can use this weapon to entangle a Small or Medium opponent; an attempt to enwrap the legs of a Large, four-legged beast may be made at a –4 penalty on the attack roll.

- Entangle attempt (as opposed to a simple attack) must be declared in advance.
- The attack roll must exceed the required score by 5 or more; a whip *master*, however (see p. 112: Weapon Skill, *weapon mastery*), need only beat the opponent's AC by 2.
- An entangled foe is *prone* (see Vol. III, p. 241: Combat, *attack modifiers*).
- The entangled may attempt to break or slip free with a *test of strength* or *dexterity* (see p. 7: Attributes, *strength* and *dexterity*), or he may use a small blade to cut himself free.



The Graveyard

MISSILE WEAPONS: True projectile weapons, several of which are properly missile launchers. As weapon class (WC) is strictly a melee consideration, it does not apply to missile weapon attacks.

Table 49: Missile Weapons

Type (Hurled)	Cost	Weight (lbs.)	Range (S/M/L)	Damage
Bola (↗)	3 gp	2	15/30/45	1d2
Boomerang (↗)	1 gp	1	50/100/150	1d4
Dart (↗)	1 gp	1	15/30/45	1d3
Hooked Throwing Knife (↵ ↗)	20 gp	2	30/60/90	1d6
Lasso	3 gp	3	20 feet	–
Net, Fighting	5 gp	7	10 feet	–
Stone (↗)	–	1	30/60/90	1
Type (Launched)	**Cost**	**Weight (lbs.)**	**Range (S/M/L)**	**Damage**
Blowgun	5 gp	1	30/60/90	1
Bow, Long- (↗)	60 gp	3	70/140/210	1d6
Bow, Long-, Composite (↗)	100 gp	3	80/160/240	1d6
Bow, Short	20 gp	2	50/100/150	1d6
Bow, Short, Composite	50 gp	2	60/120/180	1d6
Crossbow, Heavy	25 gp	10	80/160/240	1d6+2
Crossbow, Light	15 gp	5	60/120/180	1d6+1
Crossbow, Light, Repeating	100 gp	6	50/100/150	1d6
Sling (↗)	2 gp	1	50/100/150	1d4

Missile Weapons Table Defined:

Type: The basic weapon name, described hereafter.

Cost: The usual cost in gold pieces.

Weight: The weapon's typical weight in pounds.

Range: Standard ranges for missile weapons (launched and hurled) are *short* (S), *medium* (M), and *long* (L). Each value represents the weapon's effective range in *feet* indoors (e.g., dungeon, castle, cave) and *yards* outdoors (e.g., wilderness, sea). Short-range shots suffer no penalties, medium-range shots suffer –2 attack penalties, and long-range shots suffer –5 attack penalties. A minimum distance of six feet is required to fire any missile.

Damage: The hit points of damage a weapon inflicts.

Missile Weapons Table Annotations:

(↵) = Ignores AC bonus provided by opponent's shield (if any).

(↗) = Strength *damage adjustment* applies.

(↗) = Strength *damage adjustment* applies only if draw weight is adjusted for the archer.

Missile Weapon Descriptions:

Blowgun: A simple reed or wooden pipe used to propel small darts by blowing forcefully through one end. Blowgun darts do little damage alone and generally are used to deliver poisons from range.

Bola: A set of strong cords weighted with spherical or ovoid balls of metal or stone. The cords are gripped together, forming a handle with which the user whirls the weapon above his head and casts it to subdue his target. Typically this weapon does not damage opponents in heavy armour, but it can still knock them down.

- ✶ If the bola strikes a Small or Medium target, the victim is held fast unless he makes an *avoidance* saving throw.
- ✶ If a skilled bola hurler rolls a natural 20, then no *avoidance* save is allowed, and the target's neck is struck, causing 1d3 hp strangulation damage per round (unless the target wears a great helm, which is included with field plate and full plate armour). A *master* bola hurler can achieve the same result on a natural 19 or 20. If the victim has not escaped after 3 rounds of strangulation, then he must make a *test of constitution* or begin to suffer the effects of asphyxia (see Vol. III, p. 263: Special Damage, *asphyxia*).
- ✶ Breaking free of the bola requires 1d2 rounds, using a *test of strength* or *test of dexterity* (see p. 7: Attributes, *strength* and *dexterity*).

Boomerang: A curved, flat piece of wood that functions as a light throwing club. If hurled by a skilled user, the boomerang will return to the thrower. Completing the circuit requires lateral movement of one to eight feet for a skilled user, though no lateral movement is required for a boomerang *master*. Boomerangs cannot be made to return if indoors (e.g., dungeon, castle, cave); some are not designed for return at all.

Bow: A curved stave of wood, the ends of which are joined by a taut string. An *arrow* (feathered shaft of wood) is fit to the string by a notch, drawn to greater tension, and launched.

- *Short bows* are three to four feet long.
- *Longbows* are five to six feet long.
- *Composite bows* are recurved, with staves of wood, sinew, and horn.

The draw weight of *longbows* and *composite longbows* can be adjusted to match the strength of the shooter, thus allowing strength *damage adjustment* to apply (see p. 7: Attributes, *strength*). *N.B.:* One must have 9 strength or greater to pull a longbow (composite or self).

Crossbow: A bow of wood or metal mounted crosswise on a stock with trigger. The ends of the bow are fit with a taut string. *Bolts* (short, heavy arrows, sometimes called *quarrels*) are loaded by pulling the string back until it locks onto a nut on the stock.

- *Heavy crossbows* fire heavy bolts, require mechanisms such as windlasses or crannequins (though they might use goat's foot levers, too), and can be shot every two rounds.
- *Light crossbows* fire light bolts, are typically loaded with two hands using a claw and belt or a goat's foot (the latter more popular with horsemen), and can be shot once per round.
- The *repeating crossbow* is a specialized form of light crossbow that shoots light bolts thrice per round. This rarely available crossbow is equipped with a magazine that holds 9 or 12 missiles. Repeating crossbows are highly unreliable; any attack roll of a natural 1–3 results in the mechanism jamming, requiring 1d3 rounds to repair. A repeating crossbow's rate of fire cannot be improved by character ability (i.e., *weapon mastery*) or sorcery such as the *haste* spell (q.v.).

Dart: Small, hand-hurled missile with a barbed metal head and a feathered shaft for stabilization.

Hooked Throwing Knife: A three-, four-, or five-pronged, metal hurling weapon, 12–18 inches in diameter. Each prong projects a single-edged, hooked or curved blade of four- to six-inch length (though one prong might be bladeless, serving as the weapon's primary handle). This missile can strike and curl over a defender's shield, effectively bypassing it. Five-pronged versions (in which each prong supports a curved blade) have distinctive star shapes; some practitioners refer to this type as a *glaive* (not to be confused with the pole-arm of the same name).



Lasso: A looped rope, usually 20–30 feet long, designed to be thrown over a target within 20 feet and tightened when pulled. It is typically used to herd animals or to pull a man off a horse. The lasso is made of stiff or weighted rope so that the noose stays open when cast.

- An attack roll must be made, and if successful, the target is allowed an *avoidance* saving throw to elude ensnarement.
- The ensnared is effectively *prone* (see Vol. III, p. 242: Combat, *attack modifiers*) as long as the lassoer continues to exert pressure.
- A lassoer can constrain a target of Small or Medium size. A lassoer on horseback can control a Large creature, though exceptions will apply, per referee discretion (e.g., a mounted roper may be able to lasso a **woolly mammoth**, but in short order he would be pulled from his horse and dragged as the beast wills).
- If a skilled lassoer rolls a natural *20*, then no *avoidance* save is allowed, and the target's neck is lassoed, causing 1d3 hp strangulation damage per round (unless the target wears a great helm, which is included with field plate and full plate armour). A *master* lassoer can achieve the same result on a natural *19* or *20*. If the victim has not escaped after 3 rounds of strangulation, then he must make a *test of constitution* or begin to suffer the effects of asphyxia (see Vol. III, p. 263: Special Damage, *asphyxia*).
- An *extraordinary feat of strength* can break a lasso; otherwise, 1d4 rounds of cutting will sever it.

Net, Fighting: A circular, 10-foot-diameter mesh net weighted at the ends with balls of lead. A drawstring rope loops through the circumference. The user wraps both ends of the drawstring rope around his casting arm. He then lashes the net, attempting to enwrap a target within 10 feet, which must be of Small or Medium size.

- If a hit is scored, the target must roll an *avoidance* save or become enmeshed and thus effectively *prone* (see Vol. III, p. 242: Combat, *attack modifiers*).
- An *extraordinary feat of strength* can rip open the net, or 2d4 rounds of cutting will open an escape hole; otherwise, unless the rope is held taut, intelligent targets can escape in 2d6 rounds, or 1d6 rounds for those of dexterity 13+.

Sling: A strap or loop of leather used to hurl stones or bullets (balls of iron, lead, or the like). If improvised stones are collected, missile range might be reduced to 40/80/120. Lastly, in a dungeon, castle, tower, or other indoor setting, shots are limited to short range only, unless roof height is 20 or more feet.

EQUIPAGE (General): Standard gear utilized by adventurers of all sorts. Most items will be available for purchase in the towns and cities of civilization.

Table 50: Equipage (General)

Type	Cost	Weight (lbs.)
Arrow Quiver, Leather *(dozen capacity)*	1 gp	1
Arrow, Silver-tipped	10 gp	—
Arrows (×12)	5 gp	1
Backpack, Leather *(50-lb. capacity)*	5 gp	2
Bandages, Gauze (10-ft. ball)	1 sp	—
Belladonna, Dried (bunch) *(1:4 chance cures lycanthropy; 1:10 chance fatal pending* death *[poison] save)*	30 gp	—
Blanket, Winter	5 sp	3
Block and Tackle	5 gp	5
Bolt Case, Leather *(score capacity)*	1 gp	1
Bolt, Heavy or Light, Silver-tipped	10 gp	—
Bolts, Heavy (×10)	5 gp	2
Bolts, Light (×20)	5 gp	2
Book, Blank *(leather cover, sewn binding, 50 parchment pages)*	50 gp	1
Bottle, Glass *(12-oz. capacity)*	1 gp	—
Bow Case, Leather, Waterproof	10 gp	1
Bullets, Sling, Lead (×20)	5 sp	2
Candle, Beeswax *(8-hour burn time, 5-ft. radius of light)*	1 sp	—
Candle, Tallow *(2-hour burn time, 5-ft. radius of light)*	1 cp	—
Case, Map or Scroll, Brass	5 gp	—
Case, Map or Scroll, Leather	2 gp	—
Chain, Iron, Heavy (per ft.) *(½-inch thick)*	5 gp	3
Chain, Iron, Light (per ft.) *(¼-inch thick)*	3 gp	1
Chalk (piece)	1 cp	—
Chisel *(metal-, stone-, or wood-cutting)*	5 sp	1
Cord, Sinew (100-ft. ball)	2 cp	—
Crampons (pair) *(includes ice axe: WC 1, 1d3 hp damage)*	2 gp	1
Dice, Ivory (pair)	2 sp	—
Fishing Hooks (×12)	5 sp	—
Fishing Net *(10 × 10 ft.)*	3 gp	3
Fishing String (100-ft. ball)	1 cp	—
Glue (1-qt. clay pot) *(powdered; must add hot water)*	3 cp	2
Grappling Hook, Iron	15 gp	3
Grease (1-qt. clay pot)	2 cp	2
Hammer, Small	5 sp	2
Helmet *(normally included with armour purchase)*	10 gp	2
Horn, Drinking *(stopped)*	1 sp	1
Horn, Hunting	2 gp	1
Hourglass, Brass	25 gp	1
Ink and Quill	10 gp	—
Lantern, Bull's-Eye *(15-ft. radius of light, 60-ft. narrow beam)*	10 gp	2
Lantern, Hooded *(30-ft. radius of light)*	7 gp	2
Marbles, Ceramic (×20) *(in soft leather pouch)*	2 sp	—
Mirror, Polished Steel *(3 × 5 inches)*	5 gp	1
Mirror, Silver *(3 × 5 inches)*	20 gp	1
Nails, Iron (×20) *(4-inch)*	1 sp	—

Table 50 *(continued)*: **Equipage (General)**

Type	Cost	Weight (lbs.)
Needle, Blowgun	1 sp	–
Needle, Sewing	1 cp	–
Oil, Incendiary (flask) *(Greek fire)*	35 gp	1
Oil, Lamp (flask) *(6-hour burn time)*	1 sp	1
Padlock and Key	10 gp	1
Parchment (sheet)	1 gp	–
Pole, Wooden *(10-ft.)*	3 sp	5
Pouch, Leather, Hard *(holds 6 potions or 3 scrolls; includes belt loops)*	5 gp	–
Pouch, Leather, Soft *(holds 6–9 cubic inches of material; includes drawstring)*	7 cp	–
Pry Bar, Iron *(16-inch)*	1 gp	3
Ring, Signet	5 gp	–
Rope, Hemp (50 ft.) *(½-inch)*	1 gp	5
Rope, Silk (50 ft.) *(¼-inch)*	15 gp	2
Rope Ladder, Hemp (50 ft.) *(2 parallel hemp ropes connected by short wooden crosspieces)*	5 gp	12
Rope Ladder, Silk (50 ft.) *(2 parallel silk ropes connected by short wooden crosspieces)*	50 gp	6
Sack, Cloth or Leather, Large *(40-lb. capacity)*	3 sp	–
Sack, Cloth or Leather, Small *(20-lb. capacity)*	1 sp	–
Scabbard, Leather *(with baldric; normally included with sword purchase)*	5 sp	–
Scabbard, Metal *(with baldric)*	8 sp	1
Sheath, Dagger, Leather *(normally included with dagger purchase)*	3 sp	–
Skis (pair) *(includes poles)*	10 gp	8
Soap (bar)	5 sp	1
Spikes, Iron (×4) *(9-inch)*	1 sp	1
Spyglass *(×3 magnification)*	750 gp	1
Stakes (×4) and Wooden Mallet	1 gp	2
Tent, Canvas, 1-Man	5 gp	5
Tent, Canvas, 2-Man	7 gp	7
Tent, Canvas, 4-Man	12 gp	10
Thieves' Tools *(file, oil dropper, picks, pincers, skeleton keys, small hammer, small saw, small wedge, wire)*	25 gp	3
Tinderbox *(with flint and steel, paraffin, and wood powder)*	2 gp	1
Torch *(with oil- and resin-soaked rope wrap; 1- to 2-hour burn time, 30-ft. radius of light; 1d4 hp damage as single-use weapon)*	2 cp	1
Water- / Wineskin *(½-gallon capacity)*	1 gp	–
Wax, Bees- (block)	3 cp	1
Wire (100-ft. spool) *(50-lb. test)*	3 gp	–
Wolfsbane, Dried (bunch) *(may drive off lycanthropes if affixed to spear tip)*	25 gp	–
Writing Stick, Charcoal	1 sp	–

EQUIPAGE (Clothing): A typical character begins play with *normal clothing*, *normal boots* or *shoes*, *belt*, and *cloth cloak* or *heavy cloth coat*. Adventuring can bring about the loss or ruination of such, thus necessitating new purchases.

Table 51: Equipage (Clothing)

Type	Cost	Weight (lbs.)
Belt, Leather	2 sp	–
Boots, Normal *(buskins)*	1 gp	1
Boots, Riding	3 gp	1
Cape, Cloth	5 sp	1
Cape, Fine *(fur, leather, silk)*	25 gp	1
Cloak, Hooded, Cloth	8 sp	2
Cloak, Hooded, Fine *(fur, leather, silk)*	50 gp	2
Clothing, Normal *(pantaloons, shirt / tunic, underclothes)*	1 gp	3
Clothing, Religious *(surplice and cassock; gown; etc.)*	5 gp	2
Clothing, Special *(buckskin outfit; fancy clothes; wool / fur winter outfit)*	15 gp	4
Coat, Hooded, Fur	30 gp	2
Coat, Hooded, Heavy Cloth	1 gp	2
Gloves, Fur	20 gp	–
Gloves, Leather	1 gp	–
Hat or Cap, Cloth	1 sp	–
Hat or Cap, Fur	10 gp	–
Leggings, Fur	10 gp	–
Robe, Cloth	1 gp	2
Robe, Fine *(fur, silk, velvet)*	50 gp	2
Sandals, Leather	1 sp	–
Shoes	2 sp	1
Tabard	1 gp	–
Toga, Wool	1 sp	1

EQUIPAGE (Provisions): Foodstuffs an adventurer may stow in a backpack or sack to promote survival.

Table 52: Equipage (Provisions)

Type	Cost	Weight (lbs.)
Biscuits, Hard (bag)	1 sp	1
Cereal (bag) *(barley, corn, oats, wheat)*	1 sp	3
Cheese (brick)	3 sp	3
Eggs (dozen, boxed)	6 cp	1
Flour (sack)	1 sp	20
Honey (crock)	1 gp	5
Horse Meal / Grains (sack)	5 sp	25
Nuts (bag)	5 sp	1
Rations, Iron (1 man, 1 week) *(salted / smoked meat or fish; dried fruit)*	5 gp	5
Rations, Standard (1 man, 1 week) *(cooked meat or fish; fresh fruit)*	2 gp	10
Salt (bag)	1 sp	1
Spices, Cooking (pouch)	5 gp	–
Sugar, Coarse (bag)	3 sp	1
Wine, Common (qt.)	8 sp	2

EQUIPAGE (Religious): Normally the province of clerics and the like, these items are also available to other adventuring types. Pertaining to masks in particular, the lines betwixt "religion" and "culture" are blurred in some societies, such as Port Zangerios, where mask wearing is a social requirement. The same can be said of Pictish societies whose people apply body paint for a plethora of religious and social occupations.

Table 53: Equipage (Religious)

Type	Cost	Weight (lbs.)
Bell, Brass, Small	5 sp	–
Censer, Brass	10 gp	2
Flute, Wooden	1 sp	–
Holy Oil / Water (8-oz. glass phial) *(breakable)*	25 gp	–
Holy Symbol*, Gold	75 gp	–
Holy Symbol*, Ivory, Yellow	60 gp	–
Holy Symbol*, Silver	25 gp	–
Holy Symbol*, Wooden	5 sp	–
Incense Sticks (×12)	5 gp	–
Mask, Gold	250 gp	1
Mask, Ivory, Yellow	200 gp	1
Mask, Leather, Dyed	10 gp	–
Mask, Silver	75 gp	1
Mask, Wooden, Cedar / Pine	10 gp	1
Mask, Wooden, Cedar / Pine *(mother-of-pearl inlaid)*	65 gp	1
Paint, Body (crock) *(e.g., ochre, woad)*	1 gp	3
Panpipes	5 sp	–
Prayer Beads, Ivory, Yellow	5 gp	–
Prayer Beads, Wooden	1 cp	–
Prayer Book *(leather cover, sewn binding, 50 parchment pages)*	100 gp	1
Rattle, Wooden	1 gp	–

* *Turn undead* ability (see Vol. III, p. 252: Combat Actions, *magic*) requires use of a holy symbol.

LIVESTOCK: Typical animals available for purchase.

Table 54: Livestock

Type	Cost
Bull	20 gp
Camel, Bactrian	50 gp
Camel, Dromedary	100 gp
Camel, Leaper*	800 gp
Chicken	3 cp
Cow	12 gp
Dog, Hunting	30 gp
Dog, Sled	30 gp
Dog, War	50 gp
Donkey or Mule	20 gp
Falcon, Trained	500 gp
Goat	2 gp
Horse, Draught	50 gp
Horse, Riding	75 gp
Horse, War-, Heavy	750 gp
Horse, War-, Light	250 gp
Mammoth, Trained	2,000 gp
Ox	30 gp
Pig	3 gp
Pony	30 gp
Sheep	2 gp

* Rarely available for purchase

Livestock Descriptions: The reader need not be told what a goat or chicken is, but for purposes of adventure, some details on the more pertinent beasts may prove useful.

Camel, Bactrian: Two-humped pack or riding animal also used for its milk, meat, wool, and hide. This shaggy, large-boned camel can withstand the harsh Hyperborean clime.



Camel, Dromedary: One-humped pack or riding animal, similar to the Bactrian, though faster, lighter-boned, and less furry.

Camel, Leaper: Kangaroo-like marsupial with powerful hind legs that it uses to spring. The leaper camel has white and grey shaggy fur and can endure the harshest Hyperborean winters. Riders must have 16+ strength and minimum six-foot height to control the beast.

Dog, Hunting: Hound or other canine that usually works in a pack to track by scent prey such as deer.

Dog, Sled: Large, powerful, furry dog of high endurance able to work in teams of seven or more to pull sleds across snow and ice.

Dog, War: Large, powerful dog, such as a mastiff, trained to attack or to defend a person or place.

Donkey or Mule: A *donkey* is a domesticated ass that stands about four feet at the shoulder and has thick, shaggy fur. Donkeys are renowned for their loud braying. A *mule* is a cross betwixt a male donkey and a mare (female horse); these creatures are similar to donkeys, though generally hardier.

Falcon, Trained: A hawk taught to capture small prey, or to circle above and/or flush out other game.

Horse, Draught: Large, heavy-boned horse, strong and able to pull great burdens such as a loaded waggon or cart.

Horse, Riding: Swift, light-boned horse ridden for its speed; prone to panic in the face of danger.

Horse, War-, Heavy: A massive warhorse used for its power and for short bursts of speed; inured to the bedlam of combat.

Horse, War-, Light: Strong horse used for its power and manœuvrability in battle; inured to the bedlam of combat.

Mammoth, Trained: Enormous, furry elephant used in a team of two or four to pull a great wheeled waggon across the Hyperborean steppe; some might be trained for war and mounted with great saddles.

Ox: A bovine related to the aurochs, though smaller and more easily domesticated. It is used as a draught animal to pull a cart, or raised for its meat and milk.

Pony: A diminutive horse of approximately 12 hands height (about four feet at the shoulder), covered with shaggy fur. Ponies are of even temperament and can be led through cramped tunnels.

TACK AND HARNESS: Typical equipage associated with equines. Barding is armour for horses; generally speaking, it corresponds to player character armour equivalents (e.g., *chain barding* is mesh links, just as chain mail).

Table 55: Tack and Harness

Type	Cost	Weight (lbs.)
Barding, Chain *(AC 5 / DR 1)*	1,000 gp	45
Barding, Leather or Padded *(AC 6)*	150 gp	30
Barding, Plate *(AC 3 / DR 2)*	2,000 gp	65
Barding, Scale *(AC 6 / DR 1)*	600 gp	45
Bit and Bridle	15 sp	–
Harness, Single Animal	5 sp	–
Saddle and Tack, Pack / Riding	10 gp	30
Saddle and Tack, War *(rings / straps for barding, lance holster)*	25 gp	40
Saddle Bags (pair) *(25-lb. capacity each)*	3 gp	10
Saddle Blanket	3 sp	2
Shoes, Horse (×4) *(includes shoeing)*	1 gp	–
Spurs, Pair	2 sp	–

VEHICLES: These conveyances are typically available in most towns and cities where cartwrights and wainwrights dwell.

Table 56: Vehicles

Type	Cost
Cart, 2-Wheel	65 gp
Chariot	200 gp
Coach, 4-Wheel *(8 passengers)*	500 gp
Sedan Chair	100 gp
Sled, Dog *(4 passengers)*	75 gp
Waggon, 4-Wheel, Boxed	300 gp
Waggon, 4-Wheel, Cloth-covered	250 gp
Waggon, 4-Wheel, Open	200 gp
Waggon, Great Wheel, Boxed	750 gp

Vehicle Descriptions:

Cart: An open, two-wheeled vehicle pulled by one or two horses or oxen, or two donkeys or mules.

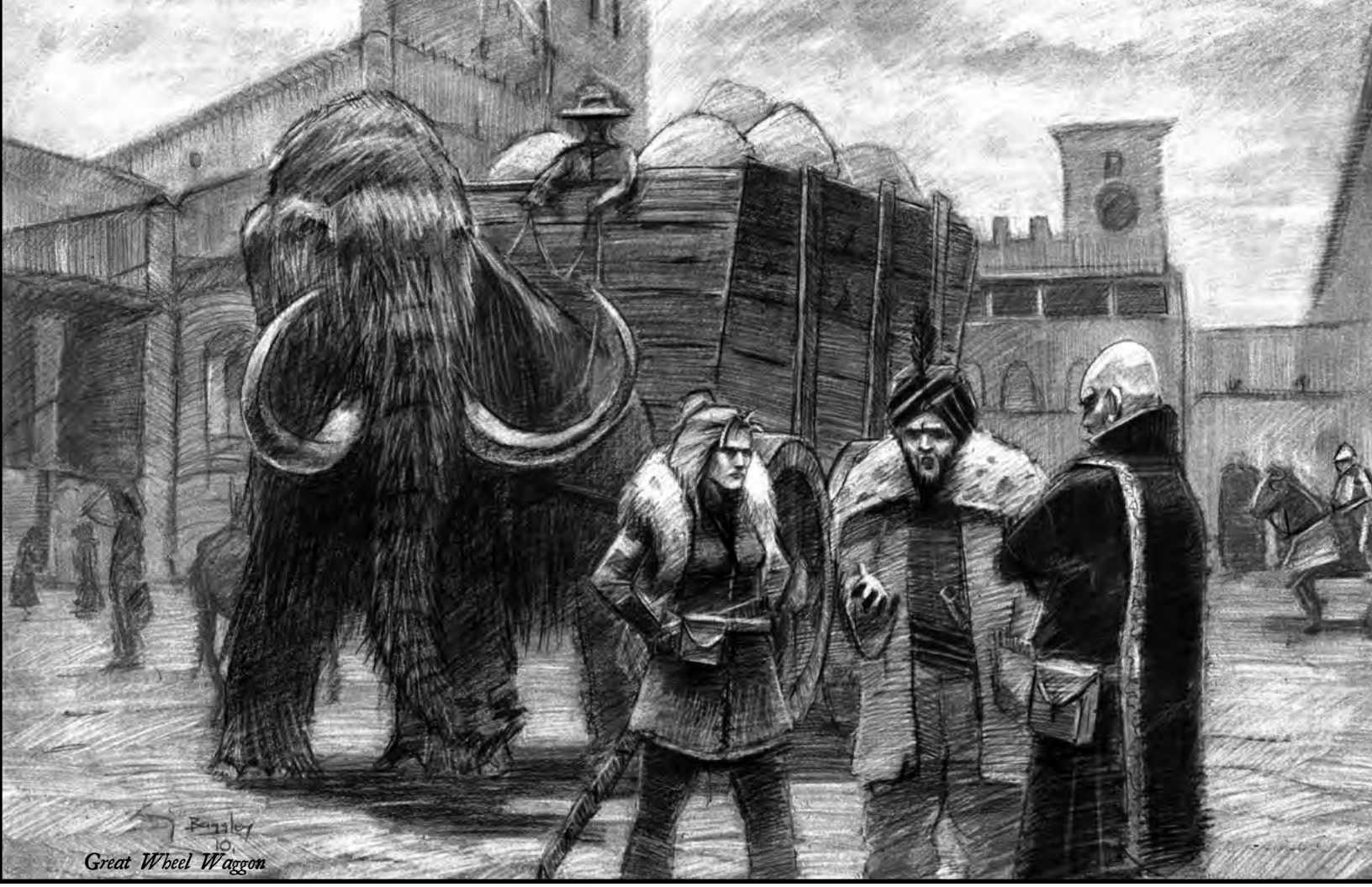
Chariot: A two-wheeled, horse-drawn vehicle used for war and sometimes sport.

Coach: A large, covered, four-wheeled vehicle drawn by horses, with passenger seats within.

Sedan Chair: A plush, elaborate, enclosed chair carried on horizontal poles borne by two or more porters.

Sled: A framework of boards wrapped in skins and mounted on runners that slide on ice and are pulled by a team of dogs.

Waggon: Open waggons are four-wheeled affairs pulled by two or more horses; *boxed waggons* are enclosed in wood; *cloth-covered waggons* have frames wrapped in canvas; and *great wheel waggons* are massive things, pulled by mammoths, and featuring wheels of 10-foot diameter.



Great Wheel Waggon

Water and Sea Vessels: Boats and ships are available for purchase, but for ease of use are included in Vol. III, p. 270: Waterborne Expeditions, *water vessels*.

SERVICES (Food and Drink): The tavern and inn oft are frequented by adventuring parties. The following rates are typical of most civilized towns and cities in Hyperborea.

Table 57: Services (Food and Drink)

Type	Cost
Ale (pint)	2 sp
Beer (pint)	1 sp
Brandy (gill)	5 sp
Mead (gill)	5 sp
Meal, Common *(includes beer or wine)*	2 sp
Meal, Fine *(includes fine wine)*	2 gp
Milk, Cow's or Goat's (pint)	2 cp
Soup (bowl)	1 sp
Whiskey (gill)	5 sp
Wine, Common (gill)	1 sp
Wine, Common (pitcher)	4 sp
Wine, Fine (bottle)	5 gp
Wine, Very Fine (bottle)	50 gp

SERVICES (Room and Board): Here follow typical short- and long-term lodge rates in places of civilization (towns, cities, and the like).

Table 58: Services (Room and Board)

Type	Cost
Lodging, Penny Rent (1 night)	1 cp
Lodging, Low Class (1 night)	1 sp
Lodging, Low Class (1 week)	6 sp
Lodging, Middle Class (1 night)	8 sp
Lodging, Middle Class (1 week)	5 gp
Lodging, High Class (1 night) *(includes dinner and private latrine)*	3 gp
Lodging, High Class (1 week) *(includes dinner and private latrine)*	20 gp
Rental, City, Low Class (1 month)	1 gp
Rental, City, Middle Class (1 month)	15 gp
Rental, City, High Class (1 month)	75 gp
Stabling, Horse / Camel (1 night)	5 sp
Stabling, Horse / Camel (1 week)	3 gp

SERVICES (Transport): When adventurers seek to arrange passage over sea or land, the following rates are typical of most port towns and cities. Passage assumes the passenger(s) and the respective conveyance share a like destination. If the destination requires a special trip, or a rowboat drop-off at a remote coast, costs might increase by ×5, ×10, ×20, or greater, depending on the circumstances. Refer to Vol. III, p. 270: Waterborne Expeditions for more information on sea voyages.

Table 59: Services (Transport)

Passage Type	Cost (per mile)
Waggon *(horse-drawn)*	1 sp
Waggon Train *(woolly mammoth–drawn)*	1 gp
Water, First Class	2 gp
Water, Second Class	5 sp
Water, Third Class	1 sp

Transport Descriptions:

Waggon: Horse-drawn waggon driven by teamster; waggons may accommodate multiple passengers.

Waggon Train: Woolly mammoth–drawn waggon train driven by one or more teamsters; rate includes five cubic feet of cargo per passenger. Cargo (with the exception of personal belongings) normally is stored on a separate waggon specifically designated for such. A waggon train typically has a small unit of guards to protect against banditry, monsters, and other threats.

Water, First Class: The finest accommodations on a ship (providing such exists): a private cabin that sleeps four passengers. Ample storage space is provided in the cabin, with an additional 5–10 cubic feet in a cargo hold.

Water, Second Class: Decent accommodations on a ship (providing such exists): a cabin typically with from two to four sets of bunks shared by from four to eight passengers. Storage space for belongings is provided in the cabin, or three cubic feet in a cargo hold.

Water, Third Class: A seat (or standing room) on a ferry, raft, or small boat, or a bunk in the common passenger hold of a larger ship. Little storage space for belongings (e.g., backpack, sack) is provided; additional storage necessitates the purchase of another fare.



QUICK START EQUIPAGE PACKS: The following "quick start" equipage packs are designed for players who wish to roll up characters and get straight to playing; too, novice players might be unsure as to how they might best outfit their PCs. With referee approval, these starting packs may be used in lieu of generating initial funds and purchasing weapons, armour, and equipage, perhaps leaving 1d4+1 gp in change. As a reminder, do note that a typical starting character also begins play with *normal clothing*, *normal boots* or *shoes*, *belt*, and *cloth cloak* or *heavy cloth coat*.

Fighter's Starting Pack: Scale armour, battle axe, short bow, arrow quiver, arrows ×12, backpack, bandages, soft leather pouch, hemp rope, large sack, tinderbox, torches ×2, wineskin (full), iron rations.

Magician's Starting Pack: Silver dagger, quarterstaff, sling, bullets ×20, backpack, bandages, blanket, chalk, ink and quill, incendiary oil, parchment ×2, soft leather pouch, silk rope, small sack, tinderbox, torches ×3, wineskin (full), writing stick, standard rations, spell book.

Cleric's Starting Pack: Studded armour, dagger, war hammer, backpack, bandages, soft leather pouch, small sack, tinderbox, torches ×3, wineskin (full), writing stick, iron rations, holy oil / water, silver holy symbol.

Thief's Starting Pack: Leather armour, short sword, darts ×2, backpack, bandages, chalk, dice, fishing hooks ×12, fishing string, grappling hook, soft leather pouch, silk rope, large sack, thieves' tools, tinderbox, torches ×2, wineskin (full), spool of wire, writing stick, iron rations.

Barbarian's Starting Pack: Studded armour, small shield, dagger, bastard sword, short bow, arrow quiver, arrows ×12, backpack, bandages, fishing net, hunting horn, soft leather pouch, large sack, torches ×3, wineskin (full).

Berserker's Starting Pack: Studded armour, hand axe, broad sword, two-handed scimitar, backpack, soft leather pouch, large sack, tinderbox, torches ×3, wineskin (full), iron rations.

Cataphract's Starting Pack: Scale armour, small shield, horseman's flail, long sword, backpack, bandages, hooded lantern, lamp oil, soft leather pouch, large sack, metal scabbard, tinderbox, wineskin (full), iron rations.

Huntsman's Starting Pack: Leather armour, hand axe, short spear, fighting net, long bow, arrow quiver, arrows ×10, silver arrows ×2, backpack, sinew cord, hunting horn, soft leather pouch, torches ×2, wineskin (full).

Paladin's Starting Pack: Scale armour, large shield, dagger, long sword, backpack, soft leather pouch, tinderbox, torches ×2, wineskin (full), iron rations, wooden holy symbol.

Ranger's Starting Pack: Studded armour, dagger, long sword, long bow, arrow quiver, arrows ×12, backpack, bandages, blanket, soft leather pouch, large sack, torches ×3, wineskin (full).

Warlock's Starting Pack: Scale armour, short sword, light crossbow, backpack, bandages, bolt case, light bolts ×20, ink and quill, soft leather pouch, tinderbox, torches ×2, wineskin (full), iron rations, spell book.

Cryomancer's Starting Pack: Hand axes ×2, silver dagger, short spear, backpack, bandages, blanket, beeswax candles ×3, chalk, crampons, small hammer, ink and quill, bull's-eye lantern, lamp oil ×2, parchment ×3, hard leather pouch, soft leather pouch, silk rope, large sack, iron spikes ×12, tinderbox, wineskin (full), writing stick, iron rations, spell book.

Illusionist's Starting Pack: Silver dagger, quarterstaff, sling, backpack, bandages, blanket, bullets ×20, chalk, ink and quill, hooded lantern, lamp oil ×2, silver mirror, parchment ×3, soft leather pouch, silk rope, small sack, tinderbox, wineskin (full), writing stick, iron rations, spell book.

Necromancer's Starting Pack: Sickle, whip, sling, backpack, blanket, bullets ×20, chalk, ink and quill, hooded lantern, polished steel mirror, incendiary oil, lamp oil ×2, parchment ×3, hard leather pouch, soft leather pouch, silk rope, small sack, tinderbox, wineskin (full), writing stick, iron rations, wooden unholy symbol, spell book.

Pyromancer's Starting Pack: Short scimitar, quarterstaff, darts ×4, backpack, bandages, blanket, chalk, ink and quill, incendiary oil, parchment ×3, hard leather pouch, soft leather pouch, silk rope, small sack, tinderbox, torches ×3, wineskin (full), writing stick, iron rations, spell book.

Witch's Starting Pack: Silver dagger, blowgun, backpack, bandages, blanket, beeswax candles ×2, chalk, ink and quill, blowgun needles ×10, parchment ×2, soft leather pouch, silk rope, small sack, tinderbox, torches ×3, wineskin (full), wolfsbane, writing stick, iron rations, incense sticks ×12, spell book.

Druid's Starting Pack: Studded armour, dagger, short spear, backpack, bandages, belladonna, soft leather pouch, small sack, tinderbox, torches ×3, wineskin (full), wolfsbane, writing stick, iron rations, wooden holy symbol.

Monk's Starting Pack: Cæstuses, daggers ×3, long spear, light crossbow, backpack, bandages, blanket, bolt case, light bolts ×20, fishing hooks ×12, fishing string, soft leather pouch, silk rope, small sack, tinderbox, torches ×3, wineskin (full), writing stick, iron rations, holy oil / water, incense sticks ×12.

Priest's Starting Pack: Silver dagger, quarterstaff, whip, backpack, bandages, blanket, soft leather pouch, small sack, tinderbox, torches ×3, wineskin (full), writing stick, religious clothing, iron rations, holy oil / water, silver holy symbol, wooden prayer beads.

Runegraver's Starting Pack: Studded armour, dagger, battle axe, short bow, arrow quiver, arrows ×10, silver arrows ×2, backpack, bandages, chalk, dice, drinking horn (full), soft leather pouch, tinderbox, torches ×2, waterskin, writing stick, iron rations, wooden holy symbol.

Shaman's Starting Pack: Leather armour, silver dagger, war club, short spear, backpack, bandages, belladonna, soft leather pouch, small sack, tinderbox, torches ×3, wineskin (full), iron rations, wooden holy symbol (totem), wooden mask, rattle, bark sheet spell book.

Assassin's Starting Pack: Dagger, short sword, light crossbow, backpack, blanket, bolt case, light bolts ×20, soft leather pouch, silk rope, small sack, thieves' tools, tinderbox, torches ×3, wineskin (full), special clothing (disguise), iron rations.

Bard's Starting Pack: Leather armour, daggers ×2, long sword, short bow, arrow quiver, arrows ×12, backpack, bandages, soft leather pouch, silk rope, large sack, tinderbox, torches ×2, wineskin (full), iron rations, flute.

Legerdemainist's Starting Pack: Leather armour, silver dagger, falcata, backpack, bandages, blanket, ink and quill, soft leather pouch, small sack, thieves' tools, tinderbox, torches ×2, wineskin (full), iron rations, spell book.

Purloiner's Starting Pack: Leather armour, dagger, short sword, sling, backpack, bandages, blanket, bullets ×20, dice, soft leather pouch, small sack, thieves' tools, tinderbox, torches ×2, wineskin (full), writing stick, iron rations, holy oil / water, wooden holy symbol.

Scout's Starting Pack: Dagger, falcata, darts ×4, backpack, bandages, blanket, chalk, grappling hook, grease, bull's-eye lantern, marbles ×20, lamp oil ×2, parchment ×2, wooden pole, soft leather pouch, silk rope, small sack, thieves' tools, tinderbox, wineskin (full), writing stick, iron rations.

OTHER STATISTICS

ARMOUR CLASS (AC): A numeric value representing the capacity to absorb, avoid, divert, and withstand blows. Every armour type has an AC rating; a normal unarmoured man is AC 9. Dexterity, shields, sorcery, and other factors can modify this figure. Bonuses reduce (improve) the AC figure, whereas penalties increase (worsen) it; i.e., a lower AC is more desirable.

Armour class may vary according to circumstances. For example, one may have an AC versus melee attacks, an AC versus missile attacks, an AC when fighting sans shield, and an AC when completely unarmoured. It is incumbent on the player to track his character's current AC. For instance, if the character sheds his plate mail during a sea expedition, he should adjust his AC accordingly. If he is in the habit of sometimes using his shield and sometimes not (perhaps depending on circumstances), he should be able to provide his current AC to the referee upon request.

CASTING ABILITY (CA): A numeric value representing the efficacy of the character's sorcery. Whereas a magician's or cleric's CA always equals his level of experience, development of this ability is retarded in certain subclasses.

FIGHTING ABILITY (FA): A numeric value representing the character's basic combative skill as compared with the fighter class. For the fighter and some subclasses, FA advances at every level gain; other classes improve at a lesser rate. Each character class has an initial FA of either 0 or 1; this rating is noted at the respective class entry.

Table 60: Initial Combat Matrix

	Armour Class (AC)																		
FA	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6	−7	−8	−9
0	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

The initial combat matrix charts the modified chance to hit for all 1st-level characters. The player should make a d20 attack roll, apply modifiers, and inform the referee of the AC struck. For the complete combat matrix, refer to Vol. III, p. 241: Table 86.

HIT DICE (HD): A die type (d4, d6, d8, d10, or d12) associated with the character's class. Hit dice are used to generate hit points at character creation and at each level through 9th. Some referees may allow for maximum hit points at 1st level (to improve survivability); others might allow for rerolls on results of 1 for non-fighters and on results of 1 or 2 for fighter-types. Always consult your referee when in doubt. Constitution can impact hit point gains for each hit die rolled (see p. 8: Attributes, *constitution*). *N.B.:* Hit die type also affects the healing of wounds (see Vol. III, p. 261: Damage, *healing*).

Hit Points (hp): An evaluation of the ability to withstand and minimize physical damage through a combination of experience, fitness, physicality, skill, and no small amount of luck. To simply associate hit points with health is a misconception. Hit points are rolled at character creation and at each level gain through the 9th level. At 10th level and beyond, a static hit point figure is added to the character's total, this amount indicated at each class entry; e.g., fighters gain 3 hp per level after 9th, magicians gain 1 hp. It is incumbent on the player to track carefully his character's hit points. Using a pencil, he should jot down a temporary or "current" hit point total that reflects any loss or gain.

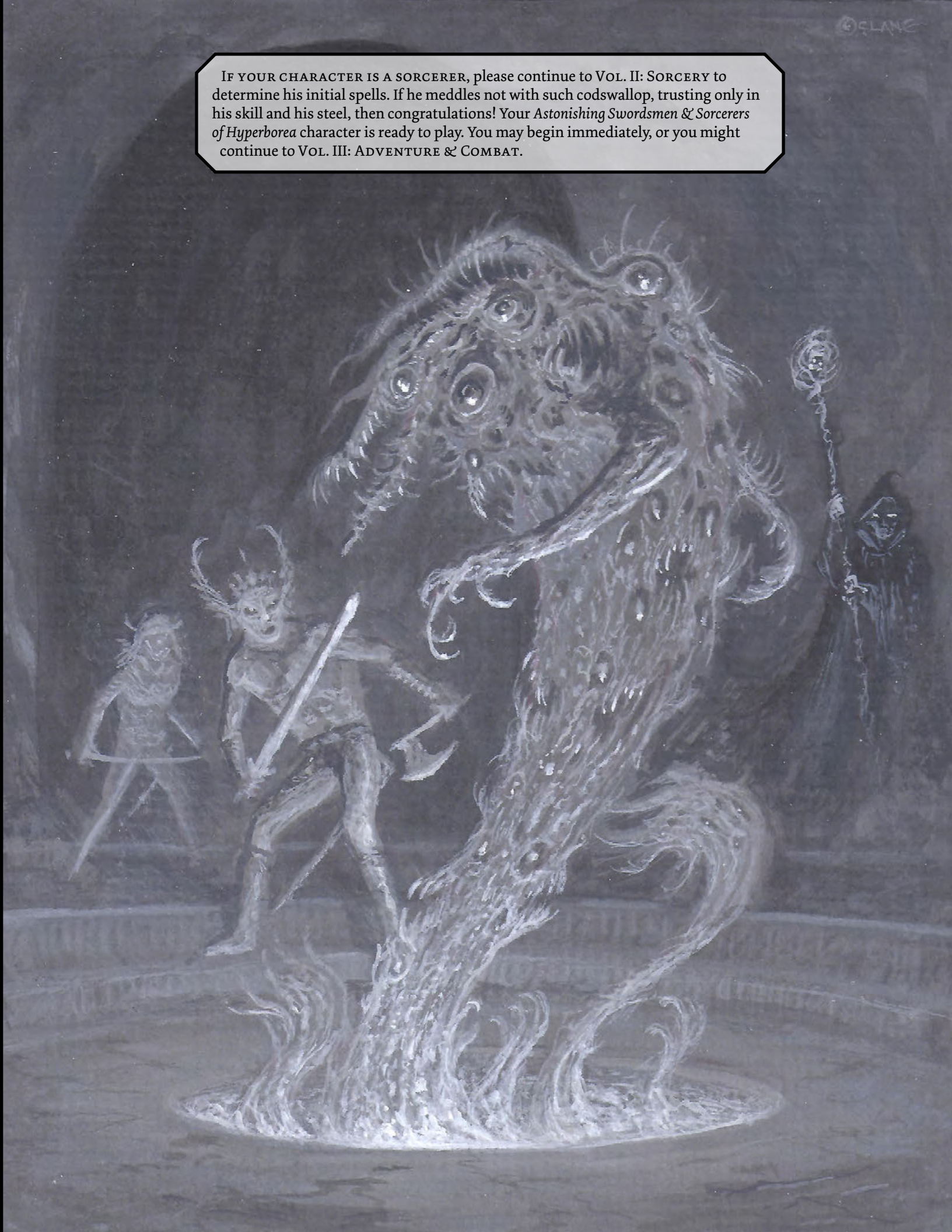
MOVEMENT (MV): The number of feet per round (10 seconds) a character can ambulate. If running or charging, twice this distance is covered (see Vol. III, p. 254: Combat Actions, *movement*). Movement in a dungeon or in the wilderness is measured by the turn (10 minutes) and follows a different schedule (see Vol. III, p. 236: Movement, *dungeon movement* and *wilderness movement*).

SAVING THROW (SV): The chance to avoid, resist, or reduce harmful effects, both magical and mundane. Ability, divine favour, experience, fate, luck, and sorcery can all factor in the saving throw attempt. Each character class has SV modifiers noted at the respective class entries. Also, dexterity, constitution, and wisdom scores can impact certain saving throws (see pp. 7–9: Attributes, *dexterity*, *constitution*, and *wisdom*). For more information on the function and use of the saving throw, refer to Vol. III, p. 259: Saving Throw.

Table 61: Saving Throw

Character Level	1–2	3–4	5–6	7–8	9–10	11–12
Saving Throw (SV)	16	15	14	13	12	11

TURNING ABILITY (TA): A numeric value representing the character's capacity to *turn undead* (see Vol. III, p. 252: Combat Actions, *magic*) as compared with the cleric class. Whereas a cleric's TA always equals his level of experience, development of this ability is retarded in certain subclasses.



If your character is a sorcerer, please continue to Vol. II: Sorcery to determine his initial spells. If he meddles not with such codswallop, trusting only in his skill and his steel, then congratulations! Your *Astonishing Swordsmen & Sorcerers of Hyperborea* character is ready to play. You may begin immediately, or you might continue to Vol. III: Adventure & Combat.


Ossuary


VOLUME II

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



VOLUME II: SORCERY



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SPELLS

Casting magic spells is an integral component of the sword-and-sorcery milieu. Magicians study arcane tomes from which they unlock eldritch formulæ, trace weird diagrams and geometric shapes, recite incantations, and perform bizarre hand gestures that open conduits to planes of positive and negative energy. Clerics practice clandestine theologies, enter sacred pacts, perform rites and rituals, and supplicate otherworldly beings both benign and malefic. Some sorcerers are adventurers and even heroes; others succumb to darker paths, availing their esoteric powers to nefarious ends.

STARTING SPELLS: A magician begins play with a spell book containing three spells. A cleric begins play with the knowledge of three spells, but they are not contained in a spell book; rather, they are occult scriptures and secret mysteries in which the cleric is versed (but they may be writ in the pages of a prayer book). Subclasses have similar allocations. Starting spells may be randomly rolled, chosen by the referee, selected by the player, or determined by way of player / referee collaboration.

Spell Books: Magicians' spell books usually are bound of rare or exotic leather or skin and reinforced with brass or iron bands. They oft include supple leather bindings, sewn with the finest parchment or vellum pages. The spells within are runes, diagrams, and formulæ penned in fine ink, such as the sepia of cuttlefish and squids, though some inks contain the blood of a beast, monster, or dæmon.

A spell book can be a veritable anchor for the magician. Never easy to carry, it weighs about three pounds and occupies considerable volume in a backpack. Notwithstanding, most magicians are loath to allow anyone else to bear this most precious possession.

Replacing a Lost Spell Book: Spell books are expensive. If a magician loses his spell book, he can create a new one, albeit at a steep price: 500 gp for the book itself, followed by 100 gp per spell level for each spell to be scribed within (accounting for ink, quills, and like materials). Thus, a spell book with three level 1 spells and two level 2 spells will cost 1,200 gp to re-create. Scribing a spell already known does not entail a qualifying roll, but requires three days per spell level, once the necessary materials are obtained.

Spell Book Page Count (Optional): Some referees may wish to enforce a page count in spell books and track how many pages each spell spans. For such purposes, a typical spell book can be assumed to comprise 100 pages. Each spell scribed therein will occupy one page per spell level, plus 1d4 additional pages; hence a level 3 spell will fill from four to seven pages.

Shamans: Shamans' spell books differ from magicians' in media but not function. Examples include stone tablets, bark sheets, and animal skins. Their volume, weight, and replacement cost conform to standard magicians' spell books, as noted above.

ACQUIRING NEW SPELLS: All sorcerers desire to expand their repertoires of spells. New spells usually are learnt during level training (see Vol. III, p. 267: Experience Points, *gaining levels of experience*), but additional spells may be researched, acquired, or appropriated.

Spell Development (Automatic): When a magician gains a level of experience, he may select one new spell of a spell level he can cast; alternatively, this spell may be determined randomly. No qualifying roll is required; the new spell is gained automatically. It is the consummation of personal research, experimentation, and consultation with esoteric tomes.

When a cleric gains a level of experience, he may select three new spells. Too, these spells must be of levels he can cast and are gained automatically; no qualifying rolls are required. These spells are the culmination of sacred rites, meditation, prayer and supplication, and wisdom granted by otherworldly beings, ancestral spirits, and other strange entities. As spell development rules for spell-casting subclasses vary, please refer to the *sorcery* ability of the respective class or subclass in Vol. I. Note that some subclasses do not acquire an automatic spell at each level gain.

Independent Research (Extracurricular): Besides new spells obtained through level gains, a sorcerer may conduct personal research to intuit a new spell. A magician might study ancient tomes, conduct laboratory experiments, or consult a master. A cleric might observe ceremonial rituals, piece together mystic lore, or seek the wisdom of a mystery cult. In any case, materials cost 500 gp per spell level, and the requisite time is seven days per spell level. (For some clerics, these costs might be met as a form of sacrifice at a shrine, fane, or temple, using gems, jewellery, or gold.) Thus, a level 4 spell will cost 2,000 gp and require 28 days' time to research.

Once the requisite time and expense have been met, a qualifying roll must be made to confirm that the spell is learnt. For magicians (and associated subclasses), this roll is a *magician's chance to learn new spell* (see Vol. I, p. 8: Attributes, *intelligence*). For clerics (and associated subclasses), this roll is a *cleric's chance to learn new spell* (see Vol. I, p. 9: Attributes, *wisdom*). For an extra 500 gp per spell level, the sorcerer can increase his chance of success by +5%. If the result is failure, the

sorcerer is ineligible to learn the spell in question for one year, or until gaining his next level of experience (whichever comes first).

Copying Spells (Magicians): The spells of magicians can be copied from one spell book to another. To copy a spell, the magician must examine the spell using his *read magic* ability (see Vol. I, p. 15: Classes, *magician*); this inspection generally requires 15 minutes per spell level. Next, he must make a *magician's chance to learn new spell* roll (see Vol. I, p. 8: Attributes, *intelligence*) to determine whether he understands the spell or not. Once understood, the magician may then proceed to copy the spell, providing he has the correct materials and a spell book with space. Replication requires three days per spell level to complete.

A magician cannot copy a spell that he does not understand; neither can he add spells to his spell book that are of higher spell level than he is capable of casting (see p. 222: Spells: W, *write spell*). If he fails to learn a particular spell, he must wait one year, or until he gains a level of experience (whichever comes first), before trying again. Spells can be shared betwixt friendly magicians, so long as these guidelines are met, though many a sorcerer is protective of his knowledge and thus reluctant—or even unwilling—to share.

N.B.: Although some magician and magician subclass spells are common to one another, the argot in which they are writ is not; hence, a witch cannot copy a *sleep* spell from a magician's book (and vice versa), because they are each distinct schools of sorcery with proprietary magical languages.

Appropriating a New Spell Book (Magicians): One of the most convenient means by which a magician may build his spell repertoire is through the acquisition of spell books, usually seized during the course of adventure. First, each spell must be reviewed for comprehension by use of the magician's *read magic* ability (see Vol. I, p. 15: Classes, *magician*); this analysis requires about 15 minutes per spell level. Next, he must make a *magician's chance to learn new spell* roll (see Vol. I, p. 8: Attributes, *intelligence*) to determine whether he understands each spell or not.

Material and monetary costs are negligible. The time required to learn each spell is one day per spell level. If a newly acquired spell book is used as a resource for copying spells into an existing book, refer to *copying spells*.

Appropriating a New Prayer Book (Clerics): When a cleric chances upon the prayer book of another cleric, he may attempt to learn the mystic lore and arcane secrets within, building his repertoire of spells. First, he must review the incantations for 15 minutes per spell level to identify the spells. Next, he must make a *cleric's chance to learn new spell* roll (see Vol. I, p. 9: Attributes, *wisdom*) to determine whether he understands each spell or not. The time required to learn each spell is three days per spell level.

The cleric risks suffering a curse, madness, or loss of sorcerous endowment if the prayer book derives from one whose faith does not accord with his own. The suggested chance is 3-in-6. Even spells from the prayer book of a cleric of like faith may yield untoward results, per the referee's discretion; indeed, ancestral, dæmonic, and otherworldly entities may not favour all sorcerers, taking umbrage at offenders—even those with the best intentions. The suggested chance of misfortune is 1-in-6.

Using a Scroll to Research a New Spell: Scroll spells cannot be copied directly into a spell book (for magicians), or simply learnt through prayer and recitation (for clerics). Scrolls are considered single-use magical devices, and the manner in which they are scribed is not the same as that in which the spells of a spell book are penned. However, a scroll can be used as a tool for researching a new spell (see *independent research*), thus reducing the research cost by half (250 gp per spell level).

Of course, a magician (or associated subclass) must make a *magician's chance to learn new spell* roll (see Vol. I, p. 8: Attributes, *intelligence*) at the end of the effort; likewise, a cleric (or associated subclass) must make a *cleric's chance to learn new spell* roll (see Vol. I, p. 9: Attributes, *wisdom*). For an extra 500 gp per spell level, the sorcerer can increase his chance of success by +5%. Whether success or failure is met, the scroll will be destroyed in the process. More information on scrolls is contained in Vol. V.

SPELL MEMORIZATION: Sorcerers memorize spells. A magician must study his spell book, and a cleric must meditate, pray, speak in tongues, and perform rituals. Once memorized, the formulæ are imprinted in the mind of the sorcerer, the final incantations of which release the spell. Once a spell is discharged, it is erased from the sorcerer's memory and cannot be used until at least the next day (unless, of course, the same spell is memorized twice). In order to regain the spell for such future use, the sorcerer must rememorize it.

To memorize a spell, the sorcerer must be well rested (as from a good night's sleep; i.e., six to eight hours). Afterwards he must spend about 10 minutes per spell level preparing (e.g., study, prayer, rites). So, a sorcerer who is memorizing three level 1 spells, two level 2 spells, and one level 3 spell requires 1 hour and 40 minutes of preparation time after the requisite rest period has been taken.



SPELL CASTING: It is incumbent on the player to be familiar with his character's spells, especially when he is about to cast one. Many spells feature limited-duration modifiers, rules exceptions, or other nonstandard effects. The player should be ready to communicate such information to the referee when it becomes pertinent. Often the referee will wish to review the spell himself, so the player should be ready to cite the page number of the spell in question.

The sorcery of magicians requires both verbal incantations and complicated hand gestures. Sorcerers who are prevented from speaking or from moving their hands are unable to cast spells. Weapons must be sheathed, shields shouldered, and other handheld items dropped or stowed (though a staff may be clutched). The sorcery of clerics is less restrictive, because it is almost exclusively verbal; thus clerics are able to maintain their weapons and/or shields whilst casting.

If a spell caster is struck before his spell fires, his spell will be disrupted. Unless otherwise indicated, spells cannot be cast whilst performing other actions, including walking, running, or fighting. A sorcerer may move before casting a spell, however, and thus delay when his spell fires (see Vol. III, p. 254: Combat Actions, *magic*). Oftentimes the target of a spell will be afforded a saving throw (see Vol. III, p. 259: Saving Throw) to resist, negate, or reduce a spell's efficacy.

Concentration Check (Optional): Some referees might allow a *concentration check* when a sorcerer is struck for damage whilst casting a spell. This check is 3d6 rolled against the appropriate attribute (intelligence for magicians and associated subclasses; wisdom for clerics and associated subclasses). The damage total is added to the roll. If the roll is equal to or less than the appropriate attribute, concentration is maintained, and the spell is not disrupted; otherwise, the spell is prevented and lost.

For example, a magician about to cast a *sleep* spell is struck for 3 hp damage. The player rolls 3d6 and scores a 12. He then adds 3 (the damage total) for a total of 15. Since the magician has 14 intelligence, his spell fails.

N.B.: Always consult your referee before using this optional rule; some referees may deem the *concentration check* a form of pandering to magic-users.

Casting a Scroll Spell: Scrolls may be crafted by magicians, clerics, and several associated subclasses. These devices are created using a language (or school) specific to the sorcerer's class or subclass: magician, cryomancer, illusionist, necromancer, pyromancer, or witch; or cleric or druid. Scroll spells are painstakingly crafted to facilitate instant detonation; the sorcerer need only vocalize a specific phrase and/or trace a specific symbol or geometric shape to trigger the effect. Once the incantation is read, the writing is burnt from the scroll.

Scroll Spell Failure: When a sorcerer attempts to invoke a scroll spell of higher spell level than he can to cast, he risks *scroll spell failure*. The chance of failure is 5% for each spell level greater than the sorcerer can cast. So, if a cleric can cast spells no higher than level 3, then he risks a 5% chance of failure if he attempts to invoke a level 4 scroll spell, a 10% chance of failure with a level 5 scroll spell, and a 15% chance with a level 6 scroll spell. If failure occurs, the chance of a reverse effect, backfire, or other deleterious outcome is 1-in-6; otherwise, the spell simply fizzles. The spell is erased from the scroll in any event.

Scroll Spells of Other Schools (Optional): If a magician (or related subclass) encounters a scroll of an otherwise familiar spell writ in a different magical language, he might yet have a chance to interpret and intone the spell. His chance of success is the same as a thief of equal level attempting to *read scrolls* (see Vol. I, p. 23: Classes, *thief*), with the same risk of backfire. This optional rule does not apply to the deific sorcery of clerics and druids, and in no case can a sorcerer use a foreign scroll to research a new spell.

Example: A 5th-level illusionist with 16 intelligence finds a pyromancer scroll containing the spells *dispel magic* and *fireball*. As *dispel magic* is also a spell of the illusionist school, he may attempt to translate the scroll from the argot of pyromancy into his own weird lexicon. His chance of success on Table 11 is but 1-in-12; should he fail, he risks a 3-in-12 chance of backfire (perhaps *dispelling* his own magic instead of his intended target).

Even if the illusionist successfully translates the spell, he stands an additional threat of failure: Though *dispel magic* is a level 3 pyromancer spell, it is level 4 for illusionists, and this sorcerer can cast spells no higher than level 3. He thus risks a further 5% chance of *scroll spell failure* (and possible backfire) for attempting to invoke a spell 1 level higher than his normal limit.

N.B.: In no event can the illusionist invoke the *fireball* spell, as its underlying concepts are completely alien to his area of expertise.

Casting a Spell Directly from the Pages of a Spell Book (Magicians): In times of desperation, a sorcerer might attempt to cast a spell directly from his book, effectively bypassing the memorization process. This is risky business. First, casting a spell from a book burns the inscription from the pages, so it is permanently lost. Second, a 10% chance exists that the spell before or after it will be destroyed as well. (If the player does not list his spells in the order they are contained in his spell book, then the referee must randomly determine the affected spell, or perhaps arrange all spells in

alphabetical order.) Third, a 2% chance exists that the entire spell book will be destroyed. Discharging a spell directly from the pages of a spell book requires the usual 1 round, plus 1 extra round per spell level (e.g., 2 rounds for a level 1 spell, 3 rounds for a level 2 spell).

Armoured Sorcerers: A sorcerer can wear prohibited armour if he is willing to risk spell failure. Armour inhibits spell casting for magicians (and their associated subclasses) due to the delicate and precise gestures required; furthermore, these classes are unaccustomed to the added weight and cumbersomeness of armour. Some subclasses, such as the warlock and legerdemainist, are not so restricted, because their special training allows them to cast spells whilst armoured. Clerical and druidic sorcery, being more vocal and less gesticulatory, is generally less restrictive; in most cases these mystic sorcerers can function whilst armoured, but subclass exceptions cannot be ignored (e.g., the priest subclass).

If a character chooses to attempt a spell whilst clad in a prohibited armour type, the player must roll a d6 at the time the spell is fired and consult Table 62. Success indicates the spell functions as normal; failure indicates the spell fizzles out with no effect. If a character is not normally allowed to wear armour, he must abide the chance of spell failure for each armour type (*light*, *medium*, or *heavy*). If the character is allowed to wear light armour, he is not subject to a light armour penalty, but must abide the penalties for medium and heavy armour types as listed. If the character is allowed to wear medium armour, he is not subject to spell failure for light or medium armour types, but must abide the heavy armour spell failure chance as listed.

Table 62: Armoured Sorcery

Armour Type	Chance of Spell Failure
Light *(padded, leather, studded)*	1:6
Medium *(scale, chain mail, laminated, banded mail, splint)*	2:6
Heavy *(plate mail, field plate, full plate)*	3:6

Shields: Some sorcerers may carry shields for protection, but the armour class benefits derived therefrom cannot be realized whilst in the act of casting magician (or magician subclass) spells. A small shield may be carried by a magic-using class whilst casting (perhaps slid up the forearm to free the hand), but a large shield must be dropped or shouldered. As clerical and druidic sorcery requires fewer hand gestures and more vocalization (e.g., prayers and invocations), these sorcerers of the weird and divine can enjoy a shield's protection whilst firing spells (unless, of course, the specific subclass disallows shield use).

Spell Stacking: In most cases, spells that have duplicate effects are not allowed to "stack". For example, one may not cast *protection from evil* twice on the same character in order to double the effects of the spell. Likewise, different spells that provide attack bonuses, damage bonuses, or saving throw bonuses cannot be combined for a cumulative effect with other like spells. However, a spell can augment the effects of a magical weapon or device, or a creature's inherent special ability.

Reversed Spells: Some spells have reverse forms. These spells are *italicized* in the spell lists. When a spell with a reverse form has been prepared, one cannot arbitrarily cast either the normal or reverse form; rather, one form or the other must be memorized specifically, unless the spell description states otherwise.

SPELL DEFINITIONS: All spells have a *level*, *range*, and *duration*; some have an *area of effect*, and some require *components*.

Level: School of sorcery and spell level, where *mag* = magician, *cry* = cryomancer, *ill* = illusionist, *nec* = necromancer, *pyr* = pyromancer, *wch* = witch, *clr* = cleric, and *drd* = druid. Note that some spells may be of different spell levels for different schools.

Range: How many feet a spell can extend from the sorcerer. A range of "0" indicates the spell affects the sorcerer himself, and "touch" range indicates that the sorcerer must lay a hand on the target (friend, foe, or the sorcerer himself) for the spell to discharge. If used against a hostile opponent, see Vol. III, p. 252: Combat Actions, *magic*. Unless otherwise noted (e.g., *shocking grasp* spell), armour and shield protect against touch attacks. If a touch attack misses, the sorcerer may continue attempting to touch his intended victim (unless otherwise noted), the spell effectively discharging on a successful touch. Should he change his mind and take some other action (e.g., casting a different spell, using an item, drawing a weapon), the touch spell will be lost.

Duration: The measure of how long spells last. Duration may be measured in *rounds* (10-second increments), *turns* (10-minute increments), hours, or even days. Some spells are *instantaneous*, effecting their magic in the blink of an eye, whereas others are *permanent* (unless *dispelled*).

Area of Effect: Some spells note an *area of effect* in the spell description, demarcating the maximum space impacted by the spell. This area may be indicated by square or cubic feet, radius or diameter, or a cone effect in which the base of the cone is narrow and the terminus is wider.

Components: Some spells may require *components* of esoteric nature and/or monetary cost. Components can be used but once; i.e., once the spell is cast, the components are consumed by the sorcery. Where applicable, such components are denoted in the spell description. Some referees might require additional, specific components for certain spells. Always consult your referee when in doubt.



Rare and Esoteric Components

SPELL LISTS

Table 63: Magician Spell List

	MAGICIAN SPELLS		
	Level 1	Level 2	Level 3
1	Alarm	Acid Arrow	Black Cloud
2	Burning Hands	Auditory Glamour	Blink
3	Charm Person	Continuous Light	Cataleptic State
4	Dancing Lights	Cool Metal	Clairaudience
5	Dash	Darkness	Clairvoyance
6	Decipher Language	*Detect Evil*	Dispel Magic
7	Detect Magic	Detect Illusion	Explosive Runes
8	*Enlargement*	Detect Invisibility	Fireball
9	Feather Fall	Detect Silence	Flame Arrow
10	Floating Disc	Extra-dimensional Pocket	Fly
11	Friends	Extrasensory Perception	Haste
12	Grease	Flaming Sphere	Hold Person
13	Hold Portal	Fool's Gold	Infrared Vision
14	Identify	Glitterdust	Invisibility Hemisphere
15	Influence Normal Fire	Gust of Wind	Lightning Bolt
16	Jump	Invisibility	Phantasm
17	Light	Knock	*Protection from Evil, 15′ r.*
18	Magic Missile	Levitate	Protection from Ordinary Missiles
19	Melt Ice	Locate Object	Rope Trick
20	Mending	Magic Mouth	Secret Page
21	Message	Mind Blank	Sepia Snake Sigil
22	Mount	Mirror Image	Shadow Sending
23	*Protection from Evil*	Pyrotechnics	Slow
24	Shield	Ray of Enfeeblement	Suggestion
25	Shocking Grasp	Scare	Summon Monster I
26	Shove	Shatter	Tiny Hut
27	Sleep	Sorcerer Lock	*Tongues*
28	Sorcerer Mark	Stinking Cloud	Twofold Missile
29	Sorcerous Armour	Strengthen	*Water Breathing*
30	Spider Climb	Summon Dæmon I	Wind Wall
31	Unseen Servant	Ungovernable Hideous Laughter	
32	Ventriloquism	Wall of Shadow	
33	Write Spell	Web	

N.B.: Italicized spells have reverse forms.

Table 63 *(continued)*: **Magician Spell List**

	MAGICIAN SPELLS		
	Level 4	Level 5	Level 6
1	Black Tentacles	Air-like Water	Anti-Magic Field
2	Charm Monster	Animate Dead	Chain Lightning
3	Confusion	Cloudkill	Control Water
4	Dig Hole	Cone of Cold	Control Weather
5	Dimension Door	Contact Otherworldly Being	Controlled Blast Fireball
6	Dweomered Weapon	*Dismissal*	Death
7	Extend Spell I	Extend Spell II	Disintegrate
8	Fear	Fabricate	Extend Spell III
9	Fire Shield	Faithful Hound	Forceful Hand
10	Fire Trap	Feeblemind	Freezing Sphere
11	Globe of Invulnerability, Lesser	Hold Monster	*Geas*
12	Hallucinatory Terrain	Interposing Hand	Globe of Invulnerability, Greater
13	Ice Javelin	Magic Jar	Guards and Wards
14	Ice Storm	Passwall	Legend Lore
15	Mass Treemorph	Secret Chest	Move Earth
16	Mirror, Mirror	Sending	Project Image
17	Mnemonic Enhancer	Stone Shape	Reincarnation
18	Plant Growth	Summon Elemental	Repulsion
19	Polymorph Other	Summon Monster III	*Stone to Flesh*
20	Polymorph Self	Telekinesis	Summon Dæmon III
21	*Remove Curse*	Teleport	Summon Invisible Stalker
22	Resilient Sphere	*Transmute Rock to Mud*	Summon Monster IV
23	Secure Shelter	Wall of Force	Transformation
24	Shout	Wall of Iron	
25	Sorcerer Eye	Wall of Stone	
26	Stoneskin		
27	Summon Dæmon II		
28	Summon Monster II		
29	Wall of Fire		
30	Wall of Ice		

N.B.: Italicized spells have reverse forms.

Table 64: Cryomancer (Magician) Spell List

	CRYOMANCER SPELLS		
	Level 1	Level 2	Level 3
1	Chill Touch	Cool Metal	Black Cloud
2	Cold Resistance	Continuous Light	Cold Protection
3	Decipher Language	Darkness	Cryonic State
4	Detect Magic	Detect Body Heat	Dispel Magic
5	Freezing Hands	Frost Sphere	Dissipate Gas
6	Hold Portal	Glitterdust	Freeze Surface
7	Identify	Gust of Wind	Hold Person
8	Light	Ice Armour	Lightning Bolt
9	Magic Ice Dart	Ice Axe	*Protection from Evil, 15′ r.*
10	Melt Ice	Infrared Vision	Secret Page
11	Precipitate	Invisibility	Slow
12	*Protection from Evil*	Levitate	Tiny Hut
13	Shield	Obscure	*Tongues*
14	Shocking Grasp	Ray of Enfeeblement	*Water Breathing*
15	Shove	Shatter	Wind Wall
16	Sorcerer Mark	Wall of Vapours	
17	Unseen Servant		
18	Write Spell		

	Level 4	Level 5	Level 6
1	Change Temperature	Breathe Frost	Chain Lightning
2	Cone of Cold	Contact Otherworldly Being	Chill of Death
3	Extend Spell I	Control Winds	Control Weather
4	Fire Shield	*Dismissal*	Disintegrate
5	Ice Javelin	Extend Spell II	Extend Spell III
6	Ice Storm	Hold Monster	Freezing Sphere
7	Igloo	Ice Bridge	*Geas*
8	Resilient Sphere	Passwall	Iceberg
9	Shout	Sending	Legend Lore
10	Solid Fog	Telekinesis	Summon Aerial Minion
11	Sorcerer Eye	Teleport	Summon Ice Dæmon
12	Squall	Transform to Winter Wolf	Transformation
13	Wall of Ice		

N.B.: Italicized spells have reverse forms.

Table 65: Illusionist (Magician) Spell List

	ILLUSIONIST SPELLS		
	Level 1	Level 2	Level 3
1	Auditory Glamour	Alter Self	Allay Exhaustion
2	Colour Spray	Blur	Continuous Darkness
3	Dancing Lights	Captivate	Deceive
4	Darkness	Cause Blindness	Dispel Phantasm
5	Decipher Language	Cause Deafness	Fear
6	Detect Illusion	Continuous Light	Hallucinatory Terrain
7	Detect Invisibility	Fog Cloud	Illusory Script
8	Detect Magic	Fool's Gold	Illusory Wall of Fire
9	Detect Silence	Glitterdust	Invisibility Hemisphere
10	Disguise Self	Hypnotic Pattern	Non-Detection
11	Hypnotism	Improved Phantasm	Paralyze
12	Light	Invisibility	Phantasmal Wind
13	Mending	Magic Mouth	Phantom Steed
14	Mirror Gaze	Misdirection	Rainbow Bridge
15	Mirror Image	Phantasmal Armour	Secret Page
16	Phantasm	Rope Trick	Shadow Sending
17	Reflexion	Ultraviolet Vision	Spectral Phantasm
18	Sorcerer Mark	Wall of Shadow	Suggestion
19	Terrify	Whispering Wind	Wraithshape
20	Unseen Servant	Wyvern Warden	
21	Ventriloquism		
22	Wall of Vapours		
23	Write Spell		

	Level 4	Level 5	Level 6
1	Blinding Light	Advanced Hypnotism	Acid Fog
2	Confusion	Advanced Spectral Phantasm	Demi-Shadow Sorcery
3	Dispel Magic	Incite Chaos	*Geas*
4	Emotion	Inflict Madness	Guards and Wards
5	Faithful Hound	Major Creation	Mass Suggestion
6	False Vacancy	Maze	Mirage Arcana
7	Illusory Wall	Mirror, Mirror	Mislead
8	Improved Invisibility	Phantasmal Door	Permanent Phantasm
9	Mass Treemorph	Project Image	Phantasmagorical Precipitousness
10	Minor Creation	Shadow Conjuration	Programmed Phantasm
11	Phantasmal Killer	Shadow Sorcery	Spawn Shades
12	Rainbow Pattern	Spawn Demi-Shadow Monsters	True Seeing
13	Solid Fog	Temporal Acceleration	Veil
14	Sorcerer Eye		
15	Spawn Shadow Monsters		

N.B.: Italicized spells have reverse forms.

Table 66: Necromancer (Magician) Spell List

NECROMANCER SPELLS			
	Level 1	Level 2	Level 3
1	Animate Carrion	Cause Blindness	Agonizing Touch
2	Black Hand	Cause Deafness	Animate Carrion II
3	Chill Touch	Cold Resistance	Cataleptic State
4	Command	Cudgel of Bone	*Cure Disease*
5	Decipher Language	Danse Macabre	Death Masque
6	Detect Magic	Darkness	Dispel Magic
7	Detect Undead	Forest of Bones	Exploding Skull
8	Extermination	*Ghoul Touch*	Explosive Runes
9	Identify	Infernal Tongues	Floating Skull
10	Invisibility to Undead	Mummification	Hold Person
11	Locate the Dead	Perceive Heartbeat	Infrared Vision
12	Necromantic Ventriloquism	Ray of Enfeeblement	Lightning Bolt
13	*Protection from Evil*	Scythe of the Reaper	*Protection from Evil, 15′ r.*
14	Scare	Skeletal Hands	Sepia Snake Sigil
15	Serpent Charm	Speak with Dead	Slow
16	Shocking Grasp	Spectral Hand	Strangle
17	Skeletal Servant	Summon Dæmon I	*Tongues*
18	Sorcerer Mark	Visualize Death	Vampiric Touch
19	Write Spell	Zombie Visage	Wraithshape

	Level 4	Level 5	Level 6
1	Animate Dead	Animate Carrion III	Animate Dead II
2	Black Tentacles	Brink of Death	Chain Lightning
3	Brain Death	Cloudkill	Disintegrate
4	Contagion	Cone of Cold	Finger of Death
5	Dimension Door	Death	Freezing Sphere
6	Enervation	*Dismissal*	*Geas*
7	Fear	Faithful Hound	Raise Dead
8	Inflict Madness	Feeblemind	Repulsion
9	Mirror, Mirror	Gelatinize Bones	*Stone to Flesh*
10	Polymorph Other	Hold Monster	Summon Dæmon III
11	*Remove Curse*	Insect Plague	Summon Invisible Stalker
12	Shroud of Fear	Magic Jar	Transform to Asp
13	Sorcerer Eye	Plague Rats	White Hand of Death
14	Summon Dæmon II	Shadow Conjuration	
15	Transfer Wounds	Summon Bat Swarm	
16	*Turn Sticks to Serpents*		

N.B.: Italicized spells have reverse forms.

Table 67: Pyromancer (Magician) Spell List

	PYROMANCER SPELLS		
	Level 1	Level 2	Level 3
1	Burning Hands	Continuous Light	Blinding Light
2	Dancing Lights	*Cure Light Burns*	Dispel Magic
3	Decipher Language	Darkness	Explosive Runes
4	Detect Magic	Detect Body Heat	Fire Protection
5	Færie Fire	Fire Web	Fire Staff
6	Fire Resistance	Flame Blade	Fireball
7	Flaming Missile	Flaming Sphere	Flame Arrow
8	Flash	Glitterdust	Haste
9	Identify	Gust of Wind	Illusory Wall of Fire
10	Influence Normal Fire	Heat Metal	Incinerate Normal Missiles
11	Light	Infrared Vision	*Protection from Evil, 15′ r.*
12	Melt Ice	Invisibility	Secret Page
13	*Protection from Evil*	Levitate	Strengthen
14	Smoke Cloud	Produce Flame	*Tongues*
15	Sorcerer Mark	Pyrotechnics	
16	Sorcerous Armour	Ray of Enfeeblement	
17	Write Spell		

	Level 4	Level 5	Level 6
1	Change Temperature	Breathe Fire	Death Ray of Immolation
2	Controlled Blast Fireball	Contact Otherworldly Being	Disintegrate
3	*Cure Serious Burns*	Death Smoke Cloud	Extend Spell III
4	Dimension Door	*Dismissal*	Fire Seeds
5	Extend Spell I	Extend Spell II	*Geas*
6	Fire Shield	Flame Strike	Legend Lore
7	Fire Trap	Passwall	Project Image
8	*Produce Bonfire*	Sending	Reincarnation
9	Resilient Sphere	Summon Firefly Swarm	Repulsion
10	Shout	Telekinesis	Summon Fire Elemental
11	Sorcerer Eye	Teleport	Transformation
12	Wall of Fire	Transform to Hell Hound	*Transmute Rock to Lava*

N.B.: Italicized spells have reverse forms.

Table 68: Witch (Magician) Spell List

	WITCH SPELLS		
	Level 1	Level 2	Level 3
1	Alter Self	Befriend Animals	Barkskin
2	Charm Person	*Bless*	Black Cloud
3	Decipher Language	Cause Blindness	Clairaudience
4	*Detect Evil*	Cause Deafness	Clairvoyance
5	Detect Illusion	Darkness	Continuous Darkness
6	Detect Magic	Detect Invisibility	Continuous Light
7	Detect Malady	Detect Silence	*Cure Disease*
8	Detect Undead	Extrasensory Perception	Delay Poison
9	*Enlargement*	Find Traps	Dispel Magic
10	Færie Fire	*Ghoul Touch*	Dissipate Gas
11	Friends	*Goodberry*	Exploding Skull
12	Hold Portal	Hold Person	Explosive Runes
13	Influence Normal Fire	Hypnotism	Phantasm
14	Light	Identify	*Protection from Evil, 15′ r.*
15	Locate the Dead	Infernal Tongues	*Remove Curse*
16	Mending	Levitate	*Remove Paralysis*
17	Message	Locate Object	Sepia Snake Sigil
18	*Protection from Evil*	Magic Mouth	Slow
19	Reflexion	Mind Blank	Speak with Dead
20	Scare	Obscure	Starlight
21	Shocking Grasp	Perceive Heartbeat	Summon Dæmon I
22	Sleep	Placate	Summon Insect Swarm
23	Sorcerer Mark	*Purify Food and Drink*	*Tongues*
24	Spider Climb	Ray of Enfeeblement	Vampiric Touch
25	Unseen Servant	Shatter	Wind Wall
26	Ventriloquism	Speak with Animals	Witch Fire
27	Write Spell	Ungovernable Hideous Laughter	Wraithshape

N.B.: Italicized spells have reverse forms.

Table 68 *(continued)*: **Witch (Magician) Spell List**

	WITCH SPELLS		
	Level 4	Level 5	Level 6
1	Black Tentacles	Animate Dead	Animate Objects
2	Charm Monster	Anti-Magic Field	Control Lycanthrope
3	Contagion	Cause Lycanthropy	Control Weather
4	Freeze Surface	Control Winds	Disintegrate
5	Glyph of Warding	*Dismissal*	Finger of Death
6	Hallucinatory Terrain	Enervation	Freezing Sphere
7	Mirror, Mirror	Inoculate	*Geas*
8	Moonlight	Magic Jar	Gelatinize Bones
9	*Neutralize Poison*	*Produce Bonfire*	Raise Dead
10	Plant Growth	Shadow Conjuration	See
11	Polymorph Other	Sleep Everlasting	Summon Invisible Stalker
12	Polymorph Self	Summon Bat Swarm	Transfer Youthfulness
13	Shockwave	Summon Dæmon III	
14	Sorcerer Eye	Summon Elemental	
15	Strangle		
16	Summon Dæmon II		
17	Transfer Wounds		
18	*Turn Sticks to Serpents*		

N.B.: Italicized spells have reverse forms.



Table 69: Cleric Spell List

	CLERIC SPELLS		
	Level 1	Level 2	Level 3
1	*Bless*	Aid	Animate Dead
2	Bless Oil or Water	Augury	Continuous Light
3	*Ceremony of Consecration*	*Cure Moderate Wounds*	Create Food and Water
4	Cold Resistance	Darkness	*Cure Blindness*
5	Command	Delay Poison	*Cure Deafness*
6	*Create Water*	Detect Silence	*Cure Disease*
7	*Cure Light Wounds*	Distinguish Alignment	Dispel Magic
8	*Detect Evil*	Enthral	Glyph of Warding
9	Detect Magic	Find Traps	Locate Object
10	Detect Malady	Fire Resistance	Magic Vestment
11	Light	Hold Person	Meld into Stone
12	Magic Stone	Incantation	Prayer
13	Omen	Invisibility to Undead	*Remove Curse*
14	Perceive Disguise	Serpent Charm	*Remove Paralysis*
15	Precipitate	Silence	Speak with Dead
16	*Protection from Evil*	Speak with Animals	Water Walk
17	*Purify Food and Drink*	Weird War Hammer	
18	*Remove Fear*	Wyvern Warden	
19	Sanctuary		

	Level 4	Level 5	Level 6
1	Brink of Death	Air Walk	Animate Objects
2	Control Water	Atonement	Blade Barrier
3	*Cure Serious Wounds*	Commune	Communicate with Monsters
4	*Discern Lie*	*Cure Critical Wounds*	Control Weather
5	Divination	*Cure Madness*	*Find the Path*
6	Imbue with Spell Ability	*Dispel Evil*	Forbiddance
7	*Neutralize Poison*	Finger of Death	*Heal*
8	Perform Exorcism	Flame Strike	Heroes' Feast
9	*Protection from Evil, 15' r.*	Inoculate	Restoration
10	Scrying Font	Insect Plague	Stone Tell
11	Shroud of Fear	Plane Shift	Summon Aerial Minion
12	Speak with Plants	*Quest*	Summon Animal I
13	Spike Growth	Raise Dead	Word of Recall
14	Them	True Seeing	
15	*Tongues*		
16	*Turn Sticks to Serpents*		

N.B.: Italicized spells have reverse forms.

Table 70: Druid (Cleric) Spell List

	DRUID SPELLS		
	Level 1	Level 2	Level 3
1	Befriend Animals	Barkskin	Black Cloud
2	Detect Magic	Charm Person or Beast	Call Lightning
3	Detect Snares and Pits	Continuous Light	*Cure Disease*
4	Detect Venom	*Create Water*	*Cure Moderate Wounds*
5	Entangle	*Cure Light Wounds*	Fire Protection
6	Færie Fire	Delay Poison	Hold Animal
7	Fire Resistance	Detect Neutrality	Meld into Stone
8	*Goodberry*	Find Plants	*Neutralize Poison*
9	Influence Normal Fire	Find Traps	Pass without Trace, 15′ r.
10	Light	Fire Trap	Plant Growth
11	Locate Ordinary Animal	Flame Blade	Pyrotechnics
12	Magic Stone	Flaming Sphere	Spike Growth
13	Messenger Bird	Gust of Wind	Starlight
14	Pass without Trace	Heat Metal	Stone Shape
15	Precipitate	Melt Ice	Summon Insect Swarm
16	*Purify Food and Drink*	Obscure	Tree Shape
17	Sanctuary from Animals	Produce Flame	*Water Breathing*
18	Shillelagh	Warp Wood	
19	Speak with Animals		

	Level 4	Level 5	Level 6
1	Change Temperature	*Animal Growth*	Anti-Beast Shell
2	*Cure Serious Wounds*	Anti-Plant Shell	Control Weather
3	Dispel Magic	Breathe Fire	*Cure Critical Wounds*
4	Hallucinatory Terrain	Commune with Nature	Feeblemind
5	Hold Vegetation	Control Winds	Finger of Death
6	Insect Plague	Flame Strike	Fire Seeds
7	Lightning Protection	Igloo	Liveoak
8	Mass Treemorph	Pass Tree	Reincarnation
9	Moonlight	Summon Animal II	Repel Wood
10	Plant Portal	Summon Bat Swarm	Stone Tell
11	*Produce Bonfire*	Summon Firefly Swarm	Summon Animal III
12	Speak with Plants	*Transmute Rock to Mud*	Summon Fire Elemental
13	Summon Animal I	*Turn Sticks to Serpents*	Transport via Plants
14	Them	Wall of Fire	
15	Ward Off Insects	Wall of Thorns	
16	Wind Wall		

N.B.: Italicized spells have reverse forms.

SPELLS: A

Acid Arrow
Level: mag 2 | *Range:* 30 feet | *Duration:* special
A magic arrow darts from the finger of the caster. On a successful attack roll, the *acid arrow* strikes for 1d4+1 hp damage, plus a further 2d4 hp acid damage in the same round. Magicians (but not other sorcerers) enjoy a +1 bonus to the attack roll for every 2 CA levels (CA 3–4 = +2, CA 5–6 = +3, and so forth). The caster also may apply his dexterity *attack modifier* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

Acid damage will persist 1 extra round for sorcerers whose CA is 4–6, 2 extra rounds for CA 7–9, and 3 extra rounds for CA 10 or greater. For example, an *acid arrow* fired by a CA 12 sorcerer on round 1 would inflict 1d4+1 hp base damage plus 2d4 hp acid damage on round 1, 2d4 hp acid damage on round 2, 2d4 hp acid damage on round 3, and a final 2d4 hp acid damage on round 4. The acid may ruin armour or clothing (referee discretion; see Vol. III, p. 260: Saving Throw, *item saving throws*).

Acid Fog
Level: ill 6 | *Range:* 30 feet | *Duration:* 6 rounds (1 minute)
Creates a caustic miasma similar to the *solid fog* spell (q.v.), as large as 10 feet thick, 30 feet long, and 30 feet high. Only a very strong wind (35 mph or greater) will disperse this spell; even a *gust of wind* spell (q.v.) is ineffective. *Acid fog* burns all within its confines and is particularly deadly to vegetation, killing small plants and grass at once. Men, monsters, and other fauna are harmed as well, the acid blistering their skin, eyes, throat, and lungs. Such creatures sustain 1 hp damage on the 1st round, 2 hp on the 2nd, 4 hp on the 3rd, 8 hp on the 4th, 10 hp on the 5th, and 12 hp on the 6th; vegetal creatures suffer 150% of these damage figures.

Any creature caught within or attempting to traverse *acid fog* is slowed by the fog's opacity to a maximum rate of 10 MV. Normal sight cannot penetrate *acid fog*, and *infrared vision* (q.v.) is unavailing. Potent fire spells such as *fireball*, *flame strike*, or *wall of fire* (qq.v.) will burn off *acid fog* in 1 round.

Advanced Hypnotism
Level: ill 5 | *Range:* 30 feet | *Duration:* special
Similar to *hypnotism* (q.v.), this spell is directed at a single target, who is granted a *sorcery* saving throw to resist. The saving throw is modified by the target's *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Hostile or aggressive creatures gain +1 to +3 bonuses on their saves, as judged by the referee.

A failed save indicates the victim is unaware that he has been ensorcelled and is subject to a posthypnotic suggestion. The trigger is determined by the sorcerer; it may be something seen or a spoken word. The player must inform the referee what the specific trigger is, and the referee must judge if it is appropriate. Once triggered, a *suggestion* (q.v.) is effected. The spell is broken after this *suggestion* is triggered and acted on, which might be hours, days, months, or even years later.

Advanced Spectral Phantasm
Level: ill 5 | *Range:* 240 feet | *Duration:* permanent
Derived from the *spectral phantasm* spell (q.v.). A visual illusion is created, a projected image of nearly anything the caster can imagine, as large as 50 × 50 × 50 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Advanced spectral phantasm* can be used to create an attacking monster or another damaging hazard. The illusion can be of sight, sound, smell, and/or temperature. The auditory component might include a shout, a roar, or a sentence of no more than nine words in length (not including articles *a*, *an*, and *the*).

Once cast, this spell will persist infinitely, with no need of concentration unless the caster wishes to manipulate the movements of the illusion; such manœuvres require his full attention, though he can walk at half speed and maintain control. The illusion will be broken if touched or can be terminated via a *dispel phantasm* spell (q.v.). An *advanced spectral phantasmal* monster is AC 6 and will disappear if hit; otherwise, it can continue to attack without caster direction.

Advanced spectral phantasm targets are not allowed saving throws unless the referee feels the illusion is incredible, in which case *sorcery* saving throws should be rolled; such saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. With sight, sound, smell, and/or temperature, credibility is rarely an issue with this spell; if such a case arises, and the save is made, the disbeliever will see the *advanced spectral phantasm* as a flawed and flickering transparent image. Otherwise, this illusion can inflict real physical damage, as high as 1d8 hp per CA level per round to each victim. Such damage will remain even if the spell is subsequently broken.

Agonizing Touch
Level: nec 3 | *Range:* touch | *Duration:* instantaneous
When the victim of this spell is touched, a searing pain runs through his nervous system; no saving throw applies. Damage inflicted is but 1d4 hp, but the intense pain impairs the victim for 1d4+1 rounds: The victim's attack rolls, armour class, and saving throws are each at a –2 penalty; movement is halved; and spells or innate sorcerous abilities stand a 3-in-6 chance of failure.



Aid
Level: clr 2 | *Range:* touch | *Duration:* 1 turn
For a single recipient, duplicates the bonuses derived from the *bless* spell (q.v.), with the additional benefit of a temporary 1d8 hit point boost. These hit points may exceed the recipient's normal hit point maximum. Any subsequent damage is drawn from the temporary hit points first, the remainder of which will disappear upon the spell's termination.

Air Walk
Level: clr 5 | *Range:* touch | *Duration:* 6 turns (1 hour)
The sorcerer or other recipient can walk on air as though it were solid ground. In a straight line (such as over a chasm, ravine, or trench), the recipient can walk (but not run) at his normal movement rate. Alternatively, the recipient can walk up or down at a 45° angle, as though he were ascending or descending stairs, at one-half normal walking speed. Lastly, the recipient can ascend or descend vertically, as though climbing a sheer cliff with ample handholds and toeholds, at one-fourth normal walking speed.

Air-like Water
Level: mag 5 | *Range:* 0 | *Duration:* 1 turn per CA level
Transforms a 30-foot-diameter sphere of fresh or salt water into a magical, bubbling solution that can be inhaled safely by air-breathing creatures. The spell can be cast as the sorcerer enters the water or after he has already submerged, moving with the caster as he moves. Water-breathing creatures will instinctively avoid the sphere, as they cannot respire within its confines, but this general eschewal does not preclude certain predators of the deep from attempting to snatch prey out from the *air-like water*. Note that underwater combat is subject to special rules (see Vol. III, p. 278: Waterborne Expeditions, *underwater combat*).

Alarm
Level: mag 1 | *Range:* 10 feet |
Duration: 6 turns (1 hour) per CA level
Cast upon a door, a gate, a portal, or another point of ingress / egress, this spell is triggered by the passage of any living creature larger than a rat (3+ lbs.), evoking a sound not unlike bells pealing. Undead, constructs, and other non-living entities will not activate the *alarm* spell; neither will incorporeal beings, though invisible creatures will set off the spell.

Allay Exhaustion
Level: ill 3 | *Range:* touch | *Duration:* 6 turns (1 hour)
Creates the illusion of healing, wellness, energy, and stamina. *Allay exhaustion* allows one to persevere without sleep when thoroughly exhausted, in effect as though an *extraordinary feat of constitution* had been achieved (see Vol. I, p. 8: Attributes, *constitution*). As well, any hit point loss previously suffered is temporarily healed by 50%. The exact number should be recorded, for when the spell's duration elapses, this illusory hit point total plus 1d6 additional hp are lost; even if subsequent curing is rendered, 1d6 hp damage is still incurred. In addition to the consequent hit point loss, once this illusion ends the recipient must rest for 12 turns (2 hours) or suffer –4 penalties to attack rolls, damage rolls, and saving throws. Unwilling recipients are allowed *sorcery* saving throws, modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

Alter Self
Level: ill 2, wch 1 | *Range:* 0 | *Duration:* 1d6 turns
The sorcerer mutates his form; similar to the *disguise self* spell (q.v.), except the change is slightly more radical (no more than 50% smaller or larger, lighter or heavier) and has quasi-actuality. For example, if the new form has wings, the caster is allowed minimal flight, moving at no greater than 50% the actual creature's speed; if the creature has gills, the caster can breathe underwater; and so on. The altered form is limited to men, humanoids, or other bipedal species with which the caster is familiar. This spell does not grant any special abilities beyond locomotion and respiration—no innate magical abilities, no enhanced acuity. The duration of the spell should be rolled in secret by the referee.

Animal Growth
Level: drd 5 | *Range:* 120 feet |
Duration: 6 rounds (1 minute)
Causes as many as six normal beasts (amphibians, birds, fish, mammals, or reptiles; not men, humanoids, or monsters) to double in size. The effect results in doubled hit dice, doubled damage dice, and whatever else the referee deems appropriate. The reverse of this spell, *animal reduction*, shrinks as many as six animals to half their normal size, resulting in halved hit dice and halved damage on attacks. No saving throw is permitted for either form of this spell.

Animate Carrion
Level: nec 1 | *Range:* 10 feet | *Duration:* permanent
Raised are the bones or carrion of Small animals: amphibians, birds, mammals, and reptiles of natural sort. The **undead animals** will obey the simple instructions of the caster (essentially one-word commands) and follow him unless either slain or *turned* (see Vol. III, p. 252: Combat Actions, *magic*); the *dispel magic* spell (q.v.) also will nullify the connexion betwixt the sorcerer and the undead animal. The caster can *animate* and maintain no more than 1 HD of undead animals per CA level. Whether or not desiccated flesh remains on their bones, the undead animals have statistics as noted in Vol. IV. *Animated carrion* loses any special abilities possessed in life (e.g., flight, musk, venom).

Animate Carrion II
Level: nec 3 | *Range:* 10 feet | *Duration:* permanent
As *animate carrion*, but effecting **undead animals** of Small or Medium size. The caster can *animate* and maintain no more than 2 HD of undead animals per CA level.

Animate Carrion III
Level: nec 5 | *Range:* 10 feet | *Duration:* permanent
As *animate carrion*, but effecting **undead animals** of any size. The caster can *animate* and maintain no more than 3 HD of undead animals per CA level.

Animate Dead
Level: mag 5, nec 4, wch 5; clr 3 | *Range:* 10 feet |
Duration: permanent
From the bones or cadavers of dead men or humanoids are the undead created: **skeletons** or **zombies**. The undead will obey without question the commands of the caster, following, attacking, or standing guard as directed. They will continue to serve until either slain or *turned* (see Vol. III, p. 252: Combat Actions, *magic*); the *dispel magic* spell (q.v.) also will nullify the connexion betwixt the sorcerer and the undead. Through this necromancy the sorcerer can *animate* and control 1 skeleton or zombie per CA level. If suitable remains are at hand, the sorcerer can opt to raise **1 large skeleton** per 3 CA levels, or **1 giant skeleton** per 6 CA levels, though zombies may only be created from the whole corpses of men (or cave-men).

Animate Dead II
Level: nec 6 | *Range:* 10 feet | *Duration:* permanent
From the fresh graves of men are raised **ghouls** by means of unspeakable rites and forbidden incantations. The selected graves must be no older than one week and dug properly. The ghouls will claw out from the earth to obey without question the commands of the sorcerer, following, attacking, or standing guard as directed. They will continue to serve until either slain or *turned* (see Vol. III, p. 252: Combat Actions, *magic*); the *dispel magic* spell (q.v.) also will nullify the connexion betwixt the sorcerer and the undead. Through this necromancy the sorcerer can *animate* and control 1 ghoul for every 2 CA levels. If a 12th-level sorcerer raises 5 ghouls and has them in his keeping whilst *animating* another, the 6th may emerge as a **ghast** on a 2-in-6 chance.

Animate Objects
Level: wch 6; clr 6 | *Range:* 60 feet |
Duration: 6 turns (1 hour)
Enchants non-magical articles to rouse and do the sorcerer's bidding, affecting one or more objects of total weight not exceeding 400 pounds. The referee should determine movement rate, hit points, attacks, and damage delivered by the *animated objects*. Consider the following guidelines:

- *Boulder, Round (250 lbs.):* MV 20; DX 5; AC 4; HD 5; #A 1/1 (rolling smash); D 1d10
- *Chest, Iron:* MV 10; DX 4; AC 5; HD 3; #A 1/1 (bite); D 1d8
- *Statue, Stone:* MV 20; DX 6; AC 1; HD 6; #A 1/1 (strike); D 2d8
- *Table, Wooden:* MV 30; DX 4; AC 7; HD 2; #A 2/1 (legs); D 1d6/1d6

Intentionally the above statistics are incomplete, because exceptions exist. *Animated objects* use the fighting ability (FA) of the caster and make saving throws according to their item category (see Vol. III, p. 260: Saving Throw, *item saving throws*); morale (ML) does not apply. Common sense, of course, must be exercised; e.g., a wooden table should suffer a saving throw penalty versus fire.

Anti-Beast Shell
Level: drd 6 | *Range:* 0 | *Duration:* 1 turn per CA level
Creates an invisible, hemispherical field that encircles the sorcerer at a 10-foot radius. The barrier prevents any animal (even if enchanted) from breaching the *anti-beast shell* or attacking him. This spell does not affect magical beasts or "monsters"; only natural beasts of the animal kingdom are hedged out: amphibians,

arachnids, birds, fish, insects, mammals, and reptiles, including giant-sized species. Those afforded the protection of this spell cannot attack or otherwise harm any animal outside the *shell*, or the spell will terminate.

Anti-Magic Field
Level: mag 6, wch 5 | *Range:* 0 |
Duration: 12 rounds (2 minutes)
Evokes a magical energy shield to surround the sorcerer at a radius of one foot per CA level. The *anti-magic field* repels any spell or sorcerous effect (as from a ring, staff, wand, etc.); however, just as no spell or spell effect can enter the shell, no spell or spell effect can exit it, either.

Anti-Plant Shell
Level: drd 5 | *Range:* 0 | *Duration:* 1 turn per CA level
Creates an invisible, hemispherical field that encircles the sorcerer at a 10-foot radius. The barrier prevents any plant (even if enchanted) from breaching the *anti-plant shell* or attacking him, including vegetal monsters such as **green slime**, **mustard mould**, **shambling mounds**, and **tree-men**. Those afforded the protection of this spell cannot attack or otherwise harm any plant creature outside the *shell*, or the spell will terminate.

Atonement
Level: clr 5 | *Range:* touch | *Duration:* instantaneous
Usually cast on those of similar religion and/or like alignment, this spell removes the onus of misdeeds that are unknowingly, unintentionally, or unwillingly committed; also this spell can undo the effects of magical alignment change. If the recipient has exercised poor judgment and consequently violated the precepts of faith and/or alignment, this spell can remove the burden or penalties accorded if the character is truly repentant. Ultimately, the subject's contrition must be judged by the referee. One cannot *atone* for deliberate misdeeds. The caster must place a hand on the head of the spell's recipient, use prayer beads, burn incense, and supplicate his deific patron for 6 turns (1 hour). The recipient of the *atonement* spell might be charged with a *quest* (q.v.) to complete his reparations.

Auditory Glamour
Level: mag 2, ill 1 | *Range:* 240 feet | *Duration:* 1 turn
An hallucination of sound is created, that of voices, calls, or cries (man, humanoid, animal, or monster); footfalls; or other like noises. The sounds of 1d4 creatures can be invented thus for each CA level of the sorcerer. However, if a sound is of significant volume, the referee must decide on the number of voices and their collective volume (e.g., the roar of one lion may be equal to the shouts of five men).

Augury
Level: clr 2 | *Range:* 0 | *Duration:* special
Through communion with otherworldly agents, the sorcerer learns whether an action in the near future (within 3 turns) will be advantageous or disadvantageous to him and/or his party. The caster must clearly and concisely articulate the considered action (or inaction, as it were) through prayer and cogitation over a 1-turn period. The referee will then inform the player if the course is for weal, for woe, or inconsequential. The chance to successfully divine the future is 7-in-10, which should be rolled secretly by the referee; a failed result, of course, will yield an inaccurate *augury*.

SPELLS: B

Barkskin
Level: wch 3; drd 2 | *Range:* touch |
Duration: 1 turn + 1 turn per CA level
Toughens the recipient's flesh to the strength of oak bark, providing an armour class equivalent to chain mail (AC 5, DR 1), or +1 AC if other armour is worn (see Vol. I, p. 114: Equipage, *armour*). *Barkskin* does not encumber the recipient in any way.



Barkskin

Befriend Animals
Level: wch 2; drd 1 | *Range:* 10 feet | *Duration:* permanent
The sorcerer enchants normal animals and so gains their friendship. The subjects must be Neutral, non-magical creatures of ordinary sort: amphibians, birds, fish, mammals, or reptiles. The sorcerer can control 1 HD of animals per CA level. Each such animal is granted a *sorcery* saving throw. Torpid or non-hostile animals make normal saving throws, but aggressive animals save at +2.

Animals that fail their saves are mesmerized by the sorcerer and follow him to the best of their ability; those that make their saving throws will either wander away or attack the caster, depending on the animal's nature. An enchanted animal can be taught three tricks on par with what a trained dog or cat might learn, depending on its intelligence and capability. Each trick requires about a week of uninterrupted training; i.e., not during the course of adventure.

Black Cloud
Level: mag 3, cry 3, wch 3; drd 3 |
Range: 240 feet | *Duration:* 1 turn
A small raincloud appears 30–60 feet above the intended target area. It releases a torrent of rain that forms a cylinder, showering a 30-foot-diameter area. If this spell is cast in an area of subfreezing temperature, the precipitation instead will be heavy snow; or, if the temperature is just at the freezing point, sleet and freezing rain will result.

All attack rolls made whilst under a *black cloud* are at –4 penalties. Normal fires will be extinguished; magical fires will be but temporarily snuffed, their dweomers rekindling 1 turn after the spell terminates (unless their durations elapse). *Black cloud* can also be used as a protective measure, for if a *fireball*, *flaming sphere* (qq.v.), or similar effect strikes the deluged area, the fire spell will be extinguished, and the rain vaporized to a cloud of steam.

Black Hand
Level: nec 1 | *Range:* 0 |
Duration: 3 rounds + 1 round per CA level
The sorcerer's right hand turns dark as pitch and emits tiny motes of black and violet. The *black hand* enhances touch spells of harmful intent, such as *inflict disease*, *ghoul touch*, and *shocking grasp* (qq.v.). These subsequent touch attacks are made at a +1 bonus for every 4 CA levels (CA 1–4 = +1; CA 5–8 = +2; CA 9–12 = +3). The *black hand* spell does not expire after a touch spell is successfully delivered; it persists for the full duration noted above.

Black Tentacles
Level: mag 4, nec 4, wch 4 | *Range:* 30 feet |
Duration: 1 round per CA level
Black, squid-like tentacles erupt in a 30-foot-diameter area, one such tentacle per CA level of the sorcerer. Each thick and slimy tentacle is 10 feet long, AC 4, and equal in hit points to the sorcerer (at full health). Any creature within range of a *black tentacle* is subject to attack; if a tentacle has more than one potential target, the referee should assign equal chances via random die roll.

Each victim must make a *sorcery* saving throw, modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. If the saving throw succeeds, the tentacle lashes the target for 1d6 hp damage before disappearing. If the saving throw fails, the tentacle lash delivers 1d6 hp damage, as well as constricting and rending the victim for a further 2d6 hp damage per round until the spell ends or the tentacle is destroyed. As the tentacles have no intelligence, they will continue to squeeze a dead body and might on occasion be fooled into constricting a barrel, statue, tree, or like object.


Black Tentacles

Blade Barrier
Level: clr 6 | *Range:* 30 feet | *Duration:* 1 turn
The sorcerer conjures a wall of whirling, keen-edged blades that spin and flash around a point selected by him, fencing in an area as small as 5 × 5 feet to as large as 50 × 50 feet. Any creature that attempts to pass through the *blade barrier* will be assailed by the whirling blades, sustaining 8d8 hp damage.

Bless
Level: wch 2; clr 1 | *Range:* 0 | *Duration:* 3 turns
All allies within 25 feet of the caster are sanctified by this spell. They each gain a +1 bonus on any *morale* (ML) check (see Vol. III, p. 247: Combat, *morale*), a +1 bonus on any saving throw versus fear effects (whether *sorcery* or *device*), and a +1 bonus on all attack rolls. The reverse form of this spell, *blight*, curses all hostile creatures within 25 feet of the caster, effecting –1 morale, –1 on saving throws versus fear effects, and a –1 penalty on all attack rolls. *N.B.:* Either form of this spell affects only those within range at the moment the spell is cast; i.e., subsequently moving into or out of range has no impact on the spell's effects.

Bless Oil or Water
Level: clr 1 | *Range:* touch | *Duration:* permanent
This 6-turn (1-hour) ritual is performed exclusively by sorcerers of Good alignment. A holy benediction is placed on an eight-ounce vessel of vegetable oil or fresh water, thus creating a dose of holy oil / water. Sorcerers of CA 1–4 can cast this spell but once per month; those of CA 5–8 can cast this spell twice per month; and those of CA 9–12 can cast this spell thrice per month. *Bless oil or water* must be cast on hallowed ground, or that which has been sanctified by a *ceremony of consecration* spell (q.v.). A glass vessel of holy oil / water thrown as a missile at an undead target delivers 1d8 hp damage per round for 2 rounds if a hit is scored (see Vol. III, p. 251: Combat Actions, *missiles*).

Blinding Light
Level: ill 4, pyr 3 | *Range:* 90 feet | *Duration:* instantaneous
Evokes a flashing, 20-foot-diameter sphere of brilliant white radiance. Creatures within the area of effect are subject to blindness unless they make *sorcery* saving throws (or unless their eyes are closed). Creatures of 3 HD or fewer will be permanently blinded if they fail their saves; creatures of 4–6 HD will be blinded for 2d4 rounds; and creatures of 7 HD or greater will be blinded for 1d4+1 rounds. Blinded creatures always lose initiative and suffer –4 penalties on attack rolls, armour class, and saving throws. Creatures not within the radius of the spell, and those that make their saves, will see spots for 1d6 turns, which might have adverse effects at the referee's discretion.


Blade Barrier

Blink
Level: mag 3 | *Range:* 0 | *Duration:* 1 round per CA level
Randomly the sorcerer "blinks" in and out of existence, making short (2d4-foot) planar jumps through the Æther and back to the plane of origin. The caster may attack whilst *blinking* (if within range), but at a –4 penalty. Melee and missile attacks will automatically miss the caster if he wins initiative; if the caster loses initiative, he is subject to attack normally, though only once from each attacker. The sorcerer can also be targeted by area effect spells such as *fireball* or *web* (qq.v.), or by breath weapons, if the original position and the *blink* location are both within the area of effect.

The direction of the *blink* is determined by a d8 roll: *1* = north, *2* = northeast, *3* = east, *4* = southeast, *5* = south, *6* = southwest, *7* = west, *8* = northwest. If a solid object blocks the *blink* location, the sorcerer will be displaced as far as 15 feet in the determined direction in order to reappear. If solid matter still blocks the sorcerer's re-emergence, he will be trapped in another dimension, perhaps the one where dwells Kraken.

Blur
Level: ill 2 | *Range:* 0 | *Duration:* 1d4+4 rounds
The sorcerer becomes vague, hazy, and nebulous. For the duration of the spell, he gains a +2 bonus to his armour class and to *device* saving throws (e.g., rods, staves, wands, some rings).

Brain Death
Level: nec 4 | *Range:* touch | *Duration:* permanent
Kills a small portion of the victim's neural region related to memory. The target must be touched and is allowed a *death* saving throw, which is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If the saving throw is successful, the target will be aware that foul sorcery had been attempted, though resisted. If the saving throw fails, the victim will have no inkling that a spell was cast.

The sorcerer must then describe the memory he is killing. The memory is limited to a specific event, person, place, thing, conversation, or the like. This spell cannot be used to eradicate an ability; e.g., a farmer cannot be made to forget how to raise crops, a cleric cannot be made to forget how to cast spells. If the target rolls a natural 1 on his saving throw, he will lose a full year of memories and 1 point of intelligence; this blank is far more noticeable by the victim's associates. In either case, a throbbing headache follows the failed saving throw.

Breathe Fire
Level: pyr 5; drd 5 | *Range:* 10 feet | *Duration:* special
The sorcerer must purse his lips after speaking the final incantation of this spell, for the next time he opens his mouth, he will release a jet of flames 10 feet long and 5 feet wide at its terminus. Victims in this path sustain 3d8+3 hp damage, though they can attempt *sorcery* saving throws for half damage; saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. The sorcerer can open his mouth at will to release this spell, so he may move, engage in combat, or perform other like activities, though he may not cast other spells. If, however, *breathe fire* is not released within 1 turn (10 minutes), the sorcerer will immolate, sustaining maximum damage (27 hp) with no saving throw applicable. (This spell can be dangerous if the caster is forgetful and speaks to an ally or another person.)

Breathe Frost
Level: cry 5 | *Range:* 10 feet | *Duration:* special
The sorcerer must purse his lips after speaking the final incantation of this spell, for the next time he opens his mouth, he will release a billowing jet of frost 10 feet long and 5 feet wide at its terminus. Victims in this path sustain 3d8+3 hp damage, though they can attempt *sorcery* saving throws for half damage; saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. The sorcerer can open his mouth at will to release this spell, so he may move, engage in combat, or perform other like activities, though he may not cast other spells. If, however, *breathe frost* is not released within 1 turn (10 minutes), the sorcerer will suffer internal frostbite, sustaining maximum damage (27 hp) with no saving throw applicable. (This spell can be dangerous if the caster is forgetful and speaks to an ally or another person.)

Brink of Death
Level: nec 5; clr 4 | *Range:* touch | *Duration:* instantaneous
Revives a just-killed man or other creature, providing the spell is cast within 6 rounds (1 minute) of expiry. The subject must make a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*) and furthermore suffers a permanent loss of 1 point of constitution, with no *restoration* possible (q.v.). *Brink of death* also can be used to bring back a living but unconscious subject from a negative hit point total. The subject is immediately restored to consciousness (at 1 hp). Casting the spell in this manner entails neither a *trauma survival* check nor constitution loss.

Burning Hands
Level: mag 1, pyr 1 | *Range:* 5 feet |
Duration: instantaneous
Jets of thin, multihued flames spring from the fingertips of the caster, fanning out in a 120° horizontal arc and causing 2 hp damage per CA level, with no saving throw allowed. Combustible materials (e.g., cloth, paper, dry wood) are likely ignited if exposed to *burning hands*.



Burning Hands

SPELLS: C

Call Lightning
Level: drd 3 | *Range:* 360 feet |
Duration: 12 rounds (2 minutes) per CA level
Requiring 1 turn to evoke, this spell is cast outdoors and is contingent on the presence of a thunderstorm, a rainstorm, or significantly cloudy conditions. The sorcerer can then *call lightning* to strike a target within 360 feet. The lightning inflicts 2d8 hp base damage, plus 1d8 hp per CA level (e.g., a CA 5 caster calls a 7d8 hp lightning bolt), to the target and any other creature within a 10-foot radius. A successful *sorcery* saving throw reduces damage by half; the saving throw is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. The sorcerer may continue to call down another lightning bolt every 12 rounds (2 minutes) until the spell's duration elapses (i.e., one bolt per CA level) without need of concentration; the sorcerer can cast other spells, move, engage in melee, and so forth.

Captivate
Level: ill 2 | *Range:* 10 feet | *Duration:* special
The sorcerer fascinates the subject of this spell if it fails its *sorcery* saving throw. The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The *captivated* creature sees the caster as pleasing, desirable, or ideal. The sorcerer can direct the *captivated* one, who will obey, follow, and trust the caster.

However, every time a new request is made, no matter how small or large, the victim of the spell rolls 3d6. If the total exceeds the caster's charisma score, the spell will be broken. Furthermore, if the request is unreasonable or potentially harmful to the victim, the roll may be made with a bonus of +1 to +3, as judged by the referee. If the spell is broken, the subject will be filled with unbridled rage and will react with ferocity, attacking the caster at +2 on attack and damage rolls.

Normal animals are also subject to the *captivate* spell and will follow the caster for 1d4 days. If the animal is of a sort that might be tamed, and if it has been fed and treated well, it will become the caster's loyal ally if a 3d6 roll does not exceed his charisma score. It will, however, resent other animal companions.

Cataleptic State
Level: mag 3, nec 3 | *Range:* touch |
Duration: 1 turn + 1 turn per CA level
The caster or other willing recipient feigns death in a way indistinguishable from actual mortification. The recipient can see (assuming the eyes are open), hear, smell, and perceive events around him, yet he has no discernible pulse, he does not appear to breathe, and his flesh is cold to the touch. The recipient can willingly emerge from the *cataleptic state* at any time, but needs 1 full turn before he is able to begin walking and talking as normal.

Cause Blindness
Level: ill 2, nec 2, wch 2 | *Range:* 30 feet |
Duration: permanent
The subject is blinded unless a *sorcery* saving throw is successful. The afflicted sees grey and nothing more, the tone of which depends on how much light is present. This spell is permanent unless dismissed by the caster; also can it be negated by the spells *cure blindness* or *dispel magic* (qq.v.). Blind creatures always lose initiative and suffer –4 penalties on attack rolls, armour class, and saving throws.

Cause Deafness
Level: ill 2, nec 2, wch 2 | *Range:* 30 feet |
Duration: permanent
The subject is deafened unless a *sorcery* saving throw is successful. This spell is permanent unless dismissed by the caster; also can it be negated by the spells *cure deafness* or *dispel magic* (qq.v.). A deaf creature is surprized on a base 4-in-6 chance and suffers an individual initiative penalty of –2 (i.e., the deaf creature may lose initiative, despite its allies winning; see Vol. III, p. 244: Combat, *surprize* and *initiative*). Other penalties may apply, at the referee's discretion.

Cause Lycanthropy
Level: wch 5 | *Range:* touch | *Duration:* permanent
This 24-hour ritual must be timed to coincide with a full moon's zenith (whether Phobos or Selene). The victim must be bound to a tree or stone slab, suffering diabolical rites that culminate with the sorcerer tracing a six-pointed star on the victim's breast with an ember-ended stick. The change manifests in 3d8 days, and until that time the victim will feel ill, suffering terrifying nightmares that he is unable to recall; even the ritual endured is but a vague memory. Ultimately, the victim is cursed with *lycanthropy* and becomes a **werewolf**; whilst the creature is not controlled by the caster, neither will it attack him. A *cure disease* spell (q.v.) cast by a 9th-level cleric, priest, shaman, or witch can end this affliction.

Ceremony of Consecration
Level: clr 1 | *Range:* touch | *Duration:* permanent
Sanctifies a square area with sides no more than 10 feet long per CA level (e.g., a CA 9 sorcerer can consecrate a 90 × 90-foot temple). The *consecration* hallows the area to whatever deity, otherworldly power, or alignment the sorcerer serves. Once *consecrated*, creatures opposed to the caster's faith might be disadvantaged upon entering this hallowed ground, at the referee's discretion (usually a saving throw penalty). The reverse of this spell, *ceremony of desecration*, negates *consecration* by another sorcerer of equal or lower CA; e.g., a shrine

consecrated by a 7th-level cleric cannot be *desecrated* by a 3rd-level priest. Either ritual requires 6 turns (1 hour) to complete and necessitates a sacrifice of blood and gems valued at 500 gp per 10-foot length of the area *consecrated* / *desecrated* (e.g., a 90 × 90-foot temple requires a sacrifice of 4,500 gp in gems).

Chain Lightning
Level: mag 6, cry 6, nec 6 | *Range:* 240 feet | *Duration:* instantaneous
Discharging from the fingertips of the sorcerer is an arcing bolt of lightning. It strikes a designated target for 1d6 hp damage per CA level (e.g., a CA 12 caster discharges a 12d6 hp bolt). The target is afforded a *sorcery* saving throw for half damage. The saving throw is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

Chain lightning will go on to strike the next closest object (within the range of the spell), gravitating to metal if present (e.g., an iron gate or a mail-clad warrior). The spell does not distinguish betwixt the caster's enemies and inanimate objects; i.e., it will strike a keg of ale before it strikes a monster if the keg is closer to the primary target. Each time the lightning strikes another target, it delivers one fewer die of damage. So, if a CA 12 sorcerer discharges a 12d6 hp bolt, the second target (man, monster, or object) will sustain 11d6 hp damage. (Again, a *sorcery* saving throw is allowed for half damage, and *defence adjustment* applies; see also Vol. III, p. 260: Saving Throw, *item saving throws* for saves by inanimate objects.)

Chain lightning will continue to strike as many objects as the caster has CA levels. It can strike each target only once, and it will always stay within the range of the spell. If it strikes a large tree, iron rod, or other like attractor, the lightning will be diffused. This spell is potentially dangerous to the caster: It can arc back and strike him if no other targets are in range, or if the caster is perilously close to his primary target.

Example: A CA 12 sorcerer discharges *chain lightning* at a group of **7 orcs** standing by an oak tree 100 feet away. The first orc is struck for 12d6 hp, the second for 11d6 hp, and the third for 10d6 hp, but the next closest target is the tree, which diffuses the bolt. If the tree were not present, the bolt would strike all 7 orcs and then arc back to the caster for 5d6 hp damage. Of course, a save can reduce each strike to half damage.

Change Temperature
Level: cry 4, pyr 4; drd 4 | *Range:* 0 | *Duration:* 3 turns + 1 turn per CA level
The sorcerer raises or lowers the temperature in a 10-foot radius by as much as 50°F. He can then move as normal, surrounded by the effect. The druidic version of this spell requires a sprig of mistletoe as a component.

Charm Monster
Level: mag 4, wch 4 | *Range:* 60 feet | *Duration:* special
Functions as the *charm person* spell (q.v.), except that it affects any living creature or creatures. If the primary target of the spell has 3 HD or fewer, additional targets may be affected, starting with those closest to the primary target. In total, 3d6 individuals of 3 HD or fewer can be charmed by this spell, so long as they are within range. Each target is allowed a *sorcery* saving throw; the saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

If the result is failure, the sorcerer is at once regarded as an ally to be trusted and protected. If communication is possible, the ensorcelled creature(s) might carry out chores, instructions, or requests of reasonable nature. Each creature is allowed a weekly chance to break the enchantment; the *dispel magic* spell (q.v.) also can cancel it. Victims of 1–2 total levels / HD have a 1-in-6 chance per week to break the spell; victims of 3–4 total levels / HD have a 2-in-6 chance; victims of 5–6 total levels / HD, a 3-in-6 chance; victims of 7–8 total levels / HD, a 4-in-6 chance; and victims of 9+ total levels / HD have a 5-in-6 chance per week to break the spell.

Charm Person
Level: mag 1, wch 1 | *Range:* 120 feet | *Duration:* special
The target of this spell (human, humanoid, or giant) must make a *sorcery* saving throw, modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If the save fails, the victim views the caster as a close and trusted comrade to be protected and defended for the duration of the spell. If the ensorcelled victim understands the caster's language, the caster can "suggest" he perform various tasks, so long as they are not diametrically opposite to the victim's nature. Victims of above-average intelligence (13–18) can attempt a new saving throw every hour (6 turns); victims of average intelligence (9–12), every day; and victims of below-average intelligence (3–8), but once per week. The *dispel magic* spell (q.v.) also can negate this enchantment.

Charm Person or Beast
Level: drd 2 | *Range:* 120 feet | *Duration:* special
Functions precisely as the *charm person* spell, except that it affects a single person (human, humanoid, or giant) or normal animal (mammals only). The spell does not impart linguistic ability, so communication will be limited if cast on an animal.

Chill of Death
Level: cry 6 | *Range:* 60 feet | *Duration:* instantaneous
The sorcerer points at his victim and utters an incantation of death frost. The target must make a *death* saving throw or suffer a frozen heart (or other vital organ). For every point of difference betwixt the

sorcerer's CA and his target's level / HD, the saving throw is modified by ±1. So, if a CA 12 sorcerer casts this spell against a 13-HD monster, the monster gains a +1 bonus to its saving throw; if the target is an 8-HD monster, the saving throw is rolled at a –4 penalty. If the target lacks vital organs (e.g., **automaton**, **skeleton**, **zombie**), this spell is ineffective.

Chill Touch
Level: cry 1, nec 1 | *Range:* 0 | *Duration:* 1 turn
A violet glow emanates from the hands of the sorcerer. The next foe he strikes, with bare hand or a melee weapon, will sustain an additional 1d4 hp of energy-sapping damage, followed by a *sorcery* saving throw. If the saving throw fails, the victim will be weakened, suffering penalties of –1 on attack and damage rolls for the balance of the spell's duration. The dweomer fades if the caster does not strike a foe before the spell expires.

Clairaudience
Level: mag 3, wch 3 | *Range:* special |
Duration: 6 rounds (1 minute) per CA level
The caster envisions a known or familiar location and can "hear" any sounds within 60 feet of the location's epicentre. Range is not a factor when casting this spell, so long as the caster is on the same planet, plane of existence, and dimension as the targeted location. As a few examples, a familiar location may be construed as behind a door before which the caster stands, within a cave entrance the caster views, or in a patch of brush the caster spies from a precipice above. If used in conjunction with the *clairvoyance* spell (q.v.), the sorcerer both hears and sees the envisioned location.

Clairvoyance
Level: mag 3, wch 3 | *Range:* special |
Duration: 6 rounds (1 minute) per CA level
The caster envisions a known or familiar location and can "see" anything within 60 feet of the location's epicentre, beyond which all sight becomes blurred; if the area is cloaked in darkness, visibility is limited to 10 feet. Range is not a factor when casting this spell, so long as the caster is on the same planet, plane of existence, and dimension as the targeted location. Note the examples of familiar locations in the *clairaudience* spell description. If used in conjunction with *clairaudience*, the sorcerer both hears and sees the envisioned location.

Cloudkill
Level: mag 5, nec 5 | *Range:* 10 feet |
Duration: 1 round per CA level
A 30-foot-diameter, 20-foot-high cloud of poisonous, yellow-green vapours is evoked by the sorcerer. The cloud is heavy and clings low to the ground, much like fog, rolling at 30 MV in a direction pointed by the caster. Once the sorcerer points, the cloud's momentum cannot be altered unless significant wind exists, which always prevails over the will of the sorcerer. (Unusually strong winds may disperse the cloud entirely.) The *cloudkill* spell slays any creature in its path with fewer than 5 HD; creatures of 5 HD or more must roll *death* (poison) saving throws or suffer 3d6 hp damage.

Cold Protection
Level: cry 3 | *Range:* touch | *Duration:* special
Shelters the caster or other recipient from any damage related to normal cold for one hour per CA level. Against magical cold (e.g., *cone of cold*, *freezing sphere*, a winter wolf's breath), the sorcerer gains immunity from a single attack before the spell is broken; a recipient of this spell other than the sorcerer simply gains a +4 saving throw bonus versus magical cold attacks.

Cold Resistance
Level: cry 1, nec 2; clr 1 | *Range:* touch |
Duration: 6 turns (1 hour) per CA level
Inures the subject's body to the effects of cold. Even unclothed the recipient can withstand temperatures as low as –15°F without suffering any ill effects. Against magical cold attacks (e.g., *cone of cold*, *freezing sphere*, a winter wolf's breath), the recipient enjoys a +2 saving throw bonus.

Colour Spray
Level: ill 1 | *Range:* 20 feet | *Duration:* instantaneous
From the sorcerer's hands emerges a rainbow of colours, forming a wedge 5 feet wide at its base, 20 feet long, and 20 feet wide at its terminus. *Colour spray* affects 1d6 creatures within this area of effect, beginning with those closest to the caster. Targets are allowed *sorcery* saving throws, modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. Blind or sightless creatures are unaffected by this spell.

Victims of fewer than 6 HD that fail their saving throws will be stricken unconscious for 2d4 rounds. Victims of 6 HD or more that fail their saving throws will be blinded for 1d4 rounds. Blind creatures always lose initiative and suffer –4 penalties on attack rolls, armour class, and saving throws.

Command
Level: nec 1; clr 1 | *Range:* 30 feet |
Duration: 6 rounds (1 minute)
The caster ensorcels the target of this spell with a single word of *command*, a word the victim is compelled to obey. The caster and victim must understand the same language, and the *command* must be clear. Typical *commands* include "Die!", "Fall!", "Flee!", "Jump!", "Sit!", "Sleep!", and "Stop!" The victim will not actually die if commanded to do so, but may fall down and enter a state of unconsciousness.

(continued)

Creatures of above-average intelligence (13+), as well as those of 6 HD or more, are entitled to *sorcery* saving throws; the saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Undead and other mindless constructs are unaffected by this spell. The spell will fail if the caster mistakenly speaks a *command* of more than one word.

Commune
Level: clr 5 | *Range:* 0 | *Duration:* special
The faithful servant of an otherworldly being or alien power must pray and meditate for 3 turns to cast this spell. The ritual must coincide with the burning of incense and the handling of a holy symbol and prayer beads. Other ritualistic sacrifices are open to interpretation.

Once the ritual is complete, the caster may ask his deific patron as many as three questions. Correctly the questions will be answered by a straightforward yes or no. Ambiguous or convoluted questions will be ignored, but still count against the three-question limit. This spell can be cast but once per adventure or once per month, as the referee deems appropriate.

Commune with Nature
Level: drd 5 | *Range:* 0 | *Duration:* special
The sorcerer communicates with an elemental, animistic, or ancestral spirit. The sorcerer must pray and meditate for 3 turns to cast this spell. The ritual must coincide with the burning of incense and the handling of a carved wooden effigy. Other ritualistic sacrifices are open to interpretation.

Once the ritual is complete, the caster may ask his patron as many as three questions. Correctly the questions will be answered by a straightforward yes or no. Ambiguous or convoluted questions will be ignored, but still count against the three-question limit. This spell can be cast but once per adventure or once per month, as the referee deems appropriate.

Communicate with Monsters
Level: clr 6 | *Range:* 30 feet |
Duration: 6 rounds (1 minute) per CA level
Allows the sorcerer to speak with any creature that possesses even the most rudimentary communicational ability. The monster will understand the intent of the sorcerer's words, if not the precise language. Monsters of the same species as the initial target will likewise understand the message. Of course, such communication is also contingent on the creature wishing to converse with the caster; it may prefer to eat the sorcerer rather than speak with him.

Cone of Cold
Level: mag 5, cry 4, nec 5 | *Range:* 0 |
Duration: instantaneous
The sorcerer extends his hands and releases a heat-draining cone 30 feet long and 10 feet wide at its terminus. For those in its area of effect, the *cone of cold* drains 1d4+1 hp per CA level, so a 10th-level magician unleashes a *cone of cold* that inflicts 10d4+10 hp damage. Victims are allowed *sorcery* saving throws for half damage; the saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

Confusion
Level: mag 4, ill 4 | *Range:* 60 feet |
Duration: 1 round per CA level
Bewilders the spell's victims, who thereafter behave unexpectedly as determined on the table below. The spell affects 2d6 creatures in a 50-foot-diameter area of effect, including allies if applicable. Creatures of 2 HD or fewer are automatically affected for the duration of the spell. Creatures of 3 HD or more are allowed *sorcery* saving throws to ignore the effects, modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The referee should determine the actions of each *confusion* victim at the start of each round:

d10 Roll	Confused Action
1	Wander away for 1 turn
2–6	Stand idle, drooling and confused
7–9	Physically attack closest creature
0	Physically attack spell caster

Once affected, victims need not remain in the spell's area of effect; the damage is done. Except for those who wander away, each victim is allowed a new saving throw every round. Once a victim breaks the spell, he no longer needs to roll subsequent saves, though he may need 1 round to regain his bearings.

Contact Otherworldly Being
Level: mag 5, cry 5, pyr 5 | *Range:* 0 | *Duration:* special
This ritualistic spell requires 1 turn to cast and necessitates the sacrifice of 1,000 gp, or gems of equal value. The sorcerer must sit before a fire and chant in tongues; he must not be spoken to or interrupted. If these requisites are met, the sorcerer contacts and seeks guidance from an otherworldly being such as a spirit, dæmon, deity, or demigod.

As many as three questions may be asked. The more questions asked, the more information can be gleaned; however, the more questions asked, the greater the chance of becoming insane for daring to engage such beings. Consult the following table after deciding how many questions to ask. Your referee will secretly determine and inform you of the results.

Number of Questions	Veracity of Answer	Chance of Insanity
1	3:6	—
2	4:6	1:6
3	5:6	2:6

Each question should be checked individually. Responses will be simple, one-word answers: "Yes", or "No", or "Maybe", being the most common, though "Futile", or "Inconceivable", or "Irrelevant", or "Foolish", might also be the response. If the d6 roll so indicates, the caster will be driven mad within 1 turn of receiving his answers. The insane sorcerer will rant and rave incoherently, will be unable to properly care for himself, and may prove combative and self-destructive. Insanity will persist for as many weeks as the number of questions asked. A *cure madness* or *remove curse* spell (qq.v.) can alleviate the insanity.

Contagion
Level: nec 4, wch 4 | *Range:* touch | *Duration:* permanent
By the sorcerer's wicked touch, the target of this spell is weakened and diseased, unless he makes a *sorcery* saving throw. If the saving throw fails, the victim is at once overcome by a wet cough, skin boils and lesions, loss of hair, and fatigue. The statistical repercussions include 2 lost points of strength, dexterity, and constitution. (For ease of game play, an afflicted enemy creature—man, humanoid, animal, or monster—may suffer penalties of –1 on attack rolls, –1 damage, –1 AC, and –1 hp per HD.)

The condition persists unless *cure disease* (q.v.) is administered, or until natural healing overcomes the affliction. Following 4 weeks of bed rest, another saving throw is permitted. If the victim succeeds, he is on the path to wellness, which requires another 2 weeks before symptoms and attribute losses are healed. Natural healing, if the first attempt fails, may be attempted again after 8 weeks and 12 weeks of bed rest. Beyond 12 weeks, the condition is terminal, and the victim will die of the *contagion* within 1d4 years.

Continuous Darkness
Level: ill 3, wch 3 | *Range:* 120 feet | *Duration:* special
Creates a 60-foot-diameter sphere of gloom as black as pitch. It cannot be cast on a single target or object, but rather an area. Torch and lantern light are rendered ineffective, and *infrared vision* (q.v.) is futile. The effect is permanent (unless *dispelled*), so long as the caster remains within 10 miles; otherwise, the dweomer will begin to dissipate in subtle degrees, ending in a number of months equal to the sorcerer's CA. *Continuous darkness* can counter *continuous light* and *light* (qq.v.).

Continuous Light
Level: mag 2, cry 2, ill 2, pyr 2, wch 3; clr 3, drd 2 | *Range:* 120 feet | *Duration:* special
Creates a 60-foot-diameter sphere of lambent radiance, the subtle hue of which may be selected by the caster. It cannot be cast on a single target or object, but rather an area. The effect is permanent (unless *dispelled*), so long as the caster remains within 10 miles; otherwise, the dweomer will begin to dissipate in subtle degrees, ending in a number of months equal to the sorcerer's CA. *Continuous light* can counter *continuous darkness* and *darkness* (q.v.).

Control Lycanthrope
Level: wch 6 | *Range:* 120 feet | *Duration:* 1 turn per CA level
The sorcerer controls the actions of a single **lycanthrope**, commanding the cursed beast. No saving throw is allowed. The lycanthrope views the caster as a trusted master to be protected and defended throughout the duration of the spell. If caster and lycanthrope speak the same language, the caster can direct the beast to perform various tasks, so long as they are not diametrically opposite to the creature's nature; if such becomes the case, the beast is allowed a *sorcery* saving throw to break the control.

Control Water
Level: mag 6; clr 4 | *Range:* 120 feet | *Duration:* 1d6 turns
This spell requires the sacrifice of an opal or pearl valued at 100 gp or more. It has three separate functions; the sorcerer must memorize the specific version to be cast:

- *Lower Water:* The water of a river, pond, small lake, or similar body is lowered to 50% of its normal volume. Rivers will flow at half their normal capacity, lakes and pools will diminish, and so on.
- *Part Water:* Divides a body of water to a length and depth of 100 feet, creating a 10-foot-wide corridor with walls of water.
- *Raise Water:* The water of a river, pond, small lake, or similar body is increased by 50% of its normal volume, causing floods, rushing tides, and other like effects.

Control Weather
Level: mag 6, cry 6, wch 6; clr 6, drd 6 | *Range:* 900 feet | *Duration:* special
This spell can be cast only outdoors, requiring 2 turns (20 minutes) to take effect in a 2d6-square-mile area. The sorcerer can stand within the epicentre of the effect, or 300 yards outside its verge, and can *control weather* for as long as he concentrates. Possibilities include:

- *Rain:* Visibility compromised; missile attacks at –2, movement reduced to half.

(continued)

- *Snow:* Visibility reduced to 20 feet, with snow collecting at 2 inches per hour: –10 MV at 4 inches; –20 MV at 12 inches.
- *Fog:* Visibility reduced to 20 feet.
- *Clear / Partly Cloudy Skies:* Cancels the effects of stormy weather.
- *Blistering Heat:* Temperature rises to 100°F.
- *Frigid Cold:* Temperature drops to 0°F.
- *High Winds:* Gale winds (40–50 mph) prevent missile fire and can drive flying creatures to the ground; this bluster can benefit sailing ships (at the lower range of gale power), increasing vessel speed by 50% or more (see Vol. III, p. 272: Waterborne Expeditions, *wind*).
- *Hail:* Hail batters all in the area, reducing movement by half and damaging roofs and other structures.
- *Tornado:* A thunderhead manifests under which a powerful whirlwind forms. The tornado is 500 feet in diameter and moves as directed by the sorcerer. Creatures of 1–2 HD in its path must make *death* saves or be swept away, suffering 3d8 hp damage, being hurled 1d10×10 feet in the air, and falling for another 1d6 hp damage per 10 feet (see Vol. III, p. 263: Damage, *falling damage*). Creatures of 3 HD or more must make *death* saves or sustain 3d8 hp damage, but are not hurled in the air. This form of *control weather* persists only 1 round per CA level.

Control Winds
Level: cry 5, wch 5; drd 5 | *Range:* 0 |
Duration: 1 turn per CA level

This spell can be cast only outdoors, taking effect 1 turn after being incanted. A minute or so before the effect manifests, winds will begin to swirl around the caster, rotating in a clockwise or counter-clockwise direction. The sorcerer stands at the epicentre of the effect; in a 15-foot radius around him, the air remains calm.

Once the spell takes full effect, the winds develop into a *strong gale*, or a 60 mph average; the caster may designate a less potent wind force if desired. These winds extend in a 240-foot hemispherical radius around the sorcerer, damaging buildings, bending or even uprooting trees, driving away flying creatures, and impacting sailed movement (see Vol. III, p. 272: Waterborne Expeditions, *wind*). The sorcerer can walk after casting the spell and need not concentrate on it; where he treads, so too moves the epicentre of the winds. The caster can use this spell to control otherwise prevailing winds (natural or not) and can end the effect at will.

Controlled Blast Fireball
Level: mag 6, pyr 4 | *Range:* 240 feet |
Duration: instantaneous

This specialized *fireball* spell (q.v.) allows the sorcerer to increase or decrease the blast diameter by 10-foot increments. From the palm of the sorcerer's hand shoots a fiery missile, which explodes into a sphere of flames at a target determined by the caster. Damage is 1d6 hp per CA level to all within the area of effect, unless *sorcery* saving throws are made for half damage. The saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

A standard blast is 40 feet in diameter, but the diameter of a *controlled blast fireball* can be reduced to 30 feet, 20 feet, or as little as 10 feet without decreasing the potency of the blast. To increase blast size, one die of damage is sacrificed for every 10 feet of diameter added, to a maximum possible diameter of 80 feet. So, a CA 7 sorcerer can fire a standard 7d6 hp *fireball* that encompasses a 40-foot-diameter area, or he can elect to cast a 50-foot-diameter *fireball* for 6d6 hp damage, a 60-foot-diameter *fireball* for 5d6 hp damage, and so on.

Cool Metal
Level: mag 2, cry 2 | *Range:* 30 feet | *Duration:* 9 rounds

Freezes metallic objects to blistering temperatures. For every CA level of the sorcerer, as much as five square feet of metal can be affected, equivalent to one Small creature per CA level, or one Medium creature per 2 CA levels; e.g., a CA 6 sorcerer can affect three adjacent armoured men. For larger creatures, the referee must determine a reasonable number of potential targets using the above guidelines (e.g., a mail-clad giant may be considered the equivalent of four men). *Cool metal* is quick to cool, freeze, and then blister; likewise is it quick to warm. The dweomer persists for 9 rounds, with metal treated thusly if in contact with skin:

- *Round 1:* Metal becomes *cold*, uncomfortable to the touch
- *Rounds 2–4:* Metal *freezes*, biting for 1d4 hp damage per round
- *Round 5:* Metal *blisters* for 2d4 hp damage
- *Rounds 6–8:* Metal warms to *freezing*, biting for 1d4 hp damage per round
- *Round 9:* Metal warms to *cold*

Metal affected by *blistering* cold (round 5 of the spell) is subject to brittleness. If affected armour is struck (which must be deduced by the referee), it is subject to a *class 2* or *class 3* item saving throw (see Vol. III, p. 260: Saving Throw, *item saving throws*) using the *crystal / phial* category. A failed save could imply the armour's AC is worsened by –1 or –2. This item saving throw also applies to weapons used in melee, or other items as the referee sees fit; e.g., a sword can shatter, an axe blade can snap. *Cold protection* and *cold resistance* negate the harmful effects of this spell.

Create Food and Water
Level: clr 3 | *Range:* 10 feet | *Duration:* permanent
Nourishing food and water are created by the sorcerer, enough to feed one man per CA level. (For the purpose of this spell, consider a horse or camel equivalent to three men.) The conjured food is always fresh (not dried or preserved) and thus subject to spoilage, unless *purify food and drink* (q.v.) is also cast.

Create Water
Level: clr 1, drd 2 | *Range:* 10 feet | *Duration:* permanent
The sorcerer conjures as much as three gallons of water per CA level. The water is fresh, clean, and potable. It can be placed within one or more appropriate containers so long as they are touching, or it can be evoked to appear in the air within the spell's range. The reverse of this spell, *destroy water*, vaporizes a like amount of water.

Cryonic State
Level: cry 3 | *Range:* touch |
Duration: 1 day + 1 day per CA level
The caster or other willing recipient is cooled to sub-zero temperatures, effectively frozen solid and preserved. The recipient of this spell enters a coma from which it cannot be revived until the spell's duration is met. Furthermore, the recipient appears dead, frozen to death by natural or sorcerous means, with no discernible pulse. Thawing begins about four hours before the spell's termination. When the spell ends, the recipient (if intelligent) requires 1d6 turns before it is able to begin walking and talking as normal.

Cryonic state can be used to preserve one who is about to die of poison, bleeding to death, and so forth. Too, this spell may be cast on an unwilling target that is sleeping. The target is allowed a *sorcery* saving throw to negate the effect and abruptly awaken; otherwise, it suffers the effects described above.

Cudgel of Bone
Level: nec 2 | *Range:* touch |
Duration: 1 round per CA level
The sorcerer casts this spell upon the femur of a man, humanoid, or Medium animal to create a **+1 war club** (1d6+1 hp damage, or 1d8+1 hp if wielded two-handed), whether or not the sorcerer is skilled with such a weapon; i.e., no unskilled weapon attack penalty applies. The club is more effective versus undead, functioning as a **+2 war club** (1d6+2 or 1d8+2 hp damage). The sorcerer cannot attack with the *cudgel of bone* on the same round the spell is cast; neither can it be used by another individual. Upon the spell's termination, the *cudgel of bone* will revert to a normal thighbone.

Cure Blindness
Level: clr 3 | *Range:* touch | *Duration:* permanent
Remedies nearly all forms of impaired vision, unless the eyes themselves have been destroyed. The reverse of this spell, *inflict blindness*, renders its victim sightless unless a *sorcery* saving throw is made. Blind creatures always lose initiative and suffer –4 penalties on attack rolls, armour class, and saving throws.

Cure Critical Wounds
Level: clr 5, drd 6 | *Range:* touch | *Duration:* instantaneous
Heals a creature for 4d8 hp of damage previously sustained. The reverse of this spell, *inflict critical wounds*, is used to harm a creature for 4d8 hp damage upon a successful touch attack.

Cure Deafness
Level: clr 3 | *Range:* touch | *Duration:* permanent
Remedies nearly all forms of hearing loss, unless the eardrums themselves have been destroyed. The reverse of this spell, *inflict deafness*, renders its victim unable to hear unless a *sorcery* saving throw is made. A deaf creature is surprized on a base 4-in-6 chance and suffers an individual initiative penalty of –2 (i.e., the deaf creature may lose initiative, despite its allies winning; see Vol. III, p. 244: Combat, *surprize* and *initiative*). Other penalties may apply, at the referee's discretion.

Cure Disease
Level: nec 3, wch 3; clr 3, drd 3 | *Range:* touch |
Duration: permanent
Remedies nearly all forms of illness. The subject is alleviated of all debilitating effects within 1d6 rounds. The reverse of this spell, *inflict disease*, delivers a malady that drains the strength and vitality of its victim if he fails a *sorcery* saving throw. The disease manifests in 1d6 turns; once it does, the afflicted will lose 1 hp per turn and 1 point of strength per hour until total hit points are reduced to one-tenth of normal and strength is reduced to one-third of normal. If the afflicted is not cured within three weeks, he will begin to suffer a loss of 1 constitution point per day until that attribute too is reduced to one-third of normal. Such a diseased victim will likely die within a year if untreated.

Cure Light Burns
Level: pyr 2 | *Range:* touch | *Duration:* instantaneous
Heals a creature for 1d8 hp of burn damage, as caused by acid, electricity, fire, or heat; it does not apply to other wounds. The reverse of this spell, *inflict light burns*, is used to harm a creature for 1d8 hp damage upon a successful touch attack, effecting burn wounds on the victim.

Cure Light Wounds
Level: clr 1, drd 2 | *Range:* touch | *Duration:* instantaneous
Heals a creature for 1d8 hp of damage previously sustained. The reverse of this spell, *inflict light wounds*, is used to harm a creature for 1d8 hp damage upon a successful touch attack.

Cure Madness
Level: clr 5 | *Range:* touch | *Duration:* instantaneous
Remedies all forms of insanity, whether magically induced or naturally occurring. For the reverse version of this spell, see *inflict madness*.

Cure Moderate Wounds
Level: clr 2, drd 3 | *Range:* touch | *Duration:* instantaneous
Heals a creature for 2d8 hp of damage previously sustained. The reverse of this spell, *inflict moderate wounds*, is used to harm a creature for 2d8 hp damage upon a successful touch attack.

Cure Serious Burns
Level: pyr 4 | *Range:* touch | *Duration:* instantaneous
Heals a creature for 3d8 hp of burn damage, as caused by acid, electricity, fire, or heat; it does not apply to other wounds. The reverse of this spell, *inflict serious burns*, is used to harm a creature for 3d8 hp damage upon a successful touch attack, effecting burn wounds on the victim.

Cure Serious Wounds
Level: clr 4, drd 4 | *Range:* touch | *Duration:* instantaneous
Heals a creature for 3d8 hp of damage previously sustained. The reverse of this spell, *inflict serious wounds*, is used to harm a creature for 3d8 hp damage upon a successful touch attack.

SPELLS: D

Dancing Lights
Level: mag 1, ill 1, pyr 1 | *Range:* 120 feet | *Duration:* 1 turn
Effects 1d4+1 gambolling flames that simulate a marching group of torch-bearing patrollers. With a word, the caster can direct the *dancing lights* to move, even around corners, though only within the range of the spell; if guided otherwise, they will disappear. Directing a *dancing lights* spell does not require continued concentration, but simply a flick of the hand or finger.

Danse Macabre
Level: nec 2 | *Range:* 180 feet |
Duration: 1 turn per CA level
The corpse of a man or humanoid is animated to undeath and thenceforth controlled like a marionette, the necromancer waving his fingers and dictating the movements of the creature. The *danse macabre* subject is either a **skeleton** or a **zombie**. It can be directed to move, pick up objects, or even attack, but requires the constant chanting and gesticulating of the caster. Once the caster ceases to direct, or when the spell's duration elapses in any event, the creature will crumple to the ground. Either form can be *turned* as *Undead Type 1* (see Vol. III, p. 252: Combat Actions, *magic*).

Darkness
Level: mag 2, cry 2, ill 1, nec 2, pyr 2, wch 2; clr 2 |
Range: 120 feet | *Duration:* 6 turns (1 hour)
Evokes magical blackness to consume a 15-foot radius from its selected target point. Torch and lantern light are rendered ineffective, and *infrared vision* (q.v.) is futile. If *darkness* is cast on an unwilling creature, a *sorcery* saving throw is allowed to negate the spell. Creatures affected by *darkness* suffer effects similar to blindness: automatic loss of initiative and –4 penalties on attack rolls, armour class, and saving throws. *Darkness* can counter *continuous light* and *light* (q.v.).

Dash
Level: mag 1 | *Range:* touch | *Duration:* 1d4+2 hours
The movement rate of this spell's recipient is increased by +20 (maximum 70 MV) for the duration of the spell; e.g., a character with 40 MV can move at 60 MV (120 feet per round running). The secondary effect of this spell is marathon-like endurance: The runner can *dash* for 1d4+2 hours before the spell ends, unless terminated earlier by the caster or a *dispel magic* spell (q.v.). *Heavily encumbered* characters do not enjoy either benefit of this spell (see Vol. III, p. 236: Movement, *encumbrance*).

At CA 4, the caster can empower two runners, and three runners at CA 7. A *dasher* will be fatigued once the spell ends and must rest for double the time spent *dashing*, or the effects of exhaustion will be suffered. This variable penalty must be determined by the referee, based on the constitution of the character in question, the character's class, and other factors; e.g., the referee might impose a –2 attack and damage penalty.

Death
Level: mag 6, nec 5 | *Range:* 240 feet |
Duration: instantaneous
In a 60 × 60-foot area, slays 2d8 living creatures of fewer than 7 HD, starting with the lowest-HD creatures first. Subjects are allowed *death* saving throws. If they fail, their internal organs rupture, spelling instant death. If they make their saving throws, they instead suffer 3d6 hp damage each.

Death Masque
Level: nec 3 | *Range:* touch | *Duration:* 1 day per CA level
Using a knife or razor and pincers, the sorcerer begins chanting this spell whilst excising the face of a deceased man or humanoid, providing the subject has died within the hour (6 turns). Continuing his baleful incantations, he then affixes the face to his own or that

of another willing recipient, forming a necromantic graft that duplicates the deceased creature's face with macabre exactitude. *Death masque* thus requires 2 turns to cast. It can be discerned with *true seeing*, and it can be terminated via *dispel magic* (qq.v.). When the spell's duration expires, painfully the *death masque* will rot and peel off the recipient's face, causing 1d6 hp damage.

Death Ray of Immolation
Level: pyr 6 | *Range:* 60 feet | *Duration:* instantaneous
The sorcerer points at his victim and utters an incantation of fire. The target must make a *death* saving throw or explode into flames, suffering instant death. For every point of difference betwixt the sorcerer's CA and his target's level / HD, the saving throw is modified by ±1. So, if a CA 11 sorcerer casts this spell against a 12th-level fighter, the fighter gains a +1 bonus to his saving throw; if the target is a 7th-level fighter, the saving throw is rolled at a –4 penalty.

Death Smoke Cloud
Level: pyr 5 | *Range:* 90 feet |
Duration: 1 round per CA level
A 60-foot-diameter, 20-foot-high cloud of hot black smoke is evoked by the sorcerer; those within suffer intense burning. Any creature with fewer than 5 HD sustains 6d6 hp damage, with no saving throw allowed. Creatures of 5 or more HD are allowed *sorcery* saving throws for half damage.

The damaging effects of this cloud are instantaneous; i.e., they occur on the round the spell is cast. Afterwards, the cloud will remain for as many rounds as the caster has CA levels, its effects identical to that of the *smoke cloud* spell (q.v.). If the sorcerer casts this spell in an area too small to confine its size, then he too may be subject to its effects.

Deceive
Level: ill 3 | *Range:* 0 | *Duration:* 1 turn per CA level
Allows the sorcerer to copy the alignment aura of another creature within 30 feet of him. If the spell *distinguish alignment* (q.v.) is targeted at the *deceive* caster, he will radiate the copied alignment for the duration of the *deceive* spell (cf. *misdirection*).

Decipher Language
Level: mag 1, cry 1, ill 1, nec 1, pyr 1, wch 1 |
Range: 0 | *Duration:* 1 turn per CA level
Allows the caster mystically to construe script that is otherwise unintelligible (except magical writing). Treasure maps and secret symbols may also be decoded.

Delay Poison
Level: wch 3; clr 2, drd 2 | *Range:* touch |
Duration: 6 turns (1 hour) per CA level
Suspends the deleterious effects of any toxin to which the subject has been exposed. This spell does not eliminate poison effects as *neutralize poison* does (q.v.); as its title suggests, it but *delays poison*. Hence, a poison that reduces hit points will continue to affect the victim for a maximum of 1 hp per round, turn, or hour (depending on the poison type), although the victim's hit point total will never drop below 1 as a result of the poison. Once the spell has ended, the poison's effects will resume as normal. *Delay poison* may also revive one who has expired from poison, so long as the spell is cast within 12 rounds (2 minutes) of death and a successful *trauma survival* check is made (see Vol. I, p. 8: Attributes, *constitution*). The deceased poison victim is restored to 0 hp, albeit at a price: permanent loss of 1 constitution point.

Demi-Shadow Sorcery
Level: ill 6 | *Range:* special | *Duration:* special
Gathers negative energy from the Black Gulf to mimic three spells typically associated with magicians. Each variation manifests uniquely; the effects, however, are somewhat reduced due to their quasi-reality. The caster need not memorize which variation of *demi-shadow sorcery* he is to evoke; he may choose at the time of casting.

- *Cone of Cold:* as the spell, except that it drains 1d4 hp damage per CA level, so a CA 12 caster unleashes a cone that delivers 12d4 hp damage. The cone is jet black.
- *Fire Shield:* as the spell, except that successful melee attacks against the sorcerer cause the attacker to sustain ×1.5 the amount of damage inflicted. The cold-resistant form is midnight blue, and the fire-resistant form is blood red.
- *Wall of Fire:* as the spell, except that the wall inflicts 3d4 hp damage, +1 hp per CA level, versus creatures of 4 HD or greater. Undead sustain 5d4 hp damage, +1 hp per CA level. The flames are violet-black.

Detect Body Heat
Level: cry 2, pyr 2 | *Range:* 60 feet | *Duration:* 1 turn
The sorcerer perceives the presence of warm-blooded creatures within 60 feet of him, including their sizes and number. The sorcerer must stand stationary and concentrate; movement disrupts the spell. *Detect body heat* may be obstructed by metal of one-inch thickness, stone of six-inch thickness, or wood of one-foot thickness; lead completely foils the spell. Undead are not detected by this spell, and cold-blooded creatures are detected only if they have recently warmed themselves in the sun or otherwise. Detection of other monster types is at the discretion of the referee, who must decide whether they are warm-blooded.

Detect Evil
Level: mag 2, wch 1; clr 1 | *Range:* 60 feet | *Duration:* 1 turn
The sorcerer detects potent emanations of Evil in a 60-foot-long, 10-foot-wide path where he faces. Sources of Evil emanations might include Evil artefacts or relics, dæmons, or the undead. *Detect evil* will not discern the alignment of other player or non-player characters, even if they are Evil, unless the subject is of a pure and intense Evil (empowered by dæmons, for example), or is about to commit a most vile act.

Clerics must brandish their holy symbols to cast this spell. From a stationary position the caster can slowly rotate, covering 360° before the spell ends. As with similar spells, *detect evil* is obstructed by metal of one-inch thickness, stone of six-inch thickness, or wood of one-foot thickness; lead completely foils the spell. Evil sorcerers cast the reverse version of this spell, *detect good*, which functions the same way with regard to emanations of Good.

Detect Illusion
Level: mag 2, ill 1, wch 1 | *Range:* 25 feet | *Duration:* 1 turn
Allows the caster to perceive phantasms for what they are. Illusions and phantasms within 25 feet of the caster appear translucent. This spell requires minimal concentration; the caster can move and continue to *detect illusion*, but cannot run, fight, or perform other like actions.

Detect Invisibility
Level: mag 2, ill 1, wch 2 | *Range:* 30 feet | *Duration:* 1 turn
Allows the caster to discern the presence of any invisible objects, persons, or monsters within a 30-foot radius; also reveals those who exercise the *hide* ability (thieves, rangers, assassins, et al.). This spell requires minimal concentration; the caster can move and continue to *detect invisibility*, but cannot run, fight, or perform other like actions.

Detect Magic
Level: mag 1, cry 1, ill 1, nec 1, pyr 1, wch 1; clr 1, drd 1 | *Range:* 60 feet | *Duration:* 1 turn
Allows the caster to sense the presence of magic items or other dweomered persons, places, or things (e.g., an enchanted treasure chest, a *sorcerer locked* door). The dweomered items will glow before the eyes of the caster in a path of detection 60 feet long and 10 feet wide. From a stationary position the caster can slowly rotate, covering 360° before the spell ends. *Detect magic* may be obstructed by metal of one-inch thickness, stone of six-inch thickness, or wood of one-foot thickness; lead always masks the presence of magic.

Detect Malady
Level: wch 1; clr 1 | *Range:* touch | *Duration:* instantaneous
By laying hands on the afflicted, the sorcerer detects the presence of a curse, disease, or poison. Whilst the type of malady is revealed, its exact nature is not (e.g., the caster will discern poison, but not whether it is spider venom or an alchemical concoction).

Detect Neutrality
Level: drd 2 | *Range:* 60 feet | *Duration:* 1 turn
Allows the sorcerer to sense whether an observed person, place, or thing is balanced with Neutrality of alignment, tainted neither with Good nor Evil, Law nor Chaos. If the subject of this observation is anything but Neutral, the caster will perceive the imbalance. The caster cannot discern the exact alignment of any non-Neutral person, place, or thing, but merely that the absence of Neutrality is present.

Detect Silence
Level: mag 2, ill 1, wch 2; clr 2 | *Range:* 120 feet | *Duration:* 1 turn per CA level
Allows the caster to hear that which is magically *silenced* or *moving silently* (thieves, barbarians, assassins, et al.) in a 120-foot radius. The spell will attune the caster to subtleties of sound otherwise imperceptible, such as a whisper behind a closed door. *Detect silence* can also be used to perceive noises made in parallel dimensions, if the caster enters a deep trance.

Detect Snares and Pits
Level: drd 1 | *Range:* 30 feet | *Duration:* 1 turn per CA level
The caster notices outdoor traps, including deadfalls, pits, snares, and spring traps. His path of detection is 30 feet long and 10 feet wide. The sorcerer must continue to concentrate, his hands spread wide before him, though he can walk whilst doing so (no jogging, running, or the like). With the exception of pits and other simple traps as noted above, this spell will not detect the sort of complex mechanical traps typically found in dungeons.

Detect Undead
Level: nec 1, wch 1 | *Range:* 60 feet | *Duration:* 1 turn
In a 60-foot-long, 10-foot-wide path, allows the caster to discern the presence of lesser undead creatures (*Undead Types 0–5*). Casters of CA 7 or greater will detect any undead creature. The detected abominations will glow a putrid green before the eyes of the caster. From a stationary position the caster can slowly rotate, covering 360° before the spell ends. *Detect undead* may be obstructed by metal of one-inch thickness, stone of six-inch thickness, or wood of one-foot thickness; lead completely foils the spell.

Detect Venom
Level: drd 1 | *Range:* 30 feet | *Duration:* 1 turn
This spell has two functions: First, it reveals if an ailing person suffers the effects of poison, whether from a trap, snakebite, spider venom, or the like. The second function determines if a creature is venomous, or if an object is laced or trapped with poison. The creature or object in question must be viewed by the caster; obstructions will preclude the spell from functioning. From a stationary position the caster can slowly rotate, covering 360° before the spell ends.

Dig Hole
Level: mag 4 | *Range:* 0 | *Duration:* 1 round per CA level
Causes the caster's hands to transform into enormous, outwards-turning paws with long nails, whilst his head becomes long and pointed like that of a mole, and his legs become short and thick. At once he may begin to excavate earth, sand, or mud, scooping 125 cubic feet per round with his oversized paws. Any creature that approaches the hole's edge (within 1 ft. of the hole) must make an *avoidance* saving throw or fall in. Tunnels that are dug just below the surface of the earth are noted by the raised mound / roof caused by the displacement of earth (not unlike the mound of an ant hole).

Dimension Door
Level: mag 4, nec 4, pyr 4 | *Range:* 10 feet | *Duration:* instantaneous
The caster transports himself or one other creature to a specified location within 360 feet. If the caster is unaware of the destination, he may designate the distance and direction (e.g., "50 feet south"); however, if the destination is not a safe place on which the transported creature would have firm footing, or if the destination is solid material (such as a wall or tree), then the spell will fail to function. An unwilling target is allowed a *sorcery* saving throw to negate the spell's effects.

Discern Lie
Level: clr 4 | *Range:* 30 feet | *Duration:* 6 rounds (1 minute)
The sorcerer casts this subtle spell by pinching 1 gp worth of gold dust betwixt his thumb and forefinger, which may be done behind his back or in the folds of his robes. (The casting may go unnoticed by those in his presence.) Once the spell is cast, the sorcerer can detect whether those within range speak truthfully or not. The detection is perceived in degrees: Horrible lies produce magnified discernment, whilst simple exaggerations give off faint signals. The reverse of this spell, *indiscernible lie*, counters the effects of *discern lie*, allowing the caster or other willing subject to stretch the truth or even tell bald-faced lies that sound reasonable.

Disguise Self
Level: ill 1 | *Range:* 0 | *Duration:* 1d6 turns
The sorcerer employs illusion to transform his appearance (including his garb and gear) to something or someone else of similar size and shape. He can appear up to one foot taller or shorter and/or 25% heavier or lighter. He can also assume the general look and shape of any man or humanoid with which he is familiar, though not of a specific person. The variable duration of the spell should be rolled secretly by the referee, the glamour ending abruptly upon the spell's termination.

Disintegrate
Level: mag 6, cry 6, nec 6, pyr 6, wch 6 | *Range:* 60 feet | *Duration:* instantaneous
Causes one creature or non-magical object to be reduced to dust. As much as a 10 × 10 × 10-foot cube of material is subject to *disintegration*. Creatures can make *death* saving throws to resist this spell; items are allowed *Class 5* item saving throws (see Vol. III, p. 260: Saving Throw, *item saving throws*).

Dismissal
Level: mag 5, cry 5, nec 5, pyr 5, wch 5 | *Range:* 10 feet | *Duration:* instantaneous
Banishes a creature of otherworldly, netherworldly, or extra-dimensional origin. The common name of the creature type must be known by the sorcerer; if the creature has a proper name (such as a dæmon), then this too must be known by the sorcerer, or the spell cannot be cast. Some such creatures have *spell resistance*, so this must be checked first (see Vol. III, p. 261: Saving Throw, *spell resistance*). Next, the creature is allowed a *sorcery* saving throw (unless it desires to be sent home and does not seek to resist the spell's effect). The CA of the sorcerer must be compared with the *dismissal* subject. If the subject has more HD than the sorcerer has CA levels, it gains a +1 saving throw bonus per HD / level difference. If the subject has fewer HD than the sorcerer has CA levels, it suffers a –1 saving throw penalty per HD / level difference. If the spell is successful, the victim is swept away, usually to its realm of origin, but it is sent to some other place instead on a 2-in-10 chance.

The reverse of this spell, *beckon*, calls forth a creature from another world or dimension, if its type name and proper name (if applicable) are known by the sorcerer. The same saving throw method as described above is used. The *beckoned* creature materializes 10 feet before the sorcerer and may not be pleased about being ripped so rudely from its home. A wise sorcerer will seek to protect himself from the *beckoned* creature by surrounding himself within a candlelit magic circle.

N.B.: Neither form of this spell functions on creatures native to the world or dimension on which the spell is cast.

Dispel Evil
Level: clr 5 | *Range:* 0 | *Duration:* 1 turn
In a 30-foot radius, banishes Evil creatures summoned, conjured, or enchanted by another sorcerer. Even creatures of Neutrality can be banished if they were conjured by an Evil sorcerer. Possible candidates include dæmons, elementals, invisible stalkers, and the undead.

Each such creature is allowed a *sorcery* saving throw to resist the spell's effect. If they make their saving throws, they will still flee the area of effect as long as the sorcerer continues to chant. Alternatively, *dispel evil* can be used as a touch spell on a single opponent, in which case the saving throw is made at a –2 penalty. The reverse of this spell, *dispel good*, is used by wicked sorcerers to the same effect, albeit versus Good-aligned subjects and other creatures controlled by agents of Good.

Dispel Magic
Level: mag 3, cry 3, ill 4, nec 3, pyr 3, wch 3; clr 3, drd 4 | *Range:* 120 feet | *Duration:* instantaneous
Sorcery and its effects are negated and removed in an area of 20 × 20 × 20 feet. The spell does not negate magic items, but can undo a sorcerous effect created by one. It does not negate illusions / phantasms of the illusionist school, but it can *dispel* the illusions / phantasms of other schools of sorcery. If *dispel magic* is used against sorcery created by a caster of higher CA, the chance of failure is 1-in-20 per level difference. For instance, if a CA 6 caster attempts to *dispel* the *levitate* spell (q.v.) of a CA 10 sorcerer, he stands a 4-in-20 chance of failure.

Dispel Phantasm
Level: ill 3 | *Range:* 120 feet | *Duration:* instantaneous
Automatically negates any illusions / phantasms that are not from the illusionist school of sorcery. If used against the illusion / phantasm of a fellow illusionist (or associated subclass), the chance of failure is 1-in-20 per CA level difference. For instance, if a CA 6 bard attempts to *dispel* the *phantasm* spell (q.v.) of a CA 10 illusionist, he stands a 4-in-20 chance of failure.

Dissipate Gas
Level: cry 3, wch 3 | *Range:* 90 feet | *Duration:* instantaneous
Disperses a cloud, gas, mist, smoke, or vapour effect. Creatures of gasiform nature, including air elementals and those that have assumed temporary gaseous forms, must make *death* saving throws or die.

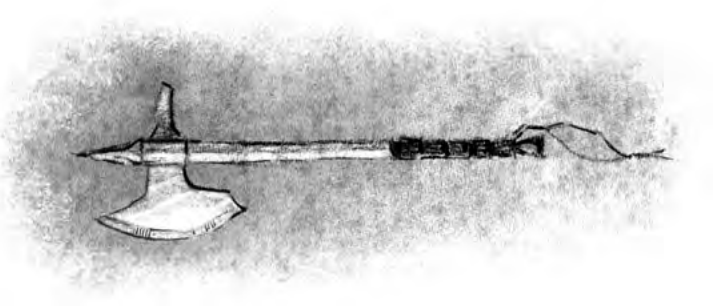
Distinguish Alignment
Level: clr 2 | *Range:* 10 feet | *Duration:* 6 rounds (1 minute)
Allows the sorcerer to determine the exact alignment of the selected individual(s). One round is required for each person scanned, so six creatures can be scrutinized if all are within range. The caster must remain stationary, staring at each subject. No saving throw is allowed for this spell, and if the sorcerer exercises discretion, the spell's casting might go unnoticed.

Divination
Level: clr 4 | *Range:* 0 | *Duration:* special
Upon 1 turn of prayer and cogitation, the sorcerer implores the wisdom of otherworldly powers. This spell is similar to the *augury* spell, except that the agent sought is of greater power; hence greater knowledge may be gleaned. The focus of the divination is an area: a small woodland (not exceeding 1 square mile), a large building or tower, a section of a dungeon, the top of a mountain, or the like. Note that this spell cannot be used to ask direct questions of a yes or no nature; such enquiries are covered by the *commune* spell. Here follow some suggestions of what may be divined by means of this spell:

- The relative weakness or strength of potential enemies
- The potential amount of treasure to be won within (scant, moderate, rich)
- The chance of being confronted by enemies if the area in question is intruded
- The presence of a dæmon or otherworldly being
- The presence of potent sorcery at work

After the player states what his character attempts to divine, the referee must make a secret d10 roll. The sorcerer has a 7-in-10 chance of successfully divining the sought-after information (if the request is reasonable); at the referee's discretion, this chance might be decreased if the request is convoluted, complex, or overly specific. If the reading is successful, the referee will inform the player of the result, providing valuable, albeit general, information. If the reading is unsuccessful, false information may be revealed. Casting this spell might entail consequences: The otherworldly power invoked might charge the sorcerer with a *quest* (q.v.).

Dweomered Weapon
Level: mag 4 | *Range:* touch | *Duration:* 1 turn
Temporarily enchants any mundane weapon, granting a +1 attack bonus to a single weapon or three missiles (arrows or quarrels). This spell does not function on magical weapons.



SPELLS: E

Emotion
Level: ill 4 | *Range:* 180 feet | *Duration:* special
Elicits an irrational response from all human and quasi-human victims in a 30-foot-diameter area, unless *sorcery* saving throws are successful. Saving throws are modified by *willpower adjustment* (see VOL. I, p. 9: ATTRIBUTES, *wisdom*), if applicable. (No save is necessary if the subjects are willing.) *Emotion* has three applications, one of which is selected by the sorcerer at the time of casting:

- *Despair:* A feeling of hopelessness and gloom. The affected will turn back, surrender, and submit to the demands of the sorcerer, so long as said demands are not completely contrary to their nature.
- *Fear:* As the *fear* spell (q.v.), except saving throws are made at –2 penalties. *Fear* counters *furious hatred*; also it halts *berserk rage* (see VOL. I, p. 29: FIGHTER SUBCLASSES, *berserker*).
- *Furious Hatred:* Targets become subject to battle lust not unlike a berserker's *berserk rage*. Attacks are made at +1 on attack rolls and +3 damage, but with a –4 AC penalty. Recipients of this effect will refuse to surrender and continue to fight no matter the cost. *Furious hatred* is countered by *fear*.

This spell persists for a maximum duration of 1 round per CA level, but the sorcerer must concentrate throughout (standing still, no other actions taken), or the spell will terminate immediately.

Enervation
Level: nec 4, wch 5 | *Range:* 30 feet | *Duration:* 1 turn per CA level
From outstretched hands, the sorcerer releases a black bolt of negative energy called forth from the impossible depths of the Black Gulf. The target must make a *sorcery* saving throw, modified by *defence adjustment* (see VOL. I, p. 7: ATTRIBUTES, *dexterity*), if applicable. If he fails, he will suffer a temporary draining similar to that of certain undead creatures.

First, the victim loses 2 HD, so if a fighter is drained, he loses 2d10 hp. Next, the victim suffers penalties of –2 on attack rolls, –2 damage, and –2 AC. Finally, the victim is beset by a stiffness of the limbs not unlike rigour mortis, preventing movement any faster than his normal walking speed (no running or charging).

Enlargement
Level: mag 1, wch 1 | *Range:* 5 feet per CA level | *Duration:* 1 turn
Induces unnatural growth in a single object or creature, augmenting ×1.5 the size and mass of organic matter, or augmenting ×2 the size and mass of inorganic matter. *Enlarged* creatures gain a +50% damage bonus to all attacks (attack damage totalled and then multiplied ×1.5). For objects, the area of effect is limited to 10 cubic feet per CA level; e.g., a CA 10 caster can double the size of an earthen mound not exceeding 100 cubic feet in initial volume. This spell will not increase the magical nature of any object: A portcullis can be swollen shut, a dagger can be doubled to a short sword, but an enlarged **potion of healing** does not become the equivalent of two potions.

The reverse of this spell, *reduction*, halves the size and mass of a creature or object (no more than 10 cubic feet per CA level). Affected creatures suffer a –50% damage penalty on all attacks (attack damage totalled and then halved). Unwilling creatures are allowed *transformation* saving throws to resist *enlargement* or *reduction*.

Entangle
Level: drd 1 | *Range:* 80 feet | *Duration:* 1 turn
Plants and underbrush are enchanted to entwine and entrap all creatures within a 20-foot radius of the target point. Any creature that subsequently enters the enchanted area during the spell's duration is likewise subject to its effects. Bushes, grasses, shrubs, and even small trees spring to life, ensnaring and twisting about the victims, unless they make *sorcery* saving throws, in which case they may at half MV negotiate a path out from the enchanted flora. The saving throws are modified by *defence adjustment* (see VOL. I, p. 7: ATTRIBUTES, *dexterity*), if applicable. Exceptionally large or robust creatures save at +4, or they might be unaffected by this spell, as judged by the referee.

Enthral
Level: clr 2 | *Range:* 30 feet | *Duration:* special
This spell is cast with great subtlety whilst the caster orates, preaches, or sermonizes; hence, the listeners must comprehend the language of the speaker. The sorcerer must have the attention of his audience for at least two minutes, proselytizing without interruption. Once this minimum is achieved, with clever imperceptibility the spell is laid.

The caster may *enthral* an audience whose members have 4 HD or fewer. Saving throws are grouped by hit dice: All 1-HD creatures save with a single roll; all 2-HD creatures have their own separate save; and so on. If the audience is not of the caster's species (humanoids or giants, for example), or if they are otherwise unfriendly towards his particular culture or race, the saving throw is made at a +1 to +4 bonus (as judged by the referee).

Enthralled creatures will continue to listen to the sorcerer for as long as he expounds, to a maximum of 12 turns (2 hours), and they will view him as having 18 charisma. Once the sorcerer ceases evangelizing, the spell will terminate. Creatures who make their saving throws have the opposite reaction: They will view the orator as having 3 charisma, and they will be offended

or disgusted by his words. They might jeer or mock him, which potentially can inspire conflict betwixt those who adore the speaker and those who despise him. Otherwise, the caster has no control over the actions of the audience; he cannot coerce them to take action as the *charm person* and *suggestion* (q.v.) spells do, for example.

Exploding Skull
Level: nec 3, wch 3 | *Range:* touch | *Duration:* special
On the clean skull of a man or humanoid, the sorcerer places a ward that persists for 1 turn or until touched by another living creature. If the skull is touched by someone other than the caster, or at the end of the spell's duration in any case, it will explode with waves of negative energy from the Black Gulf. The blast affects a 25-foot radius. Any creature within range of the blast will suffer 1d6 hp damage per CA level of the sorcerer, unless a *sorcery* saving throw is made for half damage. The saving throw is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. The *exploding skull* can be hurled as a grenade to equal effect, the skull detonating upon impact (see Vol. III, p. 251: Table 93).

Explosive Runes
Level: mag 3, nec 3, pyr 3, wch 3 | *Range:* touch | *Duration:* permanent (until triggered)
Sorcerous symbols are inscribed on the surface of a book, manual, map, note, scroll, tome, or other written work. The *explosive runes* protect the volume's content so that only the sorcerer who inscribed the *runes* may access the material safely. If the reader is not the caster, the *runes* will explode for 5d6 hp damage. The reader is permitted no saving throw, but those within 10 feet are allowed *sorcery* saving throws for half damage; such saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

Sorcerers who carefully inspect the volume (before simply reading it) have a 1-in-20 chance per CA level of discovering the *explosive runes*. *Explosive runes* can be removed at any time by the caster, or by the *dispel magic* spell. Detonation effectively destroys the material.

Extend Spell I
Level: mag 4, cry 4, pyr 4 | *Range:* special | *Duration:* special
The sorcerer must cast this spell 1 round after casting a level 1–3 spell. Doing so extends the duration of the previous spell by 50%; e.g., a *levitate* spell (q.v.) can be made to last 1½ turns (15 minutes) per CA level, instead of 1 turn per CA level.

Extend Spell II
Level: mag 5, cry 5, pyr 5 | *Range:* special | *Duration:* special
The sorcerer must cast this spell 1 round after casting a level 1–4 spell. Doing so extends the duration of the previous spell by 50%; e.g., a *tongues* spell (q.v.) can be made to last 1½ turns (15 minutes) instead of 1 turn.

Extend Spell III
Level: mag 6, cry 6, pyr 6 | *Range:* special | *Duration:* special
The sorcerer must cast this spell 1 round after casting a level 1–5 spell. Doing so doubles the duration of level 1–3 spells, or extends the duration of level 4–5 spells by 50%; e.g., a *detect magic* spell can be made to last 2 turns instead of 1 turn, a *fire shield* spell (q.v.) can be made to last 1½ rounds per CA level instead of 1 round per CA level.

Extermination
Level: nec 1 | *Range:* 10 feet | *Duration:* instantaneous
Eradicates rodents and vermin in an area of 1 × 1 × 1 foot per CA level (e.g., a CA 5 sorcerer can affect a 5 × 5 × 5-foot area). Flies, mosquitoes, mice, and ordinary beetles, centipedes, and spiders instantly are killed by this spell; Small animals of ¼ HD (e.g., bats, rats, small birds) are allowed *death* saving throws. *Extermination* slays 2 Small animals (¼ HD apiece) per CA level, so a CA 2 sorcerer may slay 4 bats upon uttering this spell.

Extra-dimensional Pocket
Level: mag 2 | *Range:* 0 | *Duration:* 6 turns (1 hour) per CA level
This dweomer is placed on the pocket of a cloak, coat, robe, shirt, tunic, vest, or like garment. The pocket can have a mouth no greater than six inches wide. Such a pocket, which may normally bear about 5 pounds, can instead bear 100 pounds via an extra-dimensional space not unlike a tiny **bag of holding**; i.e., the one who wears the garment with *extra-dimensional pocket* does not feel the weight of the magical pocket's contents.

Note that the *extra-dimensional pocket's* mouth remains unchanged, so only coins or other small items can fit inside. If the pocket is torn, ripped, burnt, or otherwise damaged, the contents will be ejected into another dimension. If the spell's duration ends and the pocket holds more items than the garment could normally contain, the items will eject from the garment in a five-foot fountain of coins, gems, and whatnot.

Extrasensory Perception
Level: mag 2, wch 2 | *Range:* 60 feet | *Duration:* 1 round per CA level
Allows the caster, who must pinch a copper coin betwixt thumb and forefinger, to detect the vague surface thoughts (not precise words) of any creature within the spell's range, so long as the creature has thoughts. (Undead and most constructs, for example, do not.) *Extrasensory perception* targets a single creature; once selected, another cannot be targeted. No saving throw is allowed. When reading the surface thoughts of a lower-order creature, only its most basic instincts

will be revealed. The spell also can be used to determine if a monster lurks behind a door, or even down a dark tunnel (so long as it is within range). The spell can penetrate one inch of metal, six inches of stone, or one foot of wood; however, the thinnest sheet of lead will obstruct it.

SPELLS: F

Fabricate
Level: mag 5 | *Range:* 10 feet per CA level | *Duration:* permanent

Converts local materials into a desired shape or function. A bridge may be built from stones, a house from sticks and mud, or a raft from logs. Imagination is the limit, though each such construction must be crude and uncomplicated. The sorcerer can convert 10 cubic feet of material per CA level; e.g., a CA 10 sorcerer could erect a bridge 1 foot thick, 5 feet wide, and 20 feet long. Completing this spell requires 1 round per 10 cubic feet.

Færie Fire
Level: pyr 1, wch 1; drd 1 | *Range:* 60 feet | *Duration:* 6 turns (1 hour)

Suffuses the area of effect in a lambent glow, the colour of which may be chosen by the caster. Ten square feet per CA level can be affected thus, equivalent to one Medium creature or two Small creatures per CA level. For larger creatures, the referee must determine a reasonable number of potential targets using the above guidelines (e.g., a mountain ape may be considered the equivalent of two men). Illumed creatures suffer –1 AC penalties.

Faithful Hound
Level: mag 5, ill 4, nec 5 | *Range:* 10 feet | *Duration:* 6 turns (1 hour) per CA level

From the nether reaches of the Black Gulf is conjured a phantom watchdog, seen only by the caster. The creature can be commanded to guard a door, a gate, a hall, a room, or the like. The sorcerer cannot move more than 30 feet from the location of the *faithful hound*, or the spell will be broken.

The *faithful hound* immediately begins to bark and howl when anything larger than a rat approaches. The *hound* can detect invisible, inaudible, and even extra-dimensional creatures, so it makes for an astonishingly perspicacious guardian. If an intruder turns its back on the *faithful hound*, the watchdog will make a single bite attack as an FA 10 creature, inflicting 3d6 hp damage. The *hound* itself cannot be attacked, though it can be destroyed via the *dispel magic* spell.

False Vacancy
Level: ill 4 | *Range:* 10 feet per CA level | *Duration:* 1 turn per CA level

Creates a potent illusion that causes an area to appear empty, unoccupied, and/or neglected. The affected area can be 10 feet in diameter per CA level. *False vacancy* is a combination of *invisibility* and *phantasm* (qq.v.), but it cannot mask living creatures. The details of *false vacancy* are up to the sorcerer. Observers might, for example, see a treasure room as a dusty, cobweb-filled chamber containing a few broken pieces of furniture. If a group passes through the dweomered area, the illusion will adapt to their passage: Cobwebs will float, dusty footprints will be left in their wake, and so forth. Unless a masked object is touched by an investigating creature, the area will seem empty of what it actually contains.

If the real contents of the masked area are forcibly shaken or handled roughly, the creature doing so may make a *sorcery* saving throw; the saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If he succeeds, the illusion will begin to shimmer before his eyes, and the invisible object will be revealed. If the saving throw fails, the subject merely believes he has come in contact with an object enchanted with *invisibility*. Note that casual and careful touching of masked objects is not cause for a saving throw, because the illusion cannot be disrupted unless handled with force. *Dispel phantasm* can break this spell, revealing that which is concealed by the illusion, but *dispel magic* and *detect invisibility* are ineffective.

Fear
Level: mag 4, ill 3, nec 4 | *Range:* 60 feet | *Duration:* 1 round per CA level

The eyes of the sorcerer assume kaleidoscopic aspect as they emit an invisible cone 5 feet wide at its base and 30 feet wide at its terminus. Within this area of effect, creatures of fewer than 6 HD must make *sorcery* saving throws or flee in panic for the duration of the spell; if they have nowhere to flee, they will cower in a corner. Creatures of 6 HD or more save at +4. Saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. *Fear* victims drop anything they hold on a 3-in-6 chance.

Feather Fall
Level: mag 1 | *Range:* 60 feet | *Duration:* 1 turn

Causes the caster or other willing recipient to assume the mass and weight of a feather, so that a precipitous fall will cause no damage (at least for the duration of the spell). This spell does not work on unwilling recipients.

Feeblemind
Level: mag 5, nec 5; drd 6 | *Range:* 120 feet |
Duration: permanent

This enchantment affects sorcerers: humans or other creatures who casts spells. Creatures with innate spell-like abilities do not qualify, unless they too are spell casters. Unless a *sorcery* saving throw is made, the designated target becomes a drooling idiot, an invalid incapable of coherent speech or thought and likewise incapable of controlling his bodily functions. The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If the target is of higher CA than the caster, the save is made at a +1 bonus per level difference; conversely, if the target is of lesser CA than the caster, the save is made at a –1 penalty per level difference. *Feeblemind* is negated by *dispel magic* or cured by a *heal* spell (q.v.).

Find Plants
Level: drd 2 | *Range:* 240 feet |
Duration: 3 turns per CA level

Allows the sorcerer to locate any sought-after plant or plant type, providing it is available. Specific plants with which the caster is familiar may be sought, including roots, fruits and berries, and fungi. Only one species or type can be selected when the spell is cast. The radius of detection is 240 feet from the caster, who is allowed to move as normal (though not run) throughout the duration of the spell.

Find the Path
Level: clr 6 | *Range:* 0 |
Duration: 6 turns + 1 turn per CA level

The sorcerer names a specific place upon uttering this spell; the direction of that place, whether or not visited by him before, is known throughout the duration of the spell. Furthermore, the sorcerer will, through otherworldly guidance, apprehend the best, most efficient manner in which he may achieve the desired location. For example, if a crevasse presents an obstacle, he will understand the best way around it; or he might comprehend the existence of a secret door that must be accessed in order to reach the chosen place; or he might know where to avoid a trap. Once the spell's duration has elapsed, the sorcerer will retain a general idea of what must be done; however, if he attempts to map, record, or otherwise disclose his data to others, the *path* will be lost and forgotten. The reverse of this spell, *forget the path*, is a touch spell that causes its victim to become lost and wander about aimlessly for the duration of the spell, unless a *sorcery* saving throw is made. The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

Find Traps
Level: wch 2; clr 2, drd 2 | *Range:* 30 feet |
Duration: 1 turn per 2 CA levels

The sorcerer detects the presence of any magical or mundane traps within range, his path of detection being 30 feet long and 10 feet wide. He must continue to concentrate, his hands spread wide before him, though he can walk whilst doing so (no jogging or running).

Finger of Death
Level: nec 6, wch 6; clr 5, drd 6 | *Range:* 30 feet |
Duration: instantaneous

The sorcerer points at his victim and utters a baleful incantation; from his finger emits a death ray. The target must make a *death* saving throw or die. For every point of difference betwixt the sorcerer's CA and his target's level / HD, the saving throw is modified by ±1. So, if a CA 11 sorcerer casts this spell against a 12th-level fighter, the fighter gains a +1 bonus to his saving throw; if the target is a 7th-level fighter, the saving throw is rolled at a –4 penalty. This sorcery is associated with dæmonism, so if the caster was not already Evil upon learning it, he will likely gravitate to that ethos through its indiscriminate use; for clerics and druids, excommunication may result.

Fire Protection
Level: pyr 3; drd 3 | *Range:* touch | *Duration:* special

Shelters the caster or other recipient from any damage related to normal fire for one hour per CA level. Against magical fire (e.g., *fireball*, a **hell hound**'s breath, a **flame tongue** sword), the sorcerer gains immunity from a single attack before the spell is broken; a recipient of this spell other than the sorcerer simply gains a +4 saving throw bonus versus magical fire attacks.

Fire Resistance
Level: pyr 1; clr 2, drd 1 | *Range:* touch |
Duration: 6 turns (1 hour) per CA level

Inures the subject's body to the effects of intense heat. Even clad in full armour, the recipient can withstand temperatures as high as 120°F without suffering any ill effects. Fire and magical fire attacks are saved against with a +2 bonus.

Fire Seeds
Level: pyr 6; drd 6 | *Range:* 40 feet | *Duration:* special

This dweomer is laid on four small nuts (acorn, walnut, etc.) or six small berries (blueberry, holly, etc.), each type effecting a different result. A nut becomes a *fire seed* missile, and a berry becomes a *fire seed* bomb.

- ✶ *Fire Seed Nut:* A nut (*fire seed* missile) can be thrown as a grenade at a target within 40 feet (see Vol. III, p. 251: Table 93). A miss indicates the missile was ineffective, the nut lost. If a hit is scored, the *fire seed* will explode in a burst of flame, delivering 2d8 hp damage to all within 10 feet of the target. The stricken target is not allowed a saving throw, but

those within 10 feet are permitted *sorcery* saving throws for half damage; such saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

- ✶ *Fire Seed Berry:* Berries (*fire seed* bombs) must be placed within the spell's range (though not necessarily by the caster). The caster designates a spoken word that detonates the berries, each one bursting into a 10-foot-diameter gout of flame that causes 1d8 hp damage. The berries can be piled together for a cumulative effect, or spread out as the sorcerer desires (perhaps creating a wall of flames). Victims are allowed *sorcery* saving throws for half damage; such saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

Regardless of the type created, *fire seeds* are of limited duration if not discharged: They remain enchanted for 1 turn per CA level, and their dweomer vanishes if they go unused.

Fire Shield
Level: mag 4, cry 4, pyr 4 | *Range:* 0 | *Duration:* 1 round per CA level

Blue-green wisps of flame radiate from the caster's body, emitting 15 feet of light. The sorcerer is thus protected against cold-based spells and effects; he gains a +2 saving throw bonus versus such attacks, sustaining no damage if the saving throw is made and no more than half damage if the saving throw fails. Alternatively, violet-blue flames radiate from the caster, protecting him from fire-based attacks instead (+2 saves, no damage if save is made, half damage if save fails). Pyromancers cast only the former version, and cryomancers the latter; magicians may use either form of the spell freely. No matter which variation is selected at the time of casting, melee attacks that hit the caster cause the assailant twice as many hit points of damage as he inflicts, in the form of a fiery backlash.

Fire Staff
Level: pyr 3 | *Range:* 0 | *Duration:* 1 turn per 2 CA levels

The sorcerer must grip a quarterstaff in his outstretched hands to cast this spell. At once the ends of the staff emit bright orange flames, effecting light in a 60-foot radius. The quarterstaff becomes a temporary magical weapon (+1 on attack rolls), which inflicts 2d6 hp damage per hit (1d6 hp staff damage, 1d6 hp fire damage); undead suffer an additional 1d6 hp fire damage (3d6 hp total). By gripping it with two hands and speaking a command, the caster may also use the *fire staff* to fly at a rate of 60 MV. Aerial combat with the *fire staff* is also possible (see Vol. III, p. 268: Aerial Combat, *aerial melee combat*), with manœuvrability comparable to the *fly* spell (q.v.). *N.B.:* If this spell is cast on a quarterstaff that is already enchanted, the +1 bonus is not cumulative.

Fire Trap
Level: mag 4, pyr 4; drd 2 | *Range:* touch | *Duration:* permanent (until triggered)

This dweomer is placed on any article that can be closed (e.g., book, bottle, box, chest, door, shutter), so long as no other enchantment is laid on the object. If the object is opened, a blast of fire will explode in a five-foot radius, causing 1d4 hp damage per CA level to any creature within the blast radius. A *sorcery* saving throw can be made for half damage; the save is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. The *fire trapped* item is never affected by the spell; neither is the original caster. A sorcerer may maintain only as many undischarged *fire traps* as he has CA levels.

Note that a *knock* spell (q.v.) can open a *fire trapped* portal, yet the spell is not triggered until a person manually opens it. *Fire trap* can be discovered and removed via a thief's *manipulate traps* ability (see Vol. I, p. 23: Classes, *thief*), though failure to disarm the trap will automatically detonate it. It can also be removed by a *dispel magic* spell.

Fire Web
Level: pyr 2 | *Range:* 90 feet | *Duration:* 3 rounds

From the sorcerer's fingertips shoots a flaming web that ensnares and burns one Medium or smaller creature for 3d4 hp damage. The victim is allowed a *sorcery* saving throw; the save is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. If the save is successful, the victim suffers half damage and is not ensnared. If the save fails, the target is trapped for the spell's duration (i.e., *prone*; see Vol. III, p. 242: Combat, *attack modifiers*), and subsequent damage is sustained: 2d4 hp on round 2, and 1d4 hp on round 3. Furthermore, any flammable clothing or gear is destroyed (cloaks smoulder, cloth sacks burn and spill their contents, and so forth). The *dispel magic* spell extinguishes this dweomer.

Fireball
Level: mag 3, pyr 3 | *Range:* 240 feet | *Duration:* instantaneous

From the palm of the sorcerer's hand shoots a fiery missile, which explodes into a 40-foot-diameter sphere of flames when it strikes a target designated by the caster. Damage is 1d6 hp per CA level to all within the area of effect; e.g., a CA 5 sorcerer creates a 5d6 hp *fireball*. Targets are allowed to make *sorcery* saves for half damage; such saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. *N.B.:* The *fireball* must occupy its full volume (~33,500 cubic feet); if cast in an enclosed area, its diameter will expand as necessary.

Flame Arrow
Level: mag 3, pyr 3 | *Range:* touch |
Duration: 1 round per CA level

Enchants one arrow or crossbow bolt per round for as many rounds as the sorcerer has CA levels. The caster must touch each missile, which then must be fired (presumably by an ally) within 1 round of the sorcerer's touch. Once a *flame arrow* is launched, it ignites, causing an extra 1d6 hp fire damage if it strikes its intended target. Each enchanted missile is considered a magical weapon, though it has no attack bonus.

Flame Blade
Level: pyr 2; drd 2 | *Range:* 0 |
Duration: 1 round per CA level

The sorcerer must grip a bladeless hilt (of any sword or dagger) to cast this spell. Upon reciting a sibilant incantation, a *flame blade* in the shape of a scimitar springs from the bladeless hilt. The *flame blade* may be wielded as though it were a magical scimitar, whether or not the sorcerer is skilled with such a weapon; i.e., no unskilled weapon attack penalty applies.

The *flame blade* functions at a +2 bonus to attack rolls and delivers 1d8+2 hp damage (1d10+2 hp if held in two hands), with an additional +2 damage bonus versus undead (1d8+4 or 1d10+4 hp total). Fire-resistant creatures, however, are afforded their standard resistance (usually half damage). *Flame blade* also can be used to ignite oil and other combustibles (e.g., cloth, paper, parchment, wood).

Flame Strike
Level: pyr 5; clr 5, drd 5 | *Range:* 60 feet |
Duration: instantaneous

Evokes a column of roaring fire to descend from the air, perhaps immolating a sacrifice to the otherworldly powers the sorcerer serves. The *flame strike* is 50 feet high and 10 feet in diameter. Any creature in the area of effect suffers 6d8 hp damage, with a *sorcery* saving throw allowed for half damage; the saving throw is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

Flaming Missile
Level: pyr 1 | *Range:* 90 feet | *Duration:* instantaneous

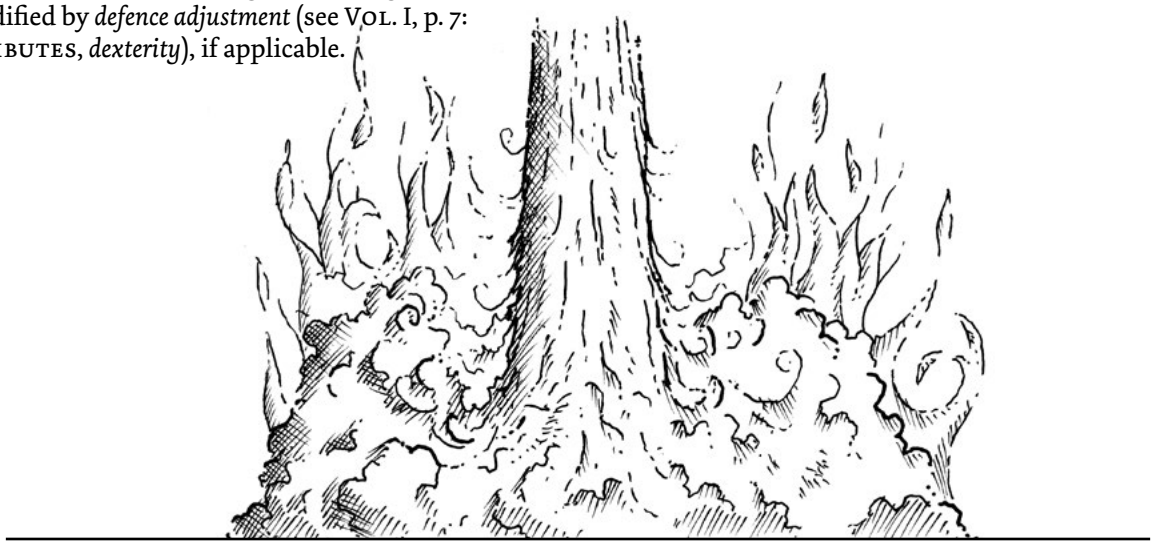
A fiery dart shoots from the pointed forefinger of the caster, automatically striking any visible target for 1d4+1 hp damage (1d6+1 hp versus undead). At CA 3, two darts can be fired; three darts at CA 5; four darts at CA 7; and so on. *Flaming missiles* can be divided amongst multiple targets, so long as they are all within range.

Flaming Sphere
Level: mag 2, pyr 2; drd 2 | *Range:* 10 feet |
Duration: 1 round per CA level

A burning globe of six-foot diameter is evoked by the caster. This *flaming sphere* begins rotating at a rate of 10 MV in the direction the caster points, rolling over barriers and other obstructions up to five feet high. Combustibles are set ablaze by the *flaming sphere*, and struck creatures suffer 2d4 hp damage unless *sorcery* saving throws are successful, which end the spell. The saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. As long as the caster concentrates and points, he can continue to direct the *flaming sphere* for 1 round per CA level; otherwise, it will remain stationary until the duration elapses.

Flash
Level: pyr 1 | *Range:* 0 | *Duration:* 24 hours

Requires one hour to cast, using the bladder of an ungulate such as a cow, goat, or sheep. The spell creates five small capsules of densely packed powder, each of which can be hurled at a single creature; refer to Vol. III, p. 251: Table 93 for the attack roll required. If a hit is scored, the capsule will explode in a blinding *flash* upon impact, and the victim will be blinded for 1d4 rounds; a miss indicates failure, a small, ineffective puff of smoke. Blind creatures always lose initiative and suffer –4 penalties on attack rolls, armour class, and saving throws.



Flame Strike

Floating Disc
Level: mag 1 | *Range:* 10 feet | *Duration:* 6 turns (1 hour)
Causes a flat, shield-sized disc to materialize behind the caster. The *floating disc* glides horizontally and follows the caster at about waist level, remaining 6–10 feet behind and moving at a rate equal to the caster's. The *disc* can bear 500 pounds in weight; anything greater will ground it. When the spell ends, the *floating disc* disappears, and anything it bore falls to the ground.

Floating Skull
Level: nec 3 | *Range:* 120 feet | *Duration:* 1 turn
Imbues the clean skull of a man or humanoid with sorcerous power. The *floating skull* emanates a soft, violet glow as it floats over the caster's shoulder, where it will continue to hover for the duration of the spell, following the caster wherever he moves. If the caster stops, closes his eyes, and concentrates, he may send the *floating skull* forth to serve as his "eyes", so to speak, the *skull* ranging at 30 MV as far as 120 feet ahead of the caster's stationary position. The *floating skull* can see to a distance of 30 feet and does so with *infrared vision* (q.v.) if exploring in the dark. If attacked, the skull is AC 7 and can be destroyed by a single hit.

Fly
Level: mag 3 | *Range:* touch |
Duration: 6 turns + 1 turn per CA level
The caster (or a touched ally) gains the ability to *fly* at a rate of 60 MV (*unencumbered*). If *encumbered*, *flying* rate is 40 MV; if *heavily encumbered*, 20 MV (see Vol. III, p. 236: Movement, *encumbrance*). Any direction of movement is allowed; likewise the *flyer* may stop in mid-flight, hovering as the *levitate* spell (q.v.). Combat whilst *flying* also is possible (see Vol. III, p. 268: Aerial Combat), as is spell casting (from a stationary mid-air position).

Fog Cloud
Level: ill 2 | *Range:* 10 feet |
Duration: 4 rounds + 1 round per CA level
A thick mass of green-hued, foul-smelling vapours is evoked by the caster, the cloud being 40 × 20 × 20 feet in volume. The *fog cloud* travels away from the caster at a rate of 10 MV until the spell's duration ends, moving in a direction pointed by the caster. Once the sorcerer points, the *cloud's* momentum cannot be altered unless significant wind exists, which always prevails over the will of the sorcerer. The *fog cloud* looks, smells, and behaves like the *cloudkill* spell, though it merely obscures vision: Those who are consumed can see no farther than five feet before them, and the range of *infrared vision* (q.v.) is halved.

Fool's Gold
Level: mag 2, ill 2 | *Range:* 10 feet |
Duration: 6 turns (1 hour) per CA level
Temporarily transforms baser coins to gold, affecting 100 coins per CA level. Laying this dweomer requires one gold coin per 100 coins to be altered. The component coin must be ground to dust (or fine bits) and sprinkled over the coins to be transmuted. To the unwary, the coins have the look, feel, and weight of gold; to the canny, they may be identified as counterfeits. *Sorcery* saving throws may be made by those who handle the *fool's gold*. The saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable; magicians, thieves, and some professionals (e.g., jewellers, certain merchants) gain +3 save bonuses.



Floating Skull

Forbiddance
Level: clr 6 | *Range:* 30 feet | *Duration:* permanent
Enforces a *ceremony of consecration* spell. Laying this dweomer requires a 12-turn (2-hour) ritual that involves much chanting and prayer. Holy oil / water must be sprinkled about the perimeter of the *consecrated* area whilst casting this spell.

Creatures of like alignment and/or faith as the caster might be instructed in a special prayer or password to enter the *forbidden* area. Without knowledge of the prayer / password, entry is impossible unless *sorcery* saving throws are made; saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

Creatures whose alignment and/or faith are in opposition to the caster's cannot enter—even if they know the prayer / password—unless they make *sorcery* saving throws. If the saves fail, interlopers each suffer 4d6 hp damage, a painful wracking of the body. Otherwise, trespassers who make their saves feel terribly uneasy whilst within the *forbidden* area.

Forceful Hand
Level: mag 6 | *Range:* 10 feet per CA level | *Duration:* 1 round per CA level
A giant disembodied hand appears betwixt the sorcerer and his selected enemy. The *forceful hand* presents a constant obstruction, remaining betwixt the two, whilst the sorcerer can go on to cast subsequent spells or perform other actions. The *forceful hand* is aggressive, pushing back the target at a rate of 10 MV to the maximum range of the spell, unless the target weighs more than 500 pounds; if such is the case, the hand effectively functions as an *interposing hand* spell (q.v.), slowing the approach of the enemy.

If the hand pushes an enemy to a wall or other obstruction, it will hold the victim there until the spell's duration ends, unless destroyed. The *forceful hand* is AC 0 and has as many hit points as the sorcerer at full health. Otherwise, only an *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*) allows one to escape.

Forest of Bones
Level: nec 2 | *Range:* 90 feet | *Duration:* 1 turn
Skeletal hands and claws emerge from the earth, grabbing and clutching at all within this spell's 40-foot-diameter area of effect. Those that fail *sorcery* saving throws are held fast for the duration of the spell; saves are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. Those that succeed can negotiate their way through carefully, at half their normal movement rates (unless, of course, they are at the edge of the area of effect).

Giant humanoids, monsters, or robust animals save at +4, or they might be unaffected by this spell, as judged by the referee. Confined victims do have one recourse: An *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*) allows a captive to break free. *Turn undead* does not affect the *forest of bones*.

Freeze Surface
Level: cry 3, wch 4 | *Range:* 240 feet | *Duration:* special
Solidifies water to eight-inch thickness in a 420 × 420-foot area. The frozen surface can be safely traversed if anchored to land; otherwise it will float. *Freeze surface* can be enchanted to be rough or mirror smooth, the latter of which can be quite slippery. The sorcerer can end this spell with a flick of his hand, or the ice will melt naturally, as determined by the present climate.

Freezing Hands
Level: cry 1 | *Range:* 5 feet | *Duration:* instantaneous
Plumes of thin, blue-white frost spring from the fingertips of the caster, fanning out in a 120° horizontal arc and causing 2 hp damage per CA level, with no saving throw allowed. Small fires can be extinguished by *freezing hands*. Modest quantities of water, wine, or ale can be frozen, but liquids of higher alcohol content will be unaffected.



Freezing Sphere
Level: mag 6, cry 6, nec 6, wch 6 | *Range:* special | *Duration:* 1 round per CA level

This dweomer requires the sacrifice of a 1,000-gp sapphire. It evokes a two-inch-diameter sphere of blue-white ice in the palm of the caster, which can be implemented in three different manners:

- *Ice Bullet:* The sphere can be hurled (refer to Vol. III, p. 251: Table 93 for the attack roll required) or launched from a sling as an *ice bullet*. Wherever it strikes, the *ice bullet* bursts, delivering 6d6 hp cold damage to all within a 20-foot radius of the blast. A *sorcery* saving throw is permitted for half damage; the save is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.
- *Ice Sheet:* The sphere can be tossed into a body of water such as a lake, pond, or river, effecting an *ice sheet* on the surface six inches in depth and covering 100 square feet per CA level. The *ice sheet* persists for as long as logic dictates, based on prevailing weather.
- *Ray of Cold:* The sorcerer can squeeze the sphere, releasing a thin *ray of cold* that extends 10 feet per CA level. The aimed *ray of cold* moves in a straight line and passes through all in its path, inflicting 4 hp damage per CA level. All damage is negated if *sorcery* saving throws are made; the saves are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

The *freezing sphere* can be held by the caster for as many rounds as he has CA levels. If he does not use the sphere before then, it will explode as an *ice bullet*, but the sorcerer is not allowed a saving throw for half damage.

Friends
Level: mag 1, wch 1 | *Range:* 0 | *Duration:* 1 turn

The caster improves his charisma score by 2d4 points (to 18 maximum). Creatures who speak with the caster must make immediate reaction rolls (see Vol. III, p. 240: The Encounter, *reaction*), modified by the *reaction / loyalty adjustment* of the sorcerer's improved charisma score (see Vol. I, p. 9: Attributes, *charisma*). If the result is favourable (score of 9+), the caster is at once viewed as a charming and impressive person worthy of help, consideration, and support. The caster is convincing to those whom he affects, so long as he is not overly abrasive. Once the spell's duration has expired, those who were influenced by the caster will realize they were ensorcelled.

Frost Sphere
Level: cry 2 | *Range:* 10 feet | *Duration:* 1 round per CA level

A swirling frost globe of six-foot diameter is evoked by the caster. This sphere begins rotating at a rate of 10 MV in the direction the caster points, rolling over barriers and other obstructions up to five feet high. Water is frozen by the *frost sphere*, small fires are snuffed, and struck creatures suffer 2d4 hp damage unless *sorcery* saving throws are successful, which end the spell. The saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. As long as the caster concentrates and points, he can continue to direct the *frost sphere* for 1 round per CA level; otherwise, it will remain stationary until the duration elapses.

SPELLS: G

Geas
Level: mag 6, cry 6, ill 6, nec 6, pyr 6, wch 6 | *Range:* 30 feet | *Duration:* special

Compels the victim (man or quasi-man) to carry out some service or task until it is completed. The target may make a *sorcery* saving throw to resist this enchantment; the saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The task must be reasonably achievable and not a blatant death sentence, or the spell will break after one or two weeks. (One cannot be directed to fall on his sword, but if *geased* by a sorcerer high atop Mount Vhuurmithadon, a fighting man might be commanded to find and offer himself to Xathoqqua.) If the *geased* individual fails or refuses to carry out his appointed task, he will suffer weakness and will die after one or two weeks. *Geas* cannot be broken by *dispel magic* or *remove curse* (q.v.). Only the reverse of this spell, *remove geas*, can contravene the effects of a *geas*; too, it can negate a *quest* spell (q.v.).

Gelatinize Bones
Level: nec 5, wch 6 | *Range:* 90 feet | *Duration:* permanent

Causes the victim's skeleton to become viscous. Unless a *transformation* saving throw is made, the victim collapses to a blubbery glob of flesh, still breathing but unable to move and hardly able to eat or drink unless assisted. The victim cannot manipulate objects, speech is limited to grunts and groans, and breathing is a terrible labour. Death is inevitable for the victim, usually transpiring within two to four weeks, though some victims have been known to survive for months or even years if provided constant care. Means do exist by which this curse can be undone: A *heal* or *regeneration* spell (qq.v.) will restore the bones to their former state, but the process is painful, causing 3d6 hp damage.

Ghoul Touch
Level: nec 2, wch 2 | *Range:* touch | *Duration:* 2d4 rounds

The sorcerer's touch becomes like that of a **ghoul**. The first person he touches must make a *death* saving throw or become locked in rigid paralysis. The reverse of this spell, *reverse ghoul touch*, removes such paralysis, as well as that caused by actual ghouls; it is ineffective versus paralysis from other sources, such as the *hold person* spell (q.v.).



Gelatinize Bones

Glitterdust
Level: mag 2, cry 2, ill 2, pyr 2 | *Range:* 90 feet | *Duration:* 1d4+1 rounds
The sorcerer must have 25 gp of gold dust to cast this spell, which may be in the form of gold ground with a file or stone. The sorcerer effects a 20-foot cube of *glitterdust* that explodes within the spell's range, covering its victims from head to toe in sparkling gold dust. Note that the cloud itself is no more than a flash, so this spell's duration is not for the cloud, but rather the spell's sorcerous effect.

Those within the cloud must make *sorcery* saving throws or be blinded for the spell's duration. Blind creatures always lose initiative and suffer –4 penalties on attack rolls, armour class, and saving throws. This spell also reveals invisible creatures, as the *glitterdust* clings to and sparkles on them for its duration.

Globe of Invulnerability, Greater
Level: mag 6 | *Range:* 0 | *Duration:* 1 round per CA level
An invisible field surrounds the sorcerer in a three-foot radius, protecting him from all level 1–5 spells except *dispel magic*, which negates the effect. The sorcerer can cast spells from within the *globe*. The *globe* does not negate the sorcery of devices (magic rods, staves, wands, rings, etc.).

Globe of Invulnerability, Lesser
Level: mag 4 | *Range:* 0 | *Duration:* 1 round per CA level
An invisible field surrounds the sorcerer in a three-foot radius, protecting him from all level 1–3 spells except *dispel magic*, which negates the effect. The sorcerer can cast spells from within the *globe*. The *globe* does not negate the sorcery of devices (magic rods, staves, wands, rings, etc.).

Glyph of Warding
Level: wch 4; clr 3 | *Range:* touch | *Duration:* permanent (until triggered)
Protects a box, a chest, a door, a gate, a portcullis, or another portal from unauthorized entry. The sorcerer needs 2 turns to trace the *glyph*, which becomes invisible upon completion, using a crushed gem of at least 100-gp value. Once the dweomer is laid, it can be discovered by spells such as *detect invisibility* or *detect magic*, or possibly by a thief searching for traps. The dweomer is placed with a code word that prevents the *glyph* from discharging. The caster may supply allies with this code word, which must be spoken before the warded portal is opened or passed through.

If an unauthorized creature triggers the *glyph*, one of the following effects occurs, selected by the sorcerer at the time of casting: 1d4 hp damage per CA level of cold, fire, or electrical damage (a blast effect); *inflict blindness* (reversed form of *cure blindness*); *inflict deafness* (reversed form of *cure deafness*); or *cause paralysis* (reversed form of *remove paralysis* [q.v.]). Each effect detonates in a five-foot radius per CA level. A successful *sorcery* saving throw negates each *cause / inflict* spell and reduces the three blast effects (cold, fire, electricity) to half damage. Lastly, each blast-effect saving throw is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

Goodberry
Level: wch 2; drd 1 | *Range:* touch | *Duration:* 1 day + 1 day per CA level
This dweomer is placed upon a handful of fresh berries, 2d4 of which are enchanted to *goodberries*. Only the caster knows which berries are enchanted, though *detect magic* can also reveal them. A single *goodberry* can nourish a man for a day, or it can cure him of 1 hp damage, the choice a sort of mini-wish by the consumer. However, only eight healing berries can be consumed by one man in a 24-hour period.

The reverse of this spell, *badberry*, must be cast on spoilt or rotten berries. It makes them appear fresh. These berries deliver mild poison to the consumer for 1 hp damage each, negated by a *death* (poison) saving throw. If multiple *badberries* are consumed at the same time, only one saving throw is allowed, though the same maximum of eight *badberries* are effective (thus 8 hp damage).

Grease
Level: mag 1 | *Range:* 10 feet | *Duration:* permanent
A fatty, unctuous film coats an area of effect equal to 2 × 2 feet per CA level (e.g., a CA 10 sorcerer affects an area not exceeding 20 × 20 feet). Any creature that steps on the *greased* area will slip and fall unless it makes an *avoidance* saving throw. A fallen victim is momentarily *prone* (see Vol. III, p. 242: Combat, *attack modifiers*). *Grease* is not limited to flooring; it can be used to lubricate a rope, a chair, or other objects. If the spell is cast on an enemy or on something an enemy holds or wears, a *sorcery* saving throw can be made to negate the effects.

Guards and Wards
Level: mag 6, ill 6 | *Range:* 0 | *Duration:* 6 turns (1 hour) per CA level
The sorcerer uses this dweomer to protect his tower or other stronghold. The warded area can be a cube with sides as large as 10 feet per CA level; e.g., a CA 12 sorcerer can affect an area as large as 120 × 120 × 120 feet. The effects are as follows:

- Pale green mist fills corridors, limiting visibility to 10 feet.
- All doors / gates are *sorcerer locked* (q.v.).
- One door per CA level is covered by a *phantasm* (q.v.) to appear as a wall.
- Stairs are filled with *webs* (q.v.).

(continued)

- Intersections and forks invoke a minor form of the *confusion* spell in which the intruder turns in a direction he did not intend.
- The sorcerer can also select one of the following optional effects:
  - *Dancing lights* in as many as four corridors
  - *Magic mouths* (q.v.) placed in two locations
  - *Stinking clouds* (q.v.) placed in two locations
  - *Suggestion* (q.v.) placed in one location

If *detect magic* is cast, the entire area of effect radiates potent magic. Each effect of this spell should be considered a separate dweomer for *dispel magic* attempts.

Gust of Wind
Level: mag 2, cry 2, pyr 2; drd 2 | *Range:* 0 | *Duration:* 1 round
A breeze blows from the caster (in the direction he faces) in a 10-foot-wide path that is 5 feet long per CA level; e.g., a CA 6 sorcerer can evoke a *gust of wind* that is 10 feet wide and 30 feet long. *Gust of wind* extinguishes small fires, though it fans and excites the flames of larger blazes; too, it disperses and thus dispels magical clouds, fogs, and smoke, such as *cloudkill*, *fog cloud*, and *stinking cloud* (q.v.). At its greatest effectiveness, this spell can belly the sail of a small craft (see Vol. III, p. 272: Waterborne Expeditions, *wind*).

SPELLS: H

Hallucinatory Terrain
Level: mag 4, ill 3, wch 4; drd 4 | *Range:* 300 feet | *Duration:* permanent (until contacted)
Conjures an illusory landscape that conceals the actual topography. A meadow, for instance, might be made to appear as a forest, a hill, a river, a swamp, or the like. The maximum size of the illusion is a cube with sides five feet long per CA level; e.g., a CA 8 sorcerer can effect a 40 × 40 × 40-foot illusion. The *hallucinatory terrain* persists until it is touched by an intelligent creature, unless either *dispel magic* or *dispel phantasm* is cast.

Haste
Level: mag 3, pyr 3 | *Range:* 120 feet | *Duration:* 18 rounds (3 minutes)
Doubled are the attack and movement rates of this spell's recipients; unwilling targets are allowed *sorcery* saving throws. The caster selects a target point and *hastens* a number of creatures equal to his CA level in a 15-foot radius. Those closest to the centre of the circle are affected first, potentially including the sorcerer's enemies; however, the caster can limit the radius of the spell, shrinking it as desired.

Hastened creatures can move at double their normal rates and make twice as many attacks per combat round; i.e., 1/1 = 2/1, 3/2 = 3/1, 2/1 = 4/1, 5/2 = 5/1, 3/1 = 6/1, and so on. Sorcery (spells and magical devices) is not *hastened* in any way. *Haste* counteracts the *slow* spell (q.v.). This spell cannot be "stacked" with other spells or magic items that increase speed. Recipients of *haste* are aged by one year as a result of this spell.

Heal
Level: clr 6 | *Range:* touch | *Duration:* instantaneous
Cures diseases and mends injuries. By his touch the sorcerer alleviates ailments such as blindness, deafness, disease, madness (including *feeblemind*), and all hit point loss, save 1d4 hp. The reverse form of this spell, *harm*, afflicts the victim with a disease (or blindness or deafness, at the sorcerer's option) and causes injuries that amount to loss of all hit points, save 1d4 hp. The victim must be touched, but no saving throw is allowed.

Heat Metal
Level: pyr 2; drd 2 | *Range:* 30 feet | *Duration:* 9 rounds
Anneals metallic objects to searing temperatures. For every CA level of the sorcerer, five square feet of metal can be affected, equivalent to one Small creature per CA level, or one Medium creature per 2 CA levels; e.g., a CA 6 sorcerer can affect three adjacent armoured men. For larger creatures, the referee must determine a reasonable number of potential targets using the above guidelines (e.g., a **mountain ape** may be considered the equivalent of two men). *Heat metal* is quick to warm, burn, and then sear; likewise is it quick to cool. The dweomer persists for 9 rounds, with metal treated thusly if in contact with skin:

- *Round 1:* Metal becomes *hot*, uncomfortable to the touch
- *Rounds 2–4:* Metal becomes *very hot*, burning for 1d4 hp damage per round
- *Round 5:* Metal *sears* for 2d4 hp damage
- *Rounds 6–8:* Metal cools to *very hot*, burning for 1d4 hp damage per round
- *Round 9:* Metal cools to *hot*

Materials such as cloth, leather, or wood in touch with *searing* metal are subject to smouldering or even combusting, subject to the referee's judgment. Furthermore, without the aid of magical healing, a *searing* burn can impair a character for a prolonged period. *Fire protection* and *fire resistance* negate the harmful effects of this spell.

Heroes' Feast
Level: clr 6 | *Range:* 10 feet | *Duration:* 6 turns (1 hour)
Conjures a grand banquet that feeds a number of persons equal to the sorcerer's CA. Casting this spell requires the use of a holy symbol, prayer beads, or incense. The *heroes' feast* appears on a great table surrounded by as many chairs as needed. The *feast's*

main course might be roasted pig, stuffed pheasant, butter and dill fried cod, boiled lobster, or the like; it also includes appetizers, side dishes, greens, legumes, beer, wine, and more. The courses are served by a half-dozen *unseen servants* (q.v.), though they perform in no other capacity than to serve the *feast*.

Consuming the meal requires one hour. Thereafter, the *feasters* will experience a mild ambrosial effect by which they are immune to poison, disease, and sorcerous fear for 12 hours; they are healed of 1d8+4 hp damage; and they enjoy the effects of a *bless* spell for 1d8 hours. If the *feast* is interrupted, however, no benefits will be realized.

Hold Animal
Level: drd 3 | *Range:* 120 feet | *Duration:* 6 turns (1 hour)
Freezes ordinary animals still (amphibians, birds, fish, mammals, and reptiles). The enchantment affects mundane animals only, not magical or supernatural beasts. It can be cast at a single animal, or at a group of animals, so long as they are within a 20-foot radius of the primary target.

The sorcerer can affect one Medium animal per CA level. For smaller or larger creatures, the referee must determine a reasonable number of potential targets using the above guidelines (e.g., an enormous **cave bear** may be considered the equivalent of six or seven Medium animals). Each target is allowed a *sorcery* saving throw to resist the spell; if but a single target is selected, its saving throw is made at a –2 penalty.

Hold Monster
Level: mag 5, cry 5, nec 5 | *Range:* 120 feet | *Duration:* 1 turn per CA level
Functions as the *hold person* spell (q.v.), except that it is not limited to men, humanoids, and giants; it affects any living creature, save the undead and mindless constructs.

Hold Person
Level: mag 3, cry 3, nec 3, wch 2; clr 2 | *Range:* 120 feet | *Duration:* 6 turns (1 hour)
Hold person victims are frozen still, motionless, paralyzed. This enchantment affects men, humanoids, and giants. It can be cast at a single opponent, or at a group of individuals, so long as they are within a 10-foot radius of the spell's primary target.

When cast at a group, as many as four individuals may be affected, beginning with those closest to the primary target. Each target is allowed a *sorcery* saving throw to resist the spell; if but a single target is selected, its saving throw is made at a –2 penalty. The saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

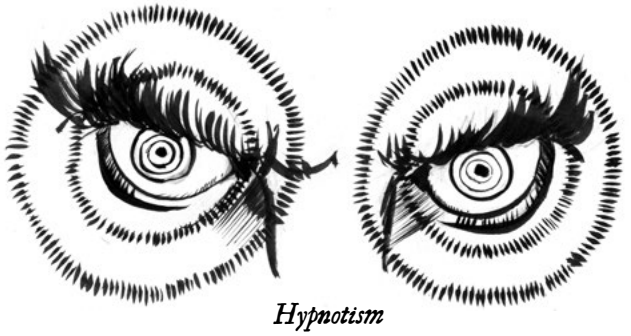
Hold Portal
Level: mag 1, cry 1, wch 1 | *Range:* 25 feet | *Duration:* 2d6 turns
Magically secures a door, a gate, or the like. *Hold portal* is similar to the *sorcerer lock* spell (q.v.), though of limited time. The referee must secretly roll 2d6 to determine the spell's duration. A *dispel magic* spell will negate it, a *knock* spell (q.v.) will open it, or a strong man (17+ strength) or creature might break it down (see Vol. III, p. 233: Adventure, *adventure actions and procedures*). Lastly, *hold portal* can simply be bypassed without aid of magic or brute force by any magician (or magician subclass) whose CA is at least 3 levels greater than the one who placed the dweomer.

Hold Vegetation
Level: drd 4 | *Range:* 120 feet | *Duration:* 6 turns (1 hour)
Causes ambulatory plants (natural and supernatural) to cease movement and freeze; likewise it prevents enchanted plants from entangling, and it prevents flora from being moved by other forces, such as wind or rain. As much as 40 × 40 feet of vegetation can be so *held*. *Hold vegetation* also affects plant-like monsters, such as violet fungi, green slimes, mustard moulds, shambling mounds, and tree-men. It can be cast at a single plant monster, or at a group of monsters, so long as they are within a 20-foot radius of the spell's primary target. When cast at a group, as many as four plant monsters may be affected, beginning with those closest to the primary target. Each target is allowed a *sorcery* saving throw to resist the spell; if but a single target is selected, its saving throw is made at a –2 penalty.

Hypnotic Pattern
Level: ill 2 | *Range:* 90 feet | *Duration:* special
With precise gestures the sorcerer creates waves of polychromatic, zigzagging lines that fill the air in a 30-foot-diameter circle. The spell affects no more than 24 HD of creatures, each of which is entitled to a *sorcery* saving throw. It affects those of the lowest HD first, though not blind or unseeing creatures. The ensorcelled become mesmerized imbeciles, staring at the colours until the spell terminates. The spell persists as long as the caster continues to gesticulate, plus 1d4 rounds thereafter.

Hypnotism
Level: ill 1, wch 2 | *Range:* 30 feet | *Duration:* 1 turn
The sorcerer's eyes take a kaleidoscopic aspect as he makes weird, mesmerizing gestures and speaks in low, reverberating tones. He is thus able to *hypnotize* 1d6 selected creatures. Targets are allowed *sorcery* saving throws to resist the effects of the spell; the saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Hostile or aggressive creatures gain +1 to +3 bonuses on their saving throws, as judged by the referee. *Hypnotized*

creatures become susceptible to a *suggestion* effect (q.v.), which the caster may utter at any time after the *hypnosis* takes effect, though before the spell's duration elapses; once the spell ends, so too does the *suggestion*.



Hypnotism

SPELLS: I

Ice Armour
Level: cry 2 | *Range:* 0 |
Duration: 1 turn + 1 turn per CA level
A suit of frozen laminated armour clads the sorcerer. *Ice armour* is formed of dense blue ice that is cold to the touch. It provides AC 5 and DR 1 (see Vol. I, p. 114: Equipage, *armour*). *Ice armour* is so perfectly articulated and lightweight that it does not impinge the sorcerer's spell casting in any way, though the standard 30 MV applies. *Ice armour* is melted by exposure to magical fire, but normal fire has minimal impact. When the spell ends, *ice armour* crumbles to a thousand shards of ice.

Ice Axe
Level: cry 2 | *Range:* 0 | *Duration:* 1 round per CA level
The sorcerer must grip a 1½-foot haft of wood to cast this dweomer. Upon incanting the spell, an axe blade composed of steely-blue ice forms at the end of the haft. The *ice axe* can be wielded as though it were a magical hand axe; it functions at a +2 bonus to attack rolls and delivers 1d6+2 hp damage. If hurled (90-foot range), the *ice axe* automatically will strike its target for 1d6+4 hp damage, but this attack ends the spell.

Ice Bridge
Level: cry 5 | *Range:* 0 | *Duration:* 1 turn per CA level
A blast of crystalline blue frost explodes from the sorcerer's down-stretched hands, creating a six-inch plane of ice beneath his feet that he continues to animate. The sorcerer "rides" on the ice as it forms a constant slide or viaduct beneath his feet, propelling him forwards at a rate of 40 MV for as long as he concentrates. The *ice bridge* can form in a straight line, up or down at a maximum 45° angle, and/or curved to a 45° angle. The *ice bridge* need not stay affixed to its point of origin—in fact, it oft breaks or crumbles away behind the sorcerer—but if the sorcerer does not connect to stable ground by the end of the spell, or if his concentration is disrupted, he will fall to his doom. An ally can hold onto the sorcerer's waist and catch a ride on the *ice bridge* if the sorcerer is of at least average (9–12) strength; two riders may be conveyed if the sorcerer is of above-average (13+) strength.

Ice Javelin
Level: mag 4, cry 4 | *Range:* 240 feet | *Duration:* special
Conjures a blue *ice javelin* from the frozen depths of Hyperborea's glaciated interior. The weapon manifests in the hand of the caster, who at once hurls it at a target within 240 feet, whether or not the sorcerer is skilled with such a weapon; i.e., no unskilled weapon attack penalty applies. The *ice javelin* is +3 on attack rolls and inflicts 6d6 hp damage (dexterity *attack modifier* applies, as does strength *damage adjustment*; see Vol. I, p. 7: Attributes, *strength* and *dexterity*). If the *ice javelin* misses its target, it will be destroyed on a 4-in-6 chance; otherwise the caster may retrieve it, but if anyone else attempts to do so, in a flash it will melt.

On contact the *ice javelin* can also freeze its victim in an inch-thick sheen of ice, unless a *sorcery* saving throw is made. The ice does not harm the victim and in fact slows all bodily processes. The ice is negated by *dispel magic*; also, heat or fire (magical or mundane) will thaw it.

Ice Storm
Level: mag 4, cry 4 | *Range:* 120 feet |
Duration: instantaneous
Fist-sized hailstones erupt from the sky, causing 3d10 hp damage to all within the 30 × 30-foot area of effect, with no saving throws allowed. The damage is the result of blunt force, not cold, so spells such as *cold resistance* offer no defence. Alternatively, the sorcerer can use this spell to create a 90 × 90-foot area of driving sleet that effectively snow-blinds its victims and halves their movement. Any attempt to run through such an area is subject to an *avoidance* saving throw, or the subject will slip and fall.

Iceberg
Level: cry 6 | *Range:* 60 feet | *Duration:* 1 day per CA level
The sorcerer conducts a 6-turn (1-hour) ritual that requires the sacrifice of 1,000 gp in gold or gems and the proximity of a significant body of water. He conjures ice to rise from the water, forming a small, pinnacle-shaped *iceberg* that functions as a three-storey shelter with a 30 × 30-foot "ground" floor (below water level), a 20 × 20-foot first floor, and a 10 × 10-foot second floor. The *iceberg* can be fashioned to have transparent ice windows, a solid gate (usually at the first floor), a chimney, and other simple effects that are composed of ice: a table, chairs, and bunkbeds, if so desired. The magic *iceberg* enjoys other enchantments as well:

- Impervious to normal fire and missiles (arrows and quarrels).

- ✶ Can withstand gale-force winds and remain buoyant.
- ✶ Its gate has a *sorcerer lock* (q.v.), and each window has the strength of iron.
- ✶ Contains three *unseen servants* (one at each storey) with the sole functions of maintaining the cleanliness of the place and assisting with cooking, stoking the fire, and so forth.

From the second-floor window, the sorcerer can direct the *iceberg* to float 60 feet per round, or 24 miles per day. The *iceberg* will begin to crumble when the spell's duration elapses, so bringing a raft or canoe is always a wise choice. An expiring *iceberg* can be preserved if the spell is recast and the requisite sacrifice met again.

Identify
Level: mag 1, cry 1, nec 1, pyr 1, wch 2 | *Range:* 0 | *Duration:* 1 turn per CA level

This ritual requires 6 turns (1 hour) to cast in a peaceful environment and necessitates the sacrifice of 100 gp worth of treasure (e.g., gold, gems, etc.) per item *identified*. The spell enables the caster to perceive the magical properties of one magic item per CA level, each item requiring 1 turn to properly *identify*. Note that whereas the properties of a magic item can be *identified*, the charges of a wand or like item may not be reckoned, and the exact description of such magical properties is always at the referee's discretion. The item(s) in question must be handled by the sorcerer; in the case of boots, cloaks, rings, and the like, the item(s) must be worn. This condition opens the possibility of a cursed item afflicting the caster with whatever deleterious effects it harbours.

This ritual is exhausting; consequently, the caster will suffer a temporary 8-point constitution drain until the appropriate rest is taken. During this time of rest, 1 point of constitution is restored per hour. If the constitution loss results in a score of 3 or less, the caster will fall unconscious for 24 hours.

Igloo
Level: cry 4; drd 5 | *Range:* 0 | *Duration:* 12 turns (2 hours) per CA level

An *igloo* is evoked by the caster, surrounding him and providing suitable shelter for as many as six companions. The *igloo* is 15 feet in base diameter, with walls that arch to an apex 7½ feet high. It has a snowy white exterior, but from the inside the walls appear transparent, allowing its inhabitants to see the outdoors with perfect clarity.

The interior temperature is cool but comfortable (about 60°F). This condition is maintained so long as the temperature without is no warmer than 90°F and no colder than –30°F; for every degree warmer or colder, the interior temperature of the *igloo* will rise or drop accordingly. A lambent light emanates from the interior ceiling upon the command of the caster.

The *igloo* can survive winds of 100 mph, though anything more powerful will destroy it. It will withstand rain, sleet, hail, and snow. If struck, the *igloo* can sustain 36 hp damage before it is destroyed. Whilst the caster's companions are free to enter and exit the *igloo*, once the caster leaves, the spell will terminate.

Illusory Script
Level: ill 3 | *Range:* touch | *Duration:* permanent

The sorcerer pens a message, instructions, or a map in a script that only he and his desired recipient(s) can read and understand. Another illusionist (or associated subclass) will cognize the *illusory script* for what it is, though he nonetheless will be unable to comprehend it. Any attempt to read the script requires a *sorcery* saving throw, or else the reader will become *confused* (as the *confusion* spell) for 1d6 rounds. The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. This spell will be broken if the source material (e.g., book, parchment, scroll, etc.) is physically destroyed or if *dispel phantasm* is cast on it.

Illusory Wall
Level: ill 4 | *Range:* 90 feet | *Duration:* permanent

This spell requires a sacrifice of gold or gems valued at 300 gp or more. The sorcerer creates an illusion of a wall, a floor, a ceiling, or another surface. The *illusory wall* can be as large as 1 × 10 × 10 feet and is convincingly realistic. The surface can be made to look as though it were of brick, stone, wood, or like material.

An *illusory wall* might be used to create the appearance of a dead end, or perhaps to cover a pit, in which case only careful searching will reveal the deception. The surface can be passed through, but such transit will not terminate it. The spell is permanent unless *dispel phantasm* is cast.

Illusory Wall of Fire
Level: ill 3, pyr 3 | *Range:* 60 feet | *Duration:* 1 turn per CA level

Creates a phantasm of a flaming barricade. Illusory wall of fire can be as large as 1 × 10 × 10 feet and is realistic to the eyes and ears, but it does not emit actual heat; the thermal properties of this spell are purely deceptive. The *illusory wall of fire* can be passed through, but such transit will not terminate it. The spell persists for its duration unless *dispel magic* or *dispel phantasm* is cast.

Creatures that pass through the *illusory wall of fire* must make *sorcery* saving throws or suffer 2d6 hp damage (manifesting actual burn wounds). The saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If a creature becomes aware of the deception and gives warning, his

allies can attempt to pass through with +4 bonuses on their saving throws; however, inflicted damage remains real. Creatures of an innately fiery nature (such as **fire elementals**) are never fooled by this spell.

Imbue with Spell Ability
Level: clr 4 | *Range:* touch | *Duration:* special
The sorcerer imprints into the mind of a willing subject as many as three memorized spells. The recipient must have a minimum wisdom score of 9, or the spell will fail. The recipient will then be able to cast these spells at a time of his choosing, as though he were the sorcerer himself. Like the sorcerer's memorization, the conferred spells remain burnt in the recipient's mind until such time that he casts them.

No more than two level 1 spells and one level 2 spell can be conferred. Once a recipient is thus *imbued*, the sorcerer cannot rememorize a transferred spell level until the recipient casts the spell. So, if a sorcerer grants a *cure light wounds* spell to an ally, he can rememorize one fewer level 1 spell until the ally casts that spell. Of course, the sorcerer cannot confer more spells than he can memorize.

Improved Invisibility
Level: ill 4 | *Range:* touch |
Duration: 4 rounds + 1 round per CA level
Functions as the *invisibility* spell (q.v.), except that its recipient can attack enemies without reappearing, in exchange for a limited duration. The invisible man's attacks, however, cause a slight shimmer or vibration in the air where he stands, allowing enemies to distinguish his approximate whereabouts; hence they can counterattack, though the invisible man enjoys a +4 AC bonus.

Improved Phantasm
Level: ill 2 | *Range:* 240 feet | *Duration:* special
Functions much like the *phantasm* spell (q.v.), with a few enhancements. A visual illusion is created, a projected image of nearly anything the caster can imagine, as large as 30 × 30 × 30 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Improved phantasm* can be used to create an attacking monster or another damaging hazard, but the illusion is strictly of sight and sound, not of smell or temperature. The auditory component of an *improved phantasm* cannot consist of precisely spoken words, but the semblance of garbled speech, mumbling, shouting, and so forth are possible. These sounds can create the opportunity for more believable illusions than those generated by the *phantasm* spell.

Once cast, this spell will persist as long as the caster concentrates and for 2 rounds thereafter, unless the illusion is touched or terminated via a *dispel phantasm* spell. An *improved phantasmal* monster is AC 8 and will disappear if hit; otherwise, it can continue to attack as manipulated by the caster. The caster can direct the illusion to move anywhere within the spell's range; such manœuvres require his full attention, though he can walk at half speed and maintain control.

Improved phantasm targets are not allowed saving throws unless the referee feels the illusion is incredible, in which case *sorcery* saving throws should be rolled; such saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Credibility may come into question because of the illusion's lack of scent or thermal properties. To the eyes of the disbeliever, the *improved phantasm* will become a flawed and flickering transparent image. Otherwise, this illusion can inflict real physical damage, as high as 1d4 hp per CA level per round to each victim. Such damage will remain even if the spell is subsequently broken.

Incantation
Level: clr 2 | *Range:* 0 | *Duration:* special
The sorcerer chants eldritch invocations that effect a potent benison to allies—and a malison to enemies—within a 25-foot radius. Allies gain +1 bonuses on attack rolls and saving throws; enemies are penalized –1 on attack rolls and saving throws. The bonuses / penalties persist as long as the caster continues to chant and remains perfectly stationary (no dexterity bonuses applicable). If the caster is struck for damage or successfully grappled, the spell will be broken; likewise, *dispel magic* or *silence* (q.v.) can end this spell.

Incinerate Normal Missiles
Level: pyr 3 | *Range:* 0 | *Duration:* 1 turn per CA level
The sorcerer is protected from projectiles with shafts of wood. Arrows, bolts, javelins, and spears launched at the caster will *incinerate* within 10 feet of him. Magical missiles are less likely to be affected: +1 missiles will *incinerate* on a 3-in-6 chance, +2 missiles on a 2-in-6 chance, and +3 missiles on a 1-in-6 chance; missiles greater than +3 are unaffected. The same chance applies to mundane missiles fired from a magical launcher (e.g., if a **+2 short bow** fires a normal arrow, the arrow will *incinerate* on a 2-in-6 chance).

Incite Chaos
Level: ill 5 | *Range:* 60 feet | *Duration:* 1 turn per CA level
As the *confusion* spell, except saving throws are at –4 penalties; also note the extended duration.

Infernal Tongues
Level: nec 2, wch 2 | *Range:* 0 |
Duration: 1 turn per CA level
The sorcerer speaks in the language of netherworldly dæmons. Such *infernal tongues* are known to raise the hackles of ordinary animals of 3 HD or fewer, causing

them to flee the presence of the sorcerer if they fail *sorcery* saving throws. Any number of animals can be affected, but they must be within 30 feet of the sorcerer. Animals that make their saving throws have a 2-in-6 chance of becoming enraged and attacking the caster at a +2 bonus.

Inflict Madness
Level: ill 5, nec 4 | *Range:* touch | *Duration:* permanent
When cast by a cleric or necromancer, this evil curse brings insanity to its victim (man or humanoid). When cast by an illusionist, the spell effects a phantasmal nightmare that produces madness. In either case, the target must make a *sorcery* saving throw or suffer a random form of insanity (see Vol. III, p. 264: Special Damage, *madness*). The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. A *remove curse* spell (q.v.) will end the madness if the spell was cast by a cleric or necromancer; *dispel phantasm* can exorcize madness caused by illusionists (cf. *cure madness*).

Influence Normal Fire
Level: mag 1, pyr 1, wch 1; drd 1 | *Range:* 60 feet | *Duration:* 1 round per CA level
Allows the caster to affect non-magical fires from as small as a torch or lantern to as large as a three-foot-diameter bonfire. With a wave of the hand, a fire may be doubled, or shrunk to the size of a lit match. The fire's fuel consumption is impacted by the spell, but heat output is not.

Infrared Vision
Level: mag 3, cry 2, nec 3, pyr 2 | *Range:* touch | *Duration:* 2 hours + 1 hour per CA level
The caster or other recipient can perceive light in the infrared spectrum, effectively seeing in the dark to a range of 60 feet. All subtle differences of heat radiation are defined before the eyes of the recipient, so that a warm-blooded creature stands out against the cool walls of a dungeon chamber. Fire or other notable heat in the proximity of the viewer can be a hindrance (e.g., a lantern or torch) or a complete obstruction (e.g., a bonfire, lava). This spell will not reveal invisible objects or creatures.

Inoculate
Level: wch 5; clr 5 | *Range:* touch | *Duration:* 24 hours
The recipient is immune to disease and poison for the duration of the spell, so long as he remains within one mile of the caster. Too, the recipient recovers double hit points from natural healing, if proper rest is taken.

Insect Plague
Level: nec 5; clr 5, drd 4 | *Range:* 360 feet | *Duration:* 1 turn per CA level
This spell must be cast outdoors. The sorcerer summons a vast swarm of flying insects (usually a combination of bees, beetles, cicadas, locusts, and mosquitoes) 30 feet high and 60 feet in diameter. Heavy smoke or a roaring fire will drive away the *insect plague*; otherwise, it will remain stationary until the spell's duration elapses.

Vision is reduced to 30 feet for those victims caught within the swarm, and the shrill droning of the cicadas is maddening. For every round spent within the swarm, victims sustain 1 hp damage from stings and bites. Animals or monsters of fewer than 3 HD almost always will be driven away in panic.

Interposing Hand
Level: mag 5 | *Range:* 10 feet per CA level | *Duration:* 1 round per CA level
A giant disembodied hand appears betwixt the sorcerer and his selected enemy, floating and providing cover. The *interposing hand* presents a constant obstruction, remaining betwixt the two, whilst the sorcerer can go on to cast other spells or perform other actions. The *interposing hand* pushes against an approaching enemy, effectively limiting his movement to a maximum rate of 10 MV. The *interposing hand* is AC 0 and has as many hit points as the sorcerer at full health.

Invisibility
Level: mag 2, cry 2, ill 2, pyr 2 | *Range:* touch | *Duration:* special
Renders the spell's recipient invisible until the spell is cancelled or *dispelled*, or the subject attacks another creature. (In this instance, an "attack" is defined as any action that would directly harm or adversely affect another creature.) Invisible creatures cannot be seen by *detect magic* or *infrared vision*, but *detect invisibility* will reveal them.

Invisibility extends to the clothes / armour worn and gear carried by the subject, but a rope or other lengthy item, for example, will become visible beyond five feet of the subject. If an invisible creature picks up an item that was not held when the spell was cast, that item will not become invisible. If the invisible creature removes an object from his person, that object will become visible. If the invisible creature bears a light source (e.g., lantern, torch) before the spell is cast, the light source will become invisible, but light will still radiate from the subject (which could in fact reveal the *invisibility* recipient in certain situations). Also, in bright sunlight, an invisible creature will cast a faint shadow. *Invisibility* does not confer silence, and save for a faint outline, invisible creatures cannot see themselves or the objects they carry (e.g., an invisible map cannot be read).

An undetected invisible creature can attack an opponent in melee at a +4 bonus. If an invisible target is attacked, the attacker must have some idea where the target is or the attack will be futile; even if the whereabouts are known, the invisible creature still enjoys a +4 AC bonus. Characters and creatures of 10 or more HD can

make *sorcery* saving throws when an invisible creature approaches within 30 feet of them. If successful, they will clearly discern the invisible creature as a translucent figure.

Invisibility Hemisphere
Level: mag 3, ill 3 | *Range:* touch | *Duration:* special
Functions just as the *invisibility* spell, except that it extends in a 10-foot-radius hemisphere from the primary recipient. The *invisibility hemisphere* moves with the primary recipient. Those within 10 feet at the time of casting become invisible, but they can see one another as translucent figures. If a beneficiary of this spell steps out from its radius, he will become visible, unable to resume *invisibility* unless the spell is recast. If the primary recipient makes an attack, the entire spell will be negated; however, if one of the spell's other recipients makes an attack, only that one will become visible.

Invisibility to Undead
Level: nec 1; clr 2 | *Range:* touch | *Duration:* special
Causes undead to completely ignore the subject; living creatures are unaffected. The recipient remains invisible to undead until the spell is cancelled or *dispelled*, or if the subject attacks another creature—be it undead or not. (In this instance, an "attack" is defined as any action that would directly harm or adversely affect another creature.) The recipient of this spell cannot *turn undead*. Intelligent undead creatures of 10 or more HD can make *sorcery* saving throws if the spell's recipient approaches within 30 feet; if successful, they will discern the spell's recipient as an apparition of sorts.

SPELLS: J

Jump
Level: mag 1 | *Range:* touch | *Duration:* 1 turn
Allows the recipient to leap 40 feet forwards (with a 10-foot apex), 10 feet backwards, or 20 feet straight up. For every additional 3 CA levels of the sorcerer, the affected can make another *jump*; thus a CA 4 sorcerer can empower two such *jumps*, a CA 7 sorcerer can empower three, and a CA 10 sorcerer four, so long as all *jumps* occur before the spell's expiration.

SPELLS: K

Knock
Level: mag 2 | *Range:* 60 feet | *Duration:* instantaneous
Automatically opens any stuck or locked door, gate, or other portal, including a locked box, chest, coffin, set of manacles, or even a secret door. Even a *sorcerer locked* door (q.v.) can be opened by this spell, though but temporarily; the spell will resume after 1 turn. Of course, this spell does not disarm trapped portals.

SPELLS: L

Legend Lore
Level: mag 6, cry 6, pyr 6 | *Range:* 0 | *Duration:* special
Provides knowledge of some fabled artefact or locale. The referee must judge whether the thing or place is sufficiently legendary to qualify; if not, the spell will fail. If the subject is indeed legendary, the information will be gleaned via a dream or vision some 1d10 days later, as secretly determined by the referee. The *lore* revealed by this spell is oft cryptic in nature and may be learnt in the form of a picture, poem, riddle, sign, or symbol.

Levitate
Level: mag 2, cry 2, pyr 2, wch 2 |
Range: 20 feet per CA level | *Duration:* 1 turn per CA level
Vertically the caster or other recipient floats up or down in the air at a rate of 10 MV. Maximum *levitation* weight is 300 pounds. Horizontal movement is impossible unless some surface such as a ceiling is reached, in which case the *levitated* person can use his hands and feet to travel at 10 MV.

If this spell is cast on another person, the sorcerer must concentrate on directing that one, *levitating* him a maximum distance of 20 feet per CA level. If *levitate* is cast on an unwilling subject, he is allowed a *sorcery* saving throw to resist the effect. The spell can be cancelled at a time of the caster's choosing.

Light
Level: mag 1, cry 1, ill 1, pyr 1, wch 1; clr 1, drd 1 |
Range: 120 feet | *Duration:* 6 turns (1 hour)
Effects a 30-foot-diameter sphere of soft, lambent illuminance, somewhat dimmer than full daylight. The spell can be centred on an object, on a person, or in the air. If *light* is centred on the visual organs of a creature, and it fails a *sorcery* saving throw, the target will be partially blinded for the duration of the spell, suffering –2 penalties on attack rolls, armour class, and saving throws. This spell can be ended at will by the caster. A *light* spell can counter a *darkness* spell, and vice versa, but not *continuous darkness*.

Lightning Bolt
Level: mag 3, cry 3, nec 3 | *Range:* 180 feet |
Duration: instantaneous
A bolt of lightning 5 feet wide and 60 feet long erupts from the outstretched hands of the caster, striking all within its path until it reaches its maximum range. Struck creatures suffer 1d6 hp damage per CA level, with *sorcery* saving throws allowed for half damage. The saving throws are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

The *lightning bolt* will travel its full range of 180 feet before ceasing; if it strikes a wall or another solid

surface before reaching its 180-foot range, it will rebound, potentially striking again those within its path—and possibly the caster himself. For example, if a CA 9 sorcerer cast this spell whilst in the doorway of a 70 × 70-foot room, the *bolt* would strike its targets for 9d6 hp damage. Next, upon reaching the far wall, it would bounce back, hit the targets again (who must each make another saving throw for half damage), and then strike the caster himself, travelling 40 feet farther before dissipating.

Lightning Protection
Level: drd 4 | *Range:* touch | *Duration:* special
Shelters the caster or other recipient from any damage related to normal electricity for one hour per CA level. Against magical electricity (e.g., *lightning bolt*, *shocking grasp*, a **behir's** breath), the sorcerer gains immunity from a single attack before the spell is broken; a recipient of this spell other than the sorcerer simply gains a +4 saving throw bonus versus magical lightning / electricity attacks.

Liveoak
Level: drd 6 | *Range:* touch | *Duration:* 1 day per CA level
Usually cast on an oak tree, though any hardwood can be used, so long as it is at least 18 feet in height. The tree animates, transforming to a **16-HD tree-man**, whose function is to protect a person, place, or thing as prescribed by the sorcerer. This animation triggers when a specific condition is met, as set by the caster; e.g., "If any creature comes within 30 feet of this camp, animate!" The *liveoak* attacks as a normal tree-man, except it can go no farther than 120 feet from its original location and cannot summon other tree-men. This spell can be negated by a *dispel magic* spell, or the caster may end it at will.

Locate Object
Level: mag 2, wch 2; clr 3 | *Range:* 90 feet | *Duration:* 1 turn per CA level
The caster announces an object to be found; it might be a lost sword, a bronze door, or the like. The object must be well known by the caster: its colour, texture, size, and so forth. Someone describing the item to the caster is insufficient. If the object is within range, the caster will know which direction to seek, but not the precise distance.

Locate Ordinary Animal
Level: drd 1 | *Range:* 300 feet | *Duration:* 2 turns
The sorcerer selects a known animal type to be found (e.g., bear, eagle, wolf). The type must be well known by the caster; another person describing the animal type is insufficient, and magical or supernatural creatures do not qualify. If an animal of the stated type is indeed within range of the spell, the caster will know which direction to seek, but not the precise distance.

Locate the Dead
Level: nec 1, wch 1 | *Range:* 30 feet | *Duration:* 1 turn
Detects the presence of deceased creatures in a 30-foot radius. During this spell's duration, the caster can walk at half speed, chanting, gesticulating, and attuning himself to the presence of death. Although *locate the dead* can detect the presence of undead creatures, it does not distinguish betwixt death and undeath. This spell will penetrate 10 feet of packed earth, five feet of wood, three feet of stone, or one inch of metal (except lead). *Locate the dead* also can be used to seek a specific dead person or creature; however, the caster must have in his possession a personal item or memento of the sought-after corpse.

SPELLS: M

Magic Ice Dart
Level: cry 1 | *Range:* 120 feet | *Duration:* 1 round per CA level
A cyan-glowing icicle forms in the hand of the caster and fires at a selected target for 1d6+1 hp damage. The sorcerer may shoot as many *magic ice darts* as he has CA levels, at a rate of one per round. Each missile requires an attack roll, which is modified by dexterity *attack modifier* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable; cryomancers (but not other sorcerers) also gain a +1 bonus for every 2 CA levels (CA 1–2 = +1, CA 3–4 = +2, and so forth).

Magic Jar
Level: mag 5, nec 5, wch 5 | *Range:* 120 feet | *Duration:* special
The sorcerer places his life force in a small, inanimate object. So long as this *magic jar* remains within 30 feet of his physical body, he can then attempt to possess another living creature within 120 feet. If the target fails its *sorcery* saving throw, it will be possessed by the sorcerer. The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

A possessed body can be controlled like a puppet, performing normal actions and using all its special abilities (including spells), though not the possessor's abilities or spells. Fragmentary memories of the possessed might be accessed by the possessor; the details should be nebulous, provided by the referee. Note the potential consequences of this spell:

- If the body of the possessed is destroyed, the spirit of the sorcerer will return to the *magic jar*. The sorcerer's spirit may then attempt to possess another body or return to his own.
- If the sorcerer's body is destroyed whilst his spirit is without, his spirit must forever remain in the body it presently possesses; or, if his spirit is in the *magic jar*, it may possess another, but permanently.

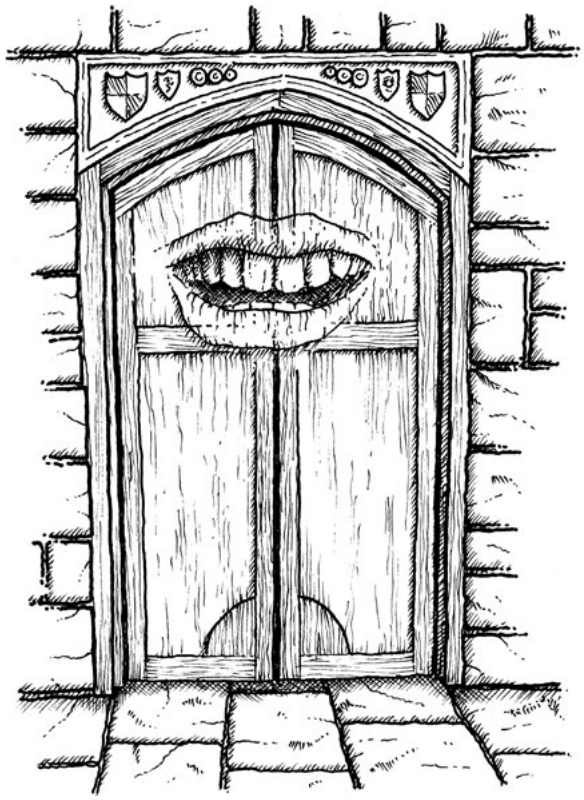
(continued)

- If the *magic jar* is destroyed whilst the sorcerer's spirit is inside it, the sorcerer's physical body will die, and his spirit be forever lost.
- If the *magic jar* is destroyed whilst the sorcerer's spirit possesses another, his spirit must forever remain in the body of the possessed.

Possession is prevented by a *protection from evil* spell (q.v.). It can be terminated by a *remove curse* spell (q.v.), sending the sorcerer's spirit back to the *magic jar*. Casting a *magic jar* spell may be considered an act of Evil, depending on the circumstances.

Magic Missile
Level: mag 1 | *Range:* 150 feet | *Duration:* instantaneous
A glowing arrow shoots from the pointed forefinger of the caster, automatically striking any visible target for 1d4+1 hp damage. At CA 3, two missiles are fired; three missiles at CA 5; four missiles at CA 7; and so on. *Magic missiles* can be divided amongst multiple targets, so long as they are all within range.

Magic Mouth
Level: mag 2, ill 2, wch 2 | *Range:* 10 feet |
Duration: permanent (until triggered)
Once activated, this enchantment causes a two-foot-wide illusory mouth to manifest. The *magic mouth* appears where the caster places the spell. It might be triggered by movement within 10 feet of it, or by other conditions as the caster prescribes, though the trigger range can be no greater than 10 feet. (For instance, placed upon a door, the *magic mouth* might only appear if the door is rapped on.)



Magic Mouth

Once triggered, the *magic mouth* will speak a message that may not exceed 25 words. It might speak in a sibilant tongue, a commanding tone, a kind voice, or any like variation, though only in a language known by the caster. *Dispel magic* will terminate this enchantment.

Magic Stone
Level: clr 1, drd 1 | *Range:* touch | *Duration:* 1 turn
Enchants one pebble for every 3 CA levels; i.e., one stone for a CA 1–3 caster, two stones for a CA 4–6 caster, three stones for a CA 7–9 caster, and four stones for a CA 10–12 caster. *Magic stones* can be launched with a sling or hurled as normal stones (see Vol. I, p. 120: Equipage, *missile weapons*), by the caster himself or by an ally. Only one stone can be hurled at a time, unless the target is no more than 10 feet away, in which case multiple stones may be hurled. Once a *magic stone* is tossed, its enchantment is lost, whether it strikes its intended target or not.

A *magic stone* is an enchanted weapon that functions at a +1 bonus to attack and damage rolls (i.e., 2 hp if thrown, or 1d4+1 hp if fired from a sling). Each stone issues a sharp report upon impact. If a sorcerer is struck by a *magic stone* whilst casting a spell, his spell will be disrupted. *N.B.:* If the optional *concentration check* is in play, spell loss will be automatic if the sorcerer is struck by three or more stones simultaneously.

Magic Vestment
Level: clr 3 | *Range:* touch |
Duration: 1 turn + 1 turn per CA level
Conjures a translucent suit of chain mail (AC 5, DR 1) in which the sorcerer bedecks himself or another recipient (see Vol. I, p. 114: Equipage, *armour*). The armour has no weight, though it rattles like ghostly chains whenever the recipient moves. *Magic vestment* cannot be "stacked" with other armour, though the wearer can bear a shield or enjoy other forms of magical protection.

Major Creation
Level: ill 5 | *Range:* touch | *Duration:* special
Functions as the spell *minor creation* (q.v.), except that the sorcerer can also create iron or stone items. However, should he use *major creation* to effect what is essentially a *minor creation*, the duration will be doubled.

Mass Suggestion
Level: ill 6 | *Range:* 60 feet |
Duration: 6 turns (1 hour) per CA level
As the *suggestion* spell (q.v.), except that the caster influences multiple creatures, and the duration is more limited. Should the caster wish to target but one creature, its *sorcery* saving throw will be at a –4 penalty. Otherwise, the caster can target as many creatures as he has CA levels, selecting each one at his discretion so long as they are all within range.

Mass Treemorph
Level: mag 4, ill 4; drd 4 | *Range:* 240 feet | *Duration:* 1 turn per CA level

As many as 100 willing men or humanoids can be concealed by this spell. The subjects appear as trees (i.e., a small orchard or grove) so long as they stand still. Creatures can move through and even touch the "trees" without being aware of their true form; however, if a "tree" is attacked, it will bleed red blood. If any subject of this spell moves, he will reappear as normal; if the caster moves, the spell will be broken. *True seeing* (q.v.) will reveal the "trees" for what they are, and *dispel magic* will cancel the spell.

Maze
Level: ill 5 | *Range:* 60 feet | *Duration:* special

Creates an extra-dimensional space where the victim is forced to wander a shifting labyrinth of energy planes. No saving throw is allowed. The victim is entrapped thus for a period of time dependent on its intelligence:

Intelligence Score	Duration
3–5	1d4 turns
6–8	1 turn
9–12	1d8 minutes
13–16	1d6 minutes
17–18	1d4 minutes

The referee may assign or roll (3d6) the intelligence of monsters and NPCs. Scores of 3–5 should be assigned to animals and semi-intelligent creatures; scores of 6–8 should be assigned to creatures of less than average intelligence; scores of 9–12 should be considered average; scores of 13–16 should be considered above average; and scores of 17–18 should be considered high intelligence.

Meld into Stone
Level: clr 3, drd 3 | *Range:* touch | *Duration:* 1 turn

The sorcerer or other willing recipient unites his form with a large stone. The subject can carry no more than 100 pounds of inanimate gear with him. The stone must be of equal or greater size as the recipient (i.e., he must fit inside the stone) or the spell will fail.

The subject may step out of the stone at a time of his choosing, but only in the precise direction he entered the stone. If the subject does not exit the stone before the spell's duration terminates, he must make a *transformation* save or remain forever trapped. This saving throw must be rolled once per additional turn spent within the stone. A trapped victim can be saved by a *stone to flesh* spell (q.v.), his body tearing out from a sort of fleshy egg, or by a *dispel magic* spell.

Melt Ice
Level: mag 1, cry 1, pyr 1; drd 2 | *Range:* 30 feet | *Duration:* special

Causes ice or hard-packed snow to thaw, liquescing a volume equal to 30 cubic feet per CA level. Each 30 cubic feet of ice requires 1 round to flux. (So, if a CA 5 sorcerer wished to *melt* 150 cubic feet of ice, he would need 5 rounds to do so.) If this spell is cast upon light, fluffy snow, the effects are instantaneous. If *melt ice* is cast under the feet of an opponent, the victim is allowed an *avoidance* saving throw to elude the melting area.

Mending
Level: mag 1, ill 1, wch 1 | *Range:* 30 feet | *Duration:* instantaneous

Repairs small breaks or tears in objects. The spell can weld a broken metallic article, such as a chain link, dagger, or knife; stitch a torn cloth, a frayed or severed rope, or perforated leather; fuse the shards of a broken bottle; and so forth. *Mending* cannot be used to repair magical devices.

Message
Level: mag 1, wch 1 | *Range:* 240 feet | *Duration:* 1 round per CA level

The sorcerer points at the recipient and whispers a *message* that is heard as though the two stood side by side. The recipient can then reply, if the spell's duration has not elapsed. The caster and the recipient must be able to see each other. If the spell is cast at an unwilling target, a *sorcery* saving throw can be made to block the audibility of the spell.

Messenger Bird
Level: drd 1 | *Range:* 1 mile | *Duration:* 6 turns (1 hour) per CA level

Casting this spell requires 1 turn. The sorcerer must whistle an incantation, thus calling forth a tiny bird such as a finch, sparrow, or titmouse. If no such bird is within one mile, the spell will fail.

The arriving bird is afforded a *sorcery* saving throw. If the save succeeds, the bird will fly away; if it fails, the bird will perch on the hand or shoulder of the sorcerer and remain for the duration of the spell, acting on his behalf. The caster can assign it a simple task or affix to its leg a small note to be delivered; the recipient cannot use the *messenger bird* to reply. Time, not distance, is the limiting factor. Once the spell terminates, the bird will resume its normal activity.

Mind Blank
Level: mag 2, wch 2 | *Range:* 60 feet | *Duration:* permanent

Causes victims to forget the last minute of their lives prior to and including the casting of this spell. The targets may make *sorcery* saving throws; the saving

throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. From one to four persons, chosen by the caster, can be affected, but the greater the number of targets, the less potent the spell: Two targets each receive a +1 bonus to their saving throws, three targets each receive a +2 bonus, and four targets each receive a +3 bonus. This spell will not negate the effects of other enchantments such as *charm person* or *geas*. Lost memories can be restored via a *heal* spell.

Minor Creation
Level: ill 4 | *Range:* touch |
Duration: 6 turns (1 hour) per CA level
Effects an object no denser than hardwood (ash, beech, oak, etc.); stone and metal objects are unachievable. The object can be no greater than one cubic foot in size per CA level. To create the item, the sorcerer must have some piece of the material to be produced: If he wishes to generate a 50-foot hemp rope, he must have at least a small thread of hemp; if he wants to fashion a small raft of beech, he must possess a splinter of beech wood. The item will disappear when the spell ends.

Mirage Arcana
Level: ill 6 | *Range:* 120 feet |
Duration: 6 turns (1 hour) per CA level
Similar to the *false vacancy* spell, but more complex. The sorcerer creates a phantasm that makes one area appear like another area with which he is familiar; this conversance allows him to conjure the details with great precision. (The most realistic *mirage arcanum* is conjured when the illusionist has a small piece of the area he wishes to emulate.) The area of effect is a 10-foot radius per CA level; e.g., a CA 12 sorcerer effects an illusion of no more than 120-foot radius. A vacant chamber might be made to appear as elaborately furnished, a muddy pond might appear as a swath of grass, a desert might appear to have a small oasis, and so forth. The actual contents within the illusion are masked; see the *false vacancy* spell as to how they might be revealed. The illusion has all the properties of quasi-reality: It has sight, sound, smell, and touch—even taste, should one pick an apple from an illusory tree. However, the caster and his allies cannot make use of *mirage arcana* to have a comfortable place to sleep, for instance, because they do not truly believe in it.

Mirror Gaze
Level: ill 1 | *Range:* 0 | *Duration:* 1 round per CA level
A round, shimmering mirror appears before the caster, reflecting the gaze of any creature that uses its eyes to attack or beguile. Such gaze attacks are reflected at the gazer, and if the gazer does not make a saving throw (*sorcery* or *transformation*, as the case may be), it will become a victim of its own devices. If the sorcerer's CA is 5 or more, a subtler version of the spell may be cast: Sometimes called *mirror eyes*, this alternative form causes the caster's eyes to become mirrored for the duration of the spell.


Mirror Image

Mirror Image
Level: mag 2, ill 1 | *Range:* 0 |
Duration: 2 rounds per CA level

Evokes 1d4+1 illusory duplicates of the sorcerer. Each *mirror image* is indistinguishable from the caster. Each is AC 9, modified by the *defence adjustment* of the caster, if applicable (see Vol. I, p. 7: Attributes, *dexterity*); each dissipates if struck. When the caster is attacked, the referee must assign a probability by which the *mirror images* each have an equal chance to be targeted. For example, if two *images* appear, a d6 may be used: *1–2* = the caster; *3–4* = *image* one; *5–6* = *image* two. The *images* duplicate the movements of the caster and appear to switch places with one another, so even if the caster strikes an enemy or is struck himself, he is at once indistinguishable from his duplicates.

Mirror, Mirror
Level: mag 4, ill 5, nec 4, wch 4 | *Range:* touch |
Duration: 1 round per CA level

Enchants a polished silver mirror to become a temporary scrying device. The sorcerer may then view a known subject (man or monster) over any distance, so long as both are on the same plane of existence. The extent of familiarity dictates the probability of success:

Familiarity	Chance of Locating
Very familiar	5:6
Somewhat familiar	4:6
Saw a picture / sketch of	3:6
Item or garment in possession	2:6
Described by another person	1:6

The subject can be observed for the duration of the spell, including anything or anyone within 30 feet of him; if the subject is in complete darkness, the caster will see him somewhat hazily and only 5 feet around him. Creatures with intelligence of 13 or higher have a 1-in-6 chance of realizing they are being watched by means sorcerous.

Misdirection
Level: ill 2 | *Range:* 60 feet | *Duration:* 1 round per CA level

Counteracts detection spells, including *detect magic*, *detect snares and pits*, *detect illusion*, *detect invisibility*, *distinguish alignment*, and other like spells. This spell creates an opposite reading for the detection caster (or one who activates a similar supernatural ability), perhaps shewing a mundane item as having a magical aura, or a trapped passageway as perfectly safe. The caster of *misdirection* can focus the spell at either the object being detected or at the caster of the detection sorcery. In either case, the detection caster is allowed a *sorcery* saving throw; the saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If the saving throw is made, *misdirection* fails (cf. *deceive*).

Mislead
Level: ill 6 | *Range:* 0 | *Duration:* 1 round per CA level

This spell is cast whilst moving. The sorcerer creates a phantasm of himself at the same instant that he becomes invisible, albeit for only as long as the *mislead* spell lasts. The caster is then at liberty to move elsewhere as his illusory double continues forth.

Through mental command the sorcerer can direct the image to speak; likewise it will mimic his manner of walking, body language, facial expressions, and so forth. The phantasm will leave footprints and other physical signs of passage. If attacked it will appear to dodge, block, or shimmer as though some protective sorcery were in effect. It can be disrupted by *dispel phantasm*; otherwise it will persist until the duration expires, at which time it will vanish and the sorcerer reappear. No saving throw is permitted to disbelieve this illusion.

Mnemonic Enhancer
Level: mag 4 | *Range:* 0 | *Duration:* 24 hours

Casting this ritual requires 1 turn and the sacrifice of a gem of 100-gp value or greater. Once cast, the sorcerer can memorize or rememorize additional spell levels, selecting one of the following four allotments:

- Four level 1 spells
- Two level 1 spells, one level 2 spell
- Two level 2 spells
- One level 1 spell, one level 3 spell

If the memorize option is cast: The additional spells are at the disposal of the sorcerer for a 24-hour period before they fade from his memory.

If the rememorize option is cast: The sorcerer recalls spells that he has already cast that day. The rememorized spells must be cast within 24 hours or they will fade from memory.

Moonlight
Level: wch 4; drd 4 | *Range:* 90 feet |
Duration: 6 turns (1 hour) per CA level

Illumes a 25-foot-diameter area with a moonbeam, the luminosity of which rivals that of a full moon; the effect is not unlike a spotlight. Soft light extends in a 25-foot radius beyond the spell's area, so the entire effect (75-foot diameter in total) appears quite natural (when outdoors, of course). This spell does not interfere with *infrared vision*; it can enhance *ultraviolet vision* (q.v.).

Mount
Level: mag 1 | *Range:* 10 feet |
Duration: 3 turns per CA level

A tame **riding horse** or **camel** (caster's choice) is summoned, the beast serving the caster for the duration before disappearing whence it came. On a 2-in-6 chance, the creature arrives with saddle and harness; in such cases, a distinct possibility exists that

a rider somewhere in Hyperborea has been temporarily deprived of his steed.

Move Earth
Level: mag 6 | *Range:* 240 feet | *Duration:* 6 turns (1 hour)
Requires 1 turn to cast. The sorcerer causes dirt (but never solid rock) to move. A hill can be formed, or a trench. The dirt is moved at 60 feet per turn. The sorcerer is able to manipulate a volume of earth equal to a cube with sides 10 feet long per CA level; e.g., a CA 12 sorcerer can affect a 120 × 120 × 120-foot area. Once the spell ends, the effect is permanent.

Mummification
Level: nec 2 | *Range:* touch | *Duration:* permanent
This ritual requires 12 turns (2 hours) to complete. By handling a fresh corpse and speaking baleful incantations, the necromancer infuses the body with enchanted preservative spices. He then evokes violet-charged cloth wraps to take form. The enchanted wraps spin and weave about the corpse, covering and preserving it from decomposition. If the caster later attempts to animate the corpse to a **zombie**, **flesh automaton**, or similar form, it will gain +2 hp per HD. This spell can also preserve a fallen man from decomposition, should his allies seek to convey him elsewhere for interment or sorcerous revival.

SPELLS: N

Necromantic Ventriloquism
Level: nec 1 | *Range:* 120 feet |
Duration: 1 round per CA level
The necromancer throws his voice in a manner similar to the *ventriloquism* spell (q.v.), except it issues from the corpse of a dead man, or a **skeleton** or **zombie**. The thrown voice is not that of the caster, but simulates that which a dead or undead creature might issue; i.e., a cold, raspy skeletal timbre, or a gurgling, maggot-infested resonance.

Neutralize Poison
Level: wch 4; clr 4, drd 3 | *Range:* touch |
Duration: instantaneous
Detoxifies a poisoned victim. If used within 6 rounds (1 minute) on a creature killed by poison, the victim will be revived to 0 hp, pending a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*). This spell can also detoxify a venomous creature (snake, spider, etc.) with a successful touch attack. The creature is afforded a *sorcery* saving throw to negate the effect (and, given sufficient time, will eventually regenerate its venom sacs in any case). *Neutralize poison* can likewise purify other poisonous or poisoned objects such as food, plants, and the like.

The reverse of this spell, *poison*, is delivered via a touch attack. The victim is allowed a *death* (poison) saving throw. If the saving throw is successful, the victim sustains 2d6 hp damage; if the saving throw fails, he falls deathly ill, suffering fever and delirium within 1 turn, paralysis after 6 turns (1 hour), and death in 48 hours.

Non-Detection
Level: ill 3 | *Range:* 0 | *Duration:* 1 turn per CA level
The sorcerer makes himself and anyone with whom he joins hands invisible to spells that would scry his location, including *clairaudience*, *clairvoyance*, and *extrasensory perception*, and likewise any spells that *detect* or *discern*. Furthermore, any scrying devices such as **crystal balls**, **wands of magic detection**, and the like are ineffective.

SPELLS: O

Obscure
Level: cry 2, wch 2; drd 2 | *Range:* 0 | *Duration:* 1 turn
Swirling, misty vapours surround the caster in a cubic area with sides of 10 feet per CA level; e.g., a CA 6 sorcerer *obscures* a 60 × 60 × 60-foot area. Within the *obscured* area, visibility is reduced to five feet, and spells such as *infrared vision* are ineffective. A strong wind will reduce the duration of *obscure* by 90%; i.e., the 10-minute (1-turn) duration will be reduced to 1 minute (6 rounds).

Omen
Level: clr 1 | *Range:* touch | *Duration:* 1 turn
The sorcerer reveals to himself or another recipient an *omen* regarding the near future. The next time the recipient makes an attack roll or a saving throw, three rolls may be made and the best result selected. This supersedure can be done but once, and if the *omen* is not utilized before the spell's duration has passed, the dweomer will be lost.

SPELLS: P

Paralyze
Level: ill 3 | *Range:* 180 feet | *Duration:* 1 turn per CA level
The illusion of immobilization overcomes the minds of those victims who fail their *sorcery* saving throws. The saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The caster can affect twice as many HD as he has CA levels, targeting a single individual or a 20 × 20-foot area; when used in an area of effect, the lowest HD creatures are always affected first. This spell can be negated by *dispel magic*, *dispel phantasm*, or *remove paralysis* (q.v.).

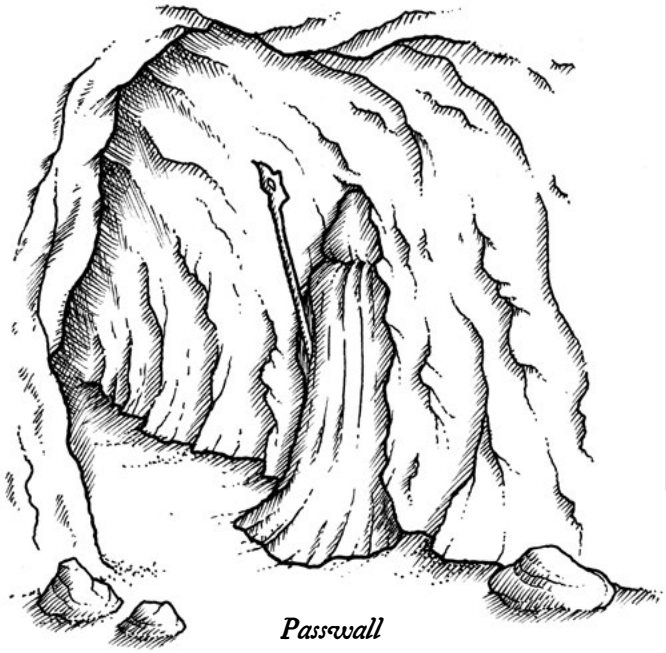
Pass Tree
Level: drd 5 | *Range:* 240 feet | *Duration:* special
Creates a mystical portal in the trunk of a tree with a diameter of at least 2½ feet. The sorcerer and his

comrades (one per CA level) may then *pass* through the tree, exiting from another tree of the sorcerer's selection that is likewise at least 2½ feet in diameter and within 240 feet of the initial tree. The portal is 2 × 5 feet and remains open for as long as the caster desires, to a maximum of 1 turn per CA level. If *passing* through alone, the sorcerer may choose to delay his exit, remaining within the initial or destination tree, but if he does not exit before the duration elapses, painfully will he be ejected for 3d6 hp damage. Whilst dwelling within the confines of a tree, the sorcerer may observe what transpires without, and none can detect his presence unless *true seeing* (q.v.) is cast (cf. *plant portal*). If this spell is used betwixt a pair of oaks, the range and duration will be doubled.

Pass without Trace
Level: drd 1 | *Range:* touch | *Duration:* 1 turn per CA level
The recipient of this spell can move through wilderness terrain—be it forest, desert, or snowy mountainside—without leaving a footprint, a scent, or other trace, regardless of armour worn. A tracker has no chance to find a trail; however, should one cast *detect magic*, a faint trail of magical footprints will be discerned, enduring for 6 turns (1 hour) after the spell's recipient has passed.

Pass without Trace, 15´ r.
Level: drd 3 | *Range:* touch | *Duration:* 1 turn per CA level
Functions precisely as the *pass without trace* spell, except that the dweomer encompasses all within 15 feet of the caster or other recipient at the time of casting.

Passwall
Level: mag 5, cry 5, pyr 5 | *Range:* 30 feet | *Duration:* 3 turns
Opens a temporary 6-foot-diameter, 10-foot-deep passage in any wall, be it of wood or stone. The spell can be ended by its caster at will.



Passwall

Perceive Disguise
Level: clr 1 | *Range:* 30 feet | *Duration:* 1 round
Allows the caster to determine if one creature pretends to be something it is not, whether via sorcery or artifice. The spell will not reveal what the creature actually is; neither will it detect alignment or allow the caster to glean any additional information, but merely that the target is not what it feigns to be. The target of this subtle spell is almost always unaware that sorcery is at work. It is allowed a *sorcery* saving throw; if it makes its save, the effect of its disguise will be enhanced.

Perceive Heartbeat
Level: nec 2, wch 2 | *Range:* 60 feet | *Duration:* 1 turn
Undisturbed the sorcerer must meditate for five minutes before casting this spell from his nigh-trancelike state. During this preparatory phase, the caster "tunes out" the sound of his heartbeat (and those of his allies). Once the spell is cast, he can hear the heartbeats of all other living creatures within 60 feet of him. The strength or speed of each heartbeat may be determined; however, if many heartbeats (10+) are heard, they will become difficult to discern from one another. This spell will penetrate 10 feet of packed earth, two feet of wood, one foot of stone, or one inch of metal, but even the thinnest sheet of lead can mask a heartbeat.

Perform Exorcism
Level: clr 4 | *Range:* 10 feet | *Duration:* instantaneous
By means of this potent ritual, which requires 6d10 turns to complete, the sorcerer exorcizes a dæmon or another supernatural force from possession of a person or object. This spell can negate dæmonic possession, a *magic jar* spell, or any of the enchantments or charms that compel one to behave as he otherwise would not, such as *charm person* and *suggestion* (q.v.). If a possessed person is the subject of this spell, the exorcized dæmon or force is banished to the netherworld whence it came.

If a possessed object is the subject of this spell, the possessing dæmon or force is not necessarily banished; it will attempt to possess a nearby creature (possibly the caster of this spell). The referee must randomly determine who the dæmon or force will seek. It may be one that the dæmon feels it can conquer easily, one of little willpower such as a child or a person weak of body and mind. The potential victim is granted a *sorcery* saving throw, or suffers the effects of possession; the saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The victim may be unaware of the possession until such subtle signs as uncharacteristic behaviour and memory loss present.

Permanent Phantasm
Level: ill 6 | *Range:* 240 feet | *Duration:* permanent
Derived from the *advanced spectral phantasm* spell. A visual illusion is created, a projected image of nearly anything the caster can imagine, as large as 60 × 60 × 60 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Permanent phantasm* can be used to create an attacking monster or another damaging hazard. The illusion can be of sight, sound, smell, and/or temperature. The auditory component might include a shout, a roar, or a sentence of no more than nine words in length (not including articles *a*, *an*, and *the*).

Once cast, this spell will persist infinitely, with no need of concentration unless the caster wishes to manipulate the movements of the illusion; such manœuvres require his full attention, though he can walk at half speed and maintain control. The illusion will be broken if touched or can be terminated via a *dispel phantasm* spell. A *permanent phantasmal* monster is AC 5 and will disappear if hit; otherwise, it can continue to attack without caster direction.

Permanent phantasm targets are not allowed saving throws unless the referee feels the illusion is incredible, in which case *sorcery* saving throws should be rolled; such saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. With sight, sound, smell, and/or temperature, credibility is rarely an issue with this spell; if such a case arises, and the save is made, the disbeliever will see the *permanent phantasm* as a flawed and flickering transparent image. Otherwise, this illusion can inflict real physical damage, as high as 1d10 hp per CA level per round to each victim. Such damage will remain even if the spell is subsequently broken.

Phantasm
Level: mag 3, ill 1, wch 3 | *Range:* 240 feet | *Duration:* special
A visual illusion is created, a projected image of nearly anything the caster can imagine, as large as 20 × 20 × 20 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Phantasm* can be used to create an attacking monster or another damaging hazard, but the illusion is strictly of sight, not of sound, smell, or temperature.

Once cast, this spell will persist as long as the caster concentrates, unless the illusion is touched or terminated via a *dispel magic* or *dispel phantasm* spell. A *phantasmal* monster is AC 9 and will disappear if hit; otherwise, it can continue to attack as manipulated by the caster. The caster can direct the illusion to move anywhere within the spell's range; such manœuvres require complete concentration, and no movement is allowed.

Phantasm targets are not allowed saving throws unless the referee feels the illusion is incredible, in which case *sorcery* saving throws should be rolled; such saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Credibility may come into question because of the soundlessness of the illusion (e.g., a charging mammoth); in other instances, such as a *phantasm* of fire, a lack of thermal properties can create suspicion. To the eyes of the disbeliever, the *phantasm* will become a flawed and flickering transparent image. Otherwise, this illusion can inflict real physical damage, as high as 1d4 hp, +1 hp per CA level, per round to each victim. Such damage will remain even if the spell is subsequently broken.

Phantasmagorical Precipitousness
Level: ill 6 | *Range:* 60 feet | *Duration:* 1 round per CA level
This potent phantasm relates to the effects of falling or sliding, or of rushing water. *Phantasmagorical precipitousness* is a programmed illusion, triggered by some predetermined event such as opening a door, falling in a pit, walking down stairs, and so forth. The sorcerer can effect an illusion that is as large as 90 × 90 feet in area. The spell's duration begins to elapse once the programme is activated.

Those affected by the spell are allowed *sorcery* saving throws; such saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If they fail, they believe what they see; hence, the spell's effects are real for its victims. For example, if a man who falls down a 10-foot pit believes he is falling 70 feet, then he will indeed sustain damage as though he had fallen 70 feet; if another man believes the stairs he was descending have turned into a slide, then he will indeed slide to some unknown fate; and if a man opening a heavy iron door believes he is being swept away by water, then he will indeed be swept away. This spell is open to the caster's imagination, but must always be associated with falling or sliding, or with rushing water.

Phantasmal Armour
Level: ill 2 | *Range:* 0 | *Duration:* 6 rounds (1 minute)
A quasi-real suit of dull black plate mail clads the sorcerer. The armour is formed of shadow material conjured from the Black Gulf; it provides AC 3 and DR 2 (see Vol. I, p. 114: Equipage, *armour*). *Phantasmal armour* is weightless; it does not affect movement as normal plate mail does. With the exception of shields, this spell does not combine or "stack" with other armour worn. *Phantasmal armour* can be terminated by *dispel phantasm*.

Phantasmal Door
Level: ill 5 | *Range:* 10 feet |
Duration: 6 rounds (1 minute) per CA level
The sorcerer creates an illusion of an unremarkable portal. At a time of the caster's choosing (within the spell's duration), he will appear to enter the door and close it behind him. He has in fact stepped away in a state of *invisibility*, which will persist as long as this spell lasts.

If the *phantasmal door* is opened, it will reveal a 10 × 10-foot room that appears abandoned and presents no egress. The room has quasi-actuality; if entered, it is truly there, but once the spell ends it will eject its occupants. No saving throw is allowed to resist the effects of this spell; however, *dispel phantasm* can disrupt it.

Phantasmal Killer
Level: ill 4 | *Range:* 60 feet | *Duration:* 1 round per CA level
This cerebral phantasm preys on the most horrific fears of its victims, who must be of animal intelligence or greater. A nightmarish beast is seen only by the sorcerer and the target. The beast attacks as an FA 4 creature. If it hits, the victim is allowed a *death* saving throw, adding his *willpower adjustment* if applicable (see Vol. I, p. 9: Attributes, *wisdom*). The target's saving throw might also be modified by any of the following conditions:

- *Surprize:* If the target is surprized (see Vol. III, p. 244: Combat, *surprize*), he suffers a –2 penalty on his saving throw.
- *Target Has Previous Experience:* If the target has been subject to the wiles of such an illusion before, he gains a +2 bonus to his saving throw.
- *Target Is an Illusionist:* If the target is an illusionist, he gains a +2 bonus to his saving throw, in addition to his *perceive illusion* ability (see Vol. I, p. 52: Magician Subclasses, *illusionist*).

If the saving throw fails, the victim is slain by the *phantasmal killer*. If the saving throw is successful, the target has disbelieved the phantasm, and a backlash effect strikes the caster unconscious for 1d10 rounds.

Phantasmal Wind
Level: ill 3 | *Range:* 180 feet | *Duration:* 1 turn per CA level
Invokes from the Black Gulf a gust of phantom kind that is neither seen nor felt, yet can extinguish torches, fan flames, rustle flags, or disperse spells such as *cloudkill* and *fog cloud*. *Phantasmal wind* blows in the direction the caster points, wafting at 30 MV from the time it is cast and petering out at the spell's maximum range. At its greatest effectiveness, this dweomer can belly the sail of a small craft (see Vol. III, p. 272: Waterborne Expeditions, *wind*).

Phantom Steed
Level: ill 3 | *Range:* 10 feet |
Duration: 6 turns (1 hour) per CA level
Formed from the shadow-stuff of the Black Gulf is a quasi-real, equine mount for the caster or other recipient. Requiring 1 turn to materialize, the beast is smoky grey to black in colour, with pale white eyes. The *phantom steed* makes no sound as it moves, and its shadowy hooves never touch the ground. If the caster has CA 8 or greater, the *phantom steed* can cross muddy, sandy, or swampy terrain uninhibited; at CA 10 or greater, it can pass over water as though it were solid ground; and at CA 12, the *phantom steed* can walk on air (though not fly, per se), able to cross a chasm or crevasse as though a solid bridge were present. Note that saddlebags and other equipment cannot be placed upon the *phantom steed*, but only the caster (or other recipient) and whatever he carries on his person.

Normal animals will shun the *phantom steed*, exhibiting uneasiness in its presence. Monsters, however, can attack the *phantom steed*, though it is itself incapable of combat. The *phantom steed's* relevant statistics are: MV 60; AC 7; HD 2; #A 0; D —; SV 16. It cannot be healed if injured and will disappear at 0 hp.

Placate
Level: wch 2 | *Range:* 60 feet |
Duration: 1 turn + 1 turn per CA level
Causes 1d4 creatures of 5 HD or fewer to cease hostilities, pending a failed *sorcery* saving throw for each target; such saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The spell affects hostile targets in a 20-foot-radius area of effect, save for the undead, constructs, and like mindless creatures. The affected will cease combat, their desire for bloodshed quelled, their anger pacified. *Placated* creatures will not harm the sorcerer or his allies for the duration of this spell and may present as somewhat confused or introspective. If a *placated* creature is attacked, the spell will be broken for all affected.

Plague Rats
Level: nec 5 | *Range:* 60 feet | *Duration:* special
Conjures forth 1d6 plague-infested black **rats**. The rats must be directed by the caster to attack a victim. The rats attack on the next round and will continue to do so until slain or until their victim is dead. The caster is free to perform other actions whilst this occurs.

Plague rats carry a different disease than normal rats, one that is contagious and deadly. If the rats successfully bite their target, the victim must make a *death* (poison) saving throw or suffer *plague* (as *inflict disease*, the reverse form of *cure disease*). This variation of the disease, however, is contagious; anyone with whom the victim comes in contact must also make a

death (poison) saving throw or suffer the adverse effects of *inflict disease*. The *plague* is aggressive and airborne; within one week of affliction, the victim will develop a cough that might, per the referee's discretion, affect others through proximity or physical contact with infected objects (e.g., door handles, food, tools). The disease is likely to kill its victims within four months, not one year as *inflict disease* suggests.

Plane Shift
Level: clr 5 | *Range:* touch | *Duration:* instantaneous
The sorcerer transports himself and as many as six allies (all holding hands) to a realm unseen, a place of shadows, smoke, death, and destruction, where all is ruin and where dwell forlorn spirits, shadowy beasts, and other nameless horrors. Those transported by *plane shift* are cursed to forever remain in this realm of despair unless brought back by the sorcerer or some other agent. Encounters in this shadowy realm are entirely possible, as the referee will determine, and frequent visitors are more likely to garner attention. If this spell is used offensively to banish an opponent, the target must be of 6 HD or fewer and is allowed a *sorcery* saving throw to resist its effects.

Plant Growth
Level: mag 4, wch 4; drd 3 | *Range:* 160 feet | *Duration:* permanent
Causes normal vegetation to flourish and expand to form a jungle-like thicket. The affected area is 20 × 20 feet per CA level, and it must be vegetated already, containing bushes, creepers, shrubs, trees, vines, or the like. The exact dimensions may be chosen by the caster but should generally be rectangular. Men attempting to pass through the affected area must hack it away with heavy knives or like blades, advancing at no greater than 10 MV whilst so doing (20 MV for Large creatures).

Plant Portal
Level: drd 4 | *Range:* touch | *Duration:* special
Opens a magical passageway in trees, vines, or thick underbrush, no matter how impenetrable they appear. Even enchanted *plant growth* is affected by this spell. The portal is as large as 3 feet wide, 7 feet high, and 100 feet long, and it remains open for 1 turn. After this spell is cast, those companions who are touched by the sorcerer (one per CA level) can pass through as well, though they must stay behind him.

Alternatively, the sorcerer can use this spell solely on himself to enter a tree and remain within it for no longer than 9 turns, hiding within the trunk and observing what transpires without. If he does not exit the tree before the spell's termination, he must make a *transformation* saving throw or be forever trapped; he will be ejected if the saving throw is successful. *Detect magic* will not reveal the sorcerer's presence in the tree, but the *true seeing* spell (q.v.) will (cf. *pass tree*).

Polymorph Other
Level: mag 4, nec 4, wch 4 | *Range:* 60 feet | *Duration:* special
Transmogrifies one creature into another type of creature (though not a specific individual), unless a *transformation* saving throw is made. Unlike the *polymorph self* spell (q.v.), the affected creature actually becomes the new form in all ways, including all attacks and special abilities. The victim also assumes the behaviour and tendencies of the new form. For example, a man turned into an ass will think and behave as an ass does; his personality will be buried. Note that the victim cannot be transformed into any creature more than 5 HD greater than his original form; his hit point total, however, remains the same, so a 22-hp fighter transformed into a toad becomes a 22-hp toad. This spell is broken only if the victim dies, or if *dispel magic* is cast; in the latter case, the victim must make a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*) to survive the transformation.

Polymorph Self
Level: mag 4, wch 4 | *Range:* 0 | *Duration:* 1 turn per CA level
The sorcerer transforms into any living creature of equal or lesser HD (though not a specific individual), from as small as a mouse to as large as a mammoth, so long as he is familiar with the desired shape. Upon transforming, the caster retains his armour class, hit points, fighting ability, and saving throws. His possessions are melded with the new form, and he no longer realizes their benefits if any are of magical nature. (Some referees might make an exception for a magical ring.)

The sorcerer acquires the natural physical abilities of the new form (e.g., a bear's claw / claw / bite attacks, a falcon's flight, a shark's undersea breathing), but he does not gain special attacks (e.g., a snake's venom, an eel's electric shock) or defences (e.g., a dæmon's spell resistance, a werewolf's immunity to normal weapons). Unlike *polymorph other* victims, the caster retains his mental capacity, though he will be unable to speak as normal or cast other spells if the form is not humanoid. The sorcerer can terminate the spell at will without need of a *trauma survival* check; when the spell ends, he will heal 2d6 hp of damage sustained (if applicable). If killed whilst *polymorphed*, the sorcerer's true form will be revealed.

Prayer
Level: clr 3 | *Range:* 0 | *Duration:* special
Functions as the *incantation* spell, albeit with the following enhancements: Damage is also increased by one (+1) for allies and decreased by one (–1) for enemies within the area of effect; also, the spell's effects will persist for 3 rounds after the caster ceases to chant, unless the spell is broken via *dispel magic* or *silence* (q.v.).

Precipitate
Level: cry 1; clr 1, drd 1 | *Range:* special | *Duration:* 1 turn per CA level

Cast outdoors under an at least partly cloudy sky, this spell involves a chanting ritual that requires 1 turn to complete. The spell invokes the clouds to release their water vapour for the duration of the spell. The heaviness and consistency of the rain depend on the cloud cover and the prevailing temperature; hence, *precipitation* could be sleet if the temperature is at or near freezing, or snow if below freezing.

Produce Bonfire
Level: pyr 4, wch 5; drd 4 | *Range:* 30 feet | *Duration:* special

Causes a fire to ignite magically, a full, roaring blaze as large as 12 feet in diameter. If cast upon an appropriate pile of wood, the bonfire can persist for one day per CA level; if made to spring from thin air, it lasts but 1 turn per CA level. Creatures in the area of effect suffer 1d4 hp damage, with no saving throws allowed. Any combustibles worn by the victims (e.g., cotton, linen, wool) might be damaged or destroyed by the *produce bonfire* spell; certainly paper and parchment stand no chance of survival (see Vol. III, p. 260: Saving Throw, *item saving throws*). The reverse of this spell, *quench bonfire*, will extinguish any normal fire within the spell's range and area of effect.

Produce Flame
Level: pyr 2; drd 2 | *Range:* 0 | *Duration:* special

A small, torch-like flame ignites in the palm of the sorcerer, creating a 15-foot radius of light. The flame does not harm the caster and can remain in his palm for 6 turns (1 hour), so long as he does not cast other spells. If the sorcerer closes his hand to a fist, he will extinguish the flame.

The sorcerer can opt to hurl the flame within 30 feet as a ranged attack (refer to Vol. III, p. 251: Table 93 for the attack roll required). The flame will burst in a five-foot diameter if it strikes, igniting combustibles and causing 1d4 hp damage, +1 hp per CA level (e.g., a CA 5 sorcerer can hurl a *produced flame* that inflicts 1d4+5 hp damage). A *sorcery* saving throw reduces damage by half.

Programmed Phantasm
Level: ill 6 | *Range:* 240 feet | *Duration:* special

Creates a *spectral phantasm* spell (q.v.) that activates when a precondition is met, or by a command word from the caster. The trigger might be when a particular door is opened, when a passage is entered, when a gate is approached, or the like. Once activated, its duration and other effects are exactly as the *spectral phantasm* spell.

Project Image
Level: mag 6, ill 5, pyr 6 | *Range:* 240 feet | *Duration:* 6 rounds (1 minute)

The sorcerer creates a duplicate likeness of himself within 240 feet. The image remains without need of concentration. The sorcerer can then cast subsequent spells through the *projected image*, though he must be able to see his target with his own eyes. The image is unaffected by spells, save *dispel magic* and *dispel phantasm*; however, it will disappear if touched or if struck by a melee or missile weapon.

Protection from Evil
Level: mag 1, cry 1, nec 1, pyr 1, wch 1; clr 1 | *Range:* 0 | *Duration:* 6 turns (1 hour)

A pale circle of light surrounds the caster, preventing summoned creatures (e.g., dæmons, elementals) from attacking him. Against other Evil creatures, the sorcerer enjoys a +1 bonus to AC, DR, and saving throws versus their attacks. The reverse of this spell, *protection from good*, can be cast only by Evil or Neutral sorcerers; it functions the same way, except versus creatures of Good alignment.

Protection from Evil, 15´ r.
Level: mag 3, cry 3, nec 3, pyr 3, wch 3; clr 4 | *Range:* 0 | *Duration:* 12 turns (2 hours)

Functions as the *protection from evil* spell, except it forms a circle that radiates 15 feet around the caster. All within the circle who are friendly to the caster enjoy the benefits of the *protection from evil* spell. As the caster moves, so too does the *protection* circle. The reverse of this spell, *protection from good, 15´ r.*, is cast by Evil or Neutral sorcerers; it functions the same way, except versus creatures of Good alignment.

Protection from Ordinary Missiles
Level: mag 3 | *Range:* touch | *Duration:* 1 turn per CA level

Grants the recipient complete immunity to normal, non-magical missiles, including arrows, bolts (quarrels), and sling bullets / stones. Siege engine missiles or hurled boulders are unaffected.

Purify Food and Drink
Level: wch 2; clr 1, drd 1 | *Range:* 10 feet | *Duration:* instantaneous

Decontaminates one cubic foot of spoilt or rotten foodstuffs per CA level. Even poisonous food is made pure by this spell. The reverse of this spell, *putrefy food and drink*, spoils and rots an equal amount of food and drink; it cannot make food "poisonous", but putrefied food may well sicken a consumer.

Pyrotechnics
Level: mag 2, pyr 2; drd 3 | *Range:* 240 feet | *Duration:* 2 rounds per CA level

Uses an existing flame (e.g., brazier, campfire, torch) to create a great, fiery spectacle of flashing colours

and luminous lights. Alternatively, a thick, rolling smoke can be produced, clouding a 20-foot-diameter area around the blaze. Once created, the *pyrotechnics* persist until the spell duration is met or the source is extinguished.

SPELLS: Q

Quest
Level: clr 5 | *Range:* 30 feet | *Duration:* special
Similar to the *geas* spell, except death is not the end result of failure to complete the assignment. Failure results in a curse as charged by the sorcerer who laid the *quest* spell. When cast by a player character, the resulting curse is up to the imagination of the player (with referee approval). When cast by a non-player character, the PC is at the mercy of the referee's device. The reverse of this spell, *remove quest*, can cancel its effects or those of a *geas* spell. If cursed by failure to complete the *quest*, a *remove curse* spell (q.v.) also can negate the curse.

SPELLS: R

Rainbow Bridge
Level: ill 3 | *Range:* 120 feet | *Duration:* 1 turn per CA level
Evokes a misty, arching rainbow to take form. It can be used to bridge a chasm, a pit, a lava pool, or another hazard. The *rainbow bridge* is 10 feet wide and can span a distance of 10 feet per CA level. The arch has an apex equal to one-half its length.

Rainbow bridge can be traversed as though it were solid ground at normal walking speed, but running will cause the crosser to fall through. This spell can be negated by *dispel phantasm*. The sorcerer cannot end the spell prematurely; i.e., once cast it will persist until its duration expires.

Rainbow Pattern
Level: ill 4 | *Range:* 90 feet | *Duration:* special
The sorcerer's weird gesticulations evoke a pattern of rainbow-hued, interweaving colours in a 30-foot-diameter area. The sorcerer can direct the *rainbow pattern* to travel at 30 MV to the limit of its range. The spell lasts for as long as the caster continues to gesticulate, plus 1d4 rounds thereafter.

The spell affects no more than 24 HD of seeing creatures; i.e., it does not affect blind or sightless creatures. Those who fail their *sorcery* saving throws doltishly follow the interplaying colours. The saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If the *rainbow pattern* leads its victims off a cliff or another hazard, each is allowed a second saving throw to see if he actually follows the effect to his potential demise.

Raise Dead
Level: nec 6, wch 6; clr 5 | *Range:* 30 feet |
Duration: instantaneous
Enables the sorcerer to restore a recently deceased man or quasi-man to life. This powerful necromantic spell entails ritual chanting, burning incense, and flourishing a holy symbol over a period of 6 turns (1 hour). The cadaver must be whole and intact; any missing parts will remain missing, but wounds, burns, and other injuries will be healed (though leaving notable scars). The time limit betwixt death and resurrection is seven days, plus one day per CA level.

Once the spell is complete, the dead man must roll a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*). If this roll succeeds, the victim is *raised*, but is aged three years and permanently loses 1 point of constitution, with no *restoration* possible (q.v.); if the roll results in failure, the man is truly dead and cannot be *raised*. After being *raised*, the subject will need one week of complete bed rest before engaging in activity.

Ray of Enfeeblement
Level: mag 2, cry 2, nec 2, pyr 2, wch 2 | *Range:* 30 feet |
Duration: 1 round per CA level
From the hand of the caster springs a silvery flash of light that automatically strikes its intended target, sapping that one of 4 strength points. A *sorcery* saving throw negates this spell; the saving throw is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. If a monster is affected, the referee should reduce damage dice: d20 reduced to d12; d12 to d10; d10 to d8; d8 to d6; d6 to d4; d4 to d3; d3 to d2; d2 to 1. Bonuses to damage dice should also be proportionately reduced, so a creature that normally inflicts 1d8+2 hp damage should inflict 1d6+1 hp damage, and so on.

Reflexion
Level: ill 1, wch 1 | *Range:* 10 feet |
Duration: 6 turns (1 hour) per CA level
Evokes an image to appear on any mirrored surface. The *reflexion* is still as a picture but can be as vague or detailed as the sorcerer wishes.

Reincarnation
Level: mag 6, pyr 6; drd 6 | *Range:* touch |
Duration: instantaneous
Provides a new body for a man who has been dead as long as seven days, plus one day per CA level. Casting this spell requires 6 turns (1 hour), culminating in the formation of a new, mature body; unlike *raise dead*, no *trauma survival* check is required. A portion of the dead man's corpse must be touched by the sorcerer, even if all that remains are ashes. Within 1d6 rounds after the ritual is completed, the dead man will be *reincarnated*, very likely as a different race of man, and possibly as a quasi-man or humanoid.

Roll a d6: If the result is 1–5, refer to Reincarnation (Humans) Table below; if the result is a 6, refer to Reincarnation (Quasi-Humans) Table below. Next, roll a d12 on the appropriate table to determine the new incarnation. The *reincarnated* always returns as the same gender; if *reincarnation* of a female results in an **abominable snow-man**, a complete reroll is required, as no females of that species exist. The *reincarnated* will retain the faculties of his erstwhile mind; i.e., he preserves his class, experience, and most of his memories. If he is *reincarnated* as anything other than a man, however, he must abide a –50% XP penalty for the remainder of his new life; i.e., he will require double the normal number of experience points to advance in levels.

Reincarnation (Humans) *(d6: 1–5)*

d12 Roll	New Incarnation
1	Man, Common*
2	Man, Amazon
3	Man, Atlantean
4	Man, Esquimaux
5	Man, Hyperborean
6	Man, Ixian
7	Man, Kelt
8	Man, Kimmerian
9	Man, Kimmeri-Kelt
10	Man, Pict
11	Man, Pict (Half-Blood)
12	Man, Viking

* If preferred, the player may roll once or twice more on this table to determine racial traits or heredity; e.g., a common man who shews traces of Pict and Esquimaux. However, because Atlanteans and Hyperboreans have evolved to sexual incompatibility with the other races, common men shew no such traits; reroll, if desired.

Remove Curse

Level: mag 4, nec 4, wch 3; clr 3 | *Range:* touch | *Duration:* special

Permanently wipes away a malediction suffered by a man or another creature, though not the cursed enchantments of swords, shields, armour, and the like. The reverse of this spell, *bestow curse*, is not of permanent duration; rather, its duration is 1 turn per CA level. The victim of *bestow curse* is allowed a *sorcery* saving throw to avoid affliction. Typical curses include:

- 50% chance per round to drop held items
- All attack rolls penalized by –4
- All saving throws penalized by –4
- Armour class penalized by –2
- One attribute reduced to a score of 3

Some other minor effect can be imagined by the player with referee approval. The effect must be reasonable. For example, the victim cannot be turned into a toad; that outcome must be accomplished via the *polymorph other* spell. He might, however, be cursed to grow the snout of a pig.

Remove Fear

Level: clr 1 | *Range:* touch | *Duration:* special

Grants the recipient steely resolve against the effects of sorcerous fright. Cast as a preparatory spell, any fear-based saving throws are made at +4 for 1 turn. Cast on one who already suffers the effects of fear, a new saving throw is allowed at a +2 bonus. If the reverse of this spell, *cause fear*, is memorized, a touch attack is required. If the target is struck and fails its *sorcery* saving throw, it must flee from the caster at maximum MV for 1 round per CA level (or simply cower if cornered). The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. *Cause fear* is broken if the victim is attacked.

Reincarnation (Quasi-Humans) *(d6: 6)*

d12 Roll	New Incarnation	Attribute Scores**		
		Strength	Dexterity	Constitution
1	Abominable Snow-Man *(Yeti)*	13–18	—	18
2	Ape, Albino *(White Ape)*	13–18	—	17–18
3	Ape, Mountain *(Ogre)*	17–18	3–14	18
4	Ape-Man	13–18	9–18	17–18
5	Cave-Man *(Neanderthal)*	13–18	—	13–18
6	Fish-Man *(Deep One)*	—	—	17–18
7	Hyæna-Man *(Gnoll)*	13–18	—	17–18
8	Lizard-Man	13–18	—	13–18
9	Minotaur	17–18	—	18
10	Orc *(Dæmon-Pict)*	—	—	—
11	Snake-Man	—	—	17–18
12	Vhuurmis *(Beast-Man)*	13–18	9–18	17–18

** Some of these quasi-human creatures possess exceptional physical attributes. If the *reincarnated* subject's score for each attribute was outside of the listed range, then accordingly it is increased (or decreased) to the stated minimum (or maximum).

Remove Paralysis
Level: wch 3; clr 3 | *Range:* special | *Duration:* special
Via a touch, this spell can free an afflicted victim from the effects of *ghoul touch*, *hold person*, *paralyze*, or similar spells. The reverse of this spell, *cause paralysis*, is a 30-foot ranged spell. The caster must point at his victim and speak his baleful incantation. If the target fails its *death* saving throw, it will fall limp, unable to move for 1 turn per CA level.

Repel Wood
Level: drd 6 | *Range:* 0 | *Duration:* 1 round per CA level
Causes successive waves of force to roll forth in the direction the sorcerer faces. Any wooden objects of no more than six-inch thickness in this path (e.g., tables, chairs, spear shafts, weapon hafts, arrows, wooden shields) are *repelled*, forced away from the caster; if something holds onto such an object, it either will be dragged back with the object, or the object will burst into splinters and move as this sorcery dictates (i.e., a man might be pulled by his axe, whereas a door might burst from its hinges). The wave of force is 60 feet wide and travels at 40 MV to a maximum distance of 20 feet per CA level.

Repulsion
Level: mag 6, nec 6, pyr 6 | *Range:* 120 feet |
Duration: 6 rounds (1 minute)
The sorcerer creates a path that is 10 feet wide and extends 30 feet before him. All creatures in this path suffer *repulsion* and are compelled to flee from the sorcerer at 30 MV until they are beyond the 120-foot spell range. Victims gain no saving throws if they are of 6 HD or fewer; creatures of 7 HD or more are allowed *sorcery* saving throws to resist *repulsion*.

If the sorcerer continues to concentrate, he can walk at half speed, maintaining this dweomer until the duration is met. Those affected can do nothing but flee for the duration of the spell. If a *repulsed* creature is attacked whilst fleeing, the effect will be broken for that creature.

Resilient Sphere
Level: mag 4, cry 4, pyr 4 | *Range:* 20 feet |
Duration: 1 round per CA level
A shimmering globe of force encapsulates the subject of this spell. The subject must be of Small or Medium size and must make a *sorcery* saving throw or be trapped within the confines of the *resilient sphere* until the spell's duration elapses. Inside the *sphere*, the air is breathable. If the subject struggles for freedom, the only result will be a slight movement of the *sphere*; in fact, those who are outside the *sphere* may roll it, should they choose to. The *sphere* is immune to physical harm, but can be negated by a *dispel magic* spell, a *disintegrate* spell, or magic items that produce similar results.

Restoration
Level: clr 6 | *Range:* touch | *Duration:* instantaneous
Returns drained energy or life force (hit dice / experience levels), attributes, and/or other abilities; also reverses the effects of supernatural ageing (alas, the ageing cost noted below still applies). The spell must be cast within one day per CA level since the time of the drain in order for the *restoration* to be effective; e.g., a CA 11 sorcerer has 11 days to *restore* a level-drained character. When *restoration* is used to repair lost levels of experience, experience points are returned to the least amount required to be at the *restored* level; e.g., a 7th-level fighter who is drained to 5th-level by wights can be *restored* to but 64,000 XP. The effect is permanent, but not without cost: The *restored* character ages 1d2 years.

Rope Trick
Level: mag 3, ill 2 | *Range:* 0 |
Duration: 2 turns per CA level
The sorcerer casts skyward a rope of 5- to 25-foot length. The rope stands rigid and upright; it then must be climbed. At the apex, the caster and as many as five allies can enter and hide in a small extra-dimensional space.

This pocket dimension is a grey, opaque, featureless cube of 20 × 20 × 20 feet, illumed dimly within, the air breathable. The rope remains hanging; if pulled, the hiders will fall out, spilling to the ground. Similarly, if the spell expires, those within the extra-dimensional space will precipitate to the ground.

SPELLS: S

Sanctuary
Level: clr 1 | *Range:* 0 | *Duration:* 1 turn
Persuades opponents to ignore the caster completely if they fail their *sorcery* saving throws. The saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The caster can move about freely, taking other inoffensive actions until the spell's duration terminates. However, *sanctuary* provides no special protection if the caster happens to be in the area of effect of an enemy sorcerer's spell (e.g., *entangle*, *fireball*), such as when a nearby ally is targeted. Any offensive actions taken by the caster (physical attacks, harmful spells, or the like) will break the spell.

Sanctuary from Animals
Level: drd 1 | *Range:* 0 | *Duration:* 1 turn
Similar to the *sanctuary* spell, this dweomer is effective solely against ordinary animals, causing them to ignore the sorcerer. The caster can move about freely, taking other inoffensive actions until the spell's duration terminates. However, *sanctuary from animals* provides no special protection if the caster happens to be in the

Rope Trick





area of effect of an animal's special attack (e.g., a **giant ferret's** musk), such as when a nearby ally is targeted. Any offensive actions taken by the caster (physical attacks, harmful spells, or the like) will break the spell.

Scare

Level: mag 2, nec 1, wch 1 | *Range:* 10 feet | *Duration:* 2d6 rounds

A less potent version of the *fear* spell. The caster can direct the spell at but one creature, which is allowed a *sorcery* saving throw; the saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If the save fails, the victim will enter a state of utter fear, at once cowering and trembling uncontrollably. If attacked or cornered, however, the frightened creature will fight back, though at a –1 attack penalty until the duration of the spell terminates. Undead and other creatures devoid of emotion are unaffected by this spell.

Scrying Font

Level: clr 4 | *Range:* touch | *Duration:* 1 round per CA level

As the *mirror, mirror* spell, except that the medium is not a mirror, but rather a font (e.g., a basin or bowl) that contains no less than 24 ounces of holy water. The holy water will evaporate as the spell's duration elapses, until naught remains at the spell's conclusion.

Scythe of the Reaper

Level: nec 2 | *Range:* 30 feet | *Duration:* 1d6 rounds

Summons a scythe to materialize in the air, surrounded by black motes of negative energy. The floating weapon can be directed to attack any opponent within the spell's range. The *scythe of the reaper* strikes with a fighting ability equal to that of the caster, for a base 1d8 hp damage. For every 3 CA levels of the sorcerer, the weapon has a +1 bonus to attack rolls and damage (CA 1–3 = +1, CA 4–6 = +2, CA 7–9 = +3, CA 10–12 = +4); hence, a CA 5 sorcerer can summon a *scythe of the reaper* that strikes with a +2 bonus and inflicts 1d8+2 hp damage. The caster knows not how many rounds the spell will last, but he need not focus on it; he can cast spells and take other actions whilst continuing to direct the *scythe* at will. *Dispel magic* will terminate this spell.

Secret Chest

Level: mag 5 | *Range:* touch | *Duration:* 120 days

A popular dweomer used to sequester spell books and magic items. The sorcerer must first have a 2 × 2 × 3-foot chest built by a master craftsman in order to cast this spell. Furthermore, he must have constructed a tiny replica of that same chest, about the size of a ring box. The total cost can be no less than 5,000 gp, as the materials used might include the rarest wood, mammoth ivory, gold hinges, and the like. The sorcerer then enchants the chest and its tiny replica by way of a 1-turn ritual.

The larger chest can contain one cubic foot of material per CA level, regardless of its actual size, but living creatures ruin the spell if placed within. Upon completion of the spell, the larger chest disappears to some nether realm within the Black Gulf. So long as the miniature replica chest is kept safe, the larger one may be recalled by the sorcerer at any time.

If the *secret chest* is not recalled before the duration elapses, it will be permanently lost to the illimitable depths of the Black Gulf. Once the spell expires, a new set of chests must be crafted before casting this spell again. A sorcerer cannot maintain more than one *secret chest*.

Secret Page
Level: mag 3, cry 3, ill 3, pyr 3 | *Range:* touch |
Duration: permanent
Alters the contents of a sheet of paper to appear as something else: A map might be changed to a poem, an arcane formula to a recipe for soup, and so forth. With a command word the caster can view the contents at any time and then allow the dweomer to resume as before. A *secret page* cannot be revealed through a *decipher language* spell, but *detect magic* will reveal its magic, and *dispel magic* or *dispel phantasm* can nullify the dweomer; however, if the *dispel* attempt fails, the *secret page* will be destroyed. Note that *explosive runes* or a *sepia snake sigil* (q.v.) may also be inscribed on a *secret page*.

Secure Shelter
Level: mag 4 | *Range:* 20 feet |
Duration: 12 turns (2 hours) per CA level
The sorcerer conducts a 6-turn (1-hour) ritual that requires the sacrifice of 500 gp in gold or gems. He thus conjures a hut or lodge from materials natural to the area where the spell is cast (e.g., sod, stones, timbers, wattle and daub). The material rises to form a single-storey shelter with floor space of 30 × 30 feet. It may be fashioned to have windows, a door, a chimney, and other simple features—even a table, chairs, and bunk beds, if so desired. The *secure shelter* enjoys other enchantments as well:

- Impervious to normal fire and normal missiles (arrows and quarrels).
- Can withstand winds not exceeding 75 mph.
- Its door(s) has a *sorcerer lock* (q.v.), and each door and window is *alarmed*.
- The house contains an *unseen servant* (q.v.) with the sole functions of maintaining the cleanliness of the place and assisting with cooking, stoking the fire, and so forth.

See
Level: wch 6 | *Range:* 5 feet | *Duration:* 6 turns (1 hour)
This spell requires 1 turn to cast. The sorcerer uses a reflective surface to *see* any single creature—at any distance—including a five-foot radius around the subject. At first the surface clouds, and then slowly it resolves to reveal the subject (unless the attempt fails), much like a **crystal ball**. The attempt to *see* the subject is not without chance of failure; the following table lists the chance-in-twelve of success:

Acquaintance with Subject	Chance of Success
Subject is well known by caster	11:12
Subject is somewhat known by caster	9:12
Well-drawn picture of subject available	7:12
Crudely drawn picture of subject available	5:12

The chance-in-twelve of success might be modified by the following factors:

- Belonging of subject in possession of caster: +1
- Well-informed description of subject: +1
- Subject on different world / dimension: –3
- Subject is dead: –5

For every turn of *seeing*, the subject has a cumulative 1-in-6 chance to intuit that he is being watched; i.e., 1-in-6 on turn 1, 2-in-6 on turn 2, and so on. Barbarians' chances are doubled. By turn 6 any subject will suspect he is being watched by means sorcerous.

Sending
Level: mag 5, cry 5, pyr 5 | *Range:* special |
Duration: instantaneous
The sorcerer conveys a message to one with whom he is familiar (i.e., one whose name and appearance he knows). Range is not a factor, so long as the subject inhabits the same world / dimension as the caster. The sorcerer can *send* one word per CA level (not including articles *a*, *an*, and *the*).

The message is heard and understood by any intelligent recipient, but does not compel obeisance. A message can be *sent* once with no save allowed. If an unwilling recipient is subjected to more than one *sending* within the same week, he is permitted *sorcery* saving throws to reject subsequent *sendings*.

Sepia Snake Sigil
Level: mag 3, nec 3, wch 3 | *Range:* 10 feet |
Duration: special
The casting of this spell requires snake scales and powdered amber of 100-gp value. The spell may be executed via one of three methods: 1) a glowing sigil drawn in the air and directed at a target within the spell's range; 2) a grey-brown sigil inscribed upon an object that, if studied or touched, activates the dweomer; 3) a small character inscribed into a book or scroll that, if studied or touched, activates the dweomer. Whichever the method, a brown, serpentine force is evoked to strike its nearest victim. It attacks at a fighting ability (FA) equal to the sorcerer's casting ability (CA).

If the *sepia snake sigil* hits, the victim is at once enveloped by a shimmering amber force field, imprisoned within and rigidly paralyzed until the caster releases the victim, the caster dies, or *dispel magic* is cast; no saving throw is allowed. Nothing can approach the entrapped victim; all attempts are rebuffed by the force field. The imprisoned victim will not age, sleep, or grow hungry; neither will he be aware of what transpires about him. If the *sepia snake sigil* misses its target, it disappears in a puff of brown smoke.

Serpent Charm
Level: nec 1; clr 2 | *Range:* 60 feet | *Duration:* 1 turn
By piping a flute, the sorcerer can hypnotize as many hit dice of snakes as he has CA levels. The snakes stare at the caster, some (usually cobras) posturing themselves erect and swaying side to side. Slowly, the caster and his party can move away whilst the snakes remain thus, though any violent or sudden movement will jar them from the *charm*. The effectiveness of this spell is predicated on the circumstances: An approaching snake—even one with intent to attack—or a torpid or otherwise unsuspecting snake is not allowed a saving throw; the effects are automatic. Snakes that have already attacked or been attacked are allowed *sorcery* saving throws to resist this enchantment.

Shadow Conjuration
Level: ill 5, nec 5, wch 5 | *Range:* 60 feet | *Duration:* 1 round + 1 round per CA level
Conjures 1d4 incorporeal creatures composed of negative energy. Each **shadow** is under the caster's control. These hateful monsters hunger for life energy; they will attack or defend as commanded and will continue to do so until destroyed or until the spell expires.

Shadow Sending
Level: mag 3, ill 3 | *Range:* 0 | *Duration:* 1 round per CA level
By sacrificing a piece of obsidian (volcanic glass) whilst sitting cross-legged before a fire, the sorcerer infuses his own shadow with the negative energy of the Black Gulf. Once cast, the sorcerer's shadow elongates in any direction (up or down, left or right) to a length of 90 feet per round; so, a CA 5 sorcerer can send his shadow forth 450 feet (150 yards) in 5 rounds. The caster can hear and see through the shadow (even in natural darkness), but he cannot touch.

The shadow is silent; it is only noticed on a 1-in-10 chance, unless it is under direct sunlight. It is AC 9 (plus the caster's *defence adjustment*, if applicable; see Vol. I, p. 7: Attributes, *dexterity*) and has 9 hp, though it can be harmed only by spells, or by silver or magical weapons. If the shadow is struck, the sorcerer also sustains like damage.

Shadow Sorcery
Level: ill 5 | *Range:* special | *Duration:* instantaneous
The sorcerer gathers negative energy from the Black Gulf to mimic one of three different battle-magic spells commonly used by magicians. Each variation manifests uniquely; their effects, however, are slightly reduced due to their quasi-reality. The caster need not memorize which variation of *shadow sorcery* he is to evoke; he may choose at the time of casting.

- *Fireball:* As the spell, except each *fireball* inflicts 1d6–1 hp damage (min. 1) per CA level. The *fireball* explodes with violet-blue flames.
- *Lightning Bolt:* As the spell, except each *lightning bolt* inflicts 1d6–1 hp damage (min. 1) per CA level. The *lightning bolt* appears as a dead black bolt of energy limned in blue.
- *Magic Missile:* As the spell, except each *magic missile* inflicts 1d4 hp damage per CA level. The *missiles* appear as black bolts that leave a wake of purple fire.

Shatter
Level: mag 2, cry 2, wch 2 | *Range:* 60 feet | *Duration:* instantaneous
Causes a single non-magical object of baked clay, ceramic, crystal, earthenware, glass, porcelain, or other like material to splinter into hundreds of shards. Objects weighing more than 10 pounds are not subject to this spell.

Shield
Level: mag 1, cry 1 | *Range:* 0 | *Duration:* 2 turns
A magical barrier surrounds the caster to protect him from his assailants, providing the equivalent of plate mail armour versus missile attacks (AC 3, DR 2) and chain mail armour versus melee attacks (AC 5, DR 1; see Vol. I, p. 114: Equipage, *armour*). This spell will block a *flaming missile* or *magic missile* spell, but such an attack will effectively destroy the *shield*.

Shillelagh
Level: drd 1 | *Range:* 0 | *Duration:* 1 turn
Transforms the sorcerer's oaken club or unshod staff into a magical weapon that is +1 to attack rolls and inflicts 2d4+1 hp damage. Only the caster may wield the *shillelagh*.

Shocking Grasp
Level: mag 1, cry 1, nec 1, wch 1 | *Range:* touch | *Duration:* instantaneous
The sorcerer touches his target, unleashing a jolt of electricity that delivers 1d8 hp damage, +1 hp per CA level (so a CA 3 sorcerer delivers 1d8+3 hp damage). The sorcerer must be able to touch the victim, or a reasonable conductor that is in contact with the victim. *N.B.:* Metal armour is ignored when calculating the victim's armour class.

Shockwave
Level: wch 4 | *Range:* 0 | *Duration:* instantaneous
A burning, concussive wave of electromagnetic force emanates from the sorcerer, radiating 30 feet and causing 4d8 hp damage to all within range. A *sorcery* saving throw is allowed for half damage; the saving throw is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

Shout
Level: mag 4, cry 4, pyr 4 | *Range:* 0 | *Duration:* instantaneous
Endows the sorcerer with astonishing vocal power, which he releases in an ear-splitting sonic cone that radiates from his mouth. The cone is 30 feet long and 10 feet wide at its terminus. Those who are within the area of effect must make *sorcery* saving throws, modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable, or suffer 2d6 hp damage; victims are also deafened for a like number of rounds. A deaf creature is surprized on a base 4-in-6 chance and suffers an individual initiative penalty of –2 (i.e., the deaf creature may lose initiative, despite its allies winning; see Vol. III, p. 244: Combat, *surprize* and *initiative*). Targets that make their saves sustain half damage and suffer not deafness.

Brittle objects, including glass and clay, can be splintered by the sonic blast. Even a *wall of ice* spell (q.v.) can be shattered by this spell. *Shout* can be used no more than once per day, or the caster will be permanently deafened.

Shove
Level: mag 1, cry 1 | *Range:* 50 feet | *Duration:* instantaneous
Evokes an invisible force to push a creature or object. The caster discharges 10 pounds of force per CA level. Inanimate objects do not gain saving throws, but might not be affected depending on their weight and mass, as judged by the referee. A targeted creature is allowed a *sorcery* saving throw to negate the effects of this spell; the saving throw is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable.

An affected target is pushed five feet, plus one foot per CA level. As a general rule, 20–30 pounds of force will push a Small creature, 40–60 pounds of force will push a Medium creature, and 70+ pounds of force will push a Large creature. Of course, common sense must prevail; e.g., an albino ape may be pushed back by 90 pounds of force, but woolly mammoths and other huge creatures are not likely to be impacted.

Shroud of Fear
Level: nec 4; clr 4 | *Range:* 0 | *Duration:* 1 turn + 1 turn per CA level
The sorcerer radiates a personal aura of *fear* in a three-foot radius upon uttering this spell, which manifests as a ghostly, nearly imperceptible death shroud. Any creature (friend or foe) that intrudes on this space must make a *sorcery* saving throw or run away in terror for 6 rounds (1 minute). The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The spell remains in effect throughout its noted duration, until one falls victim to the fear (i.e., fails a saving throw), upon which the *shroud of fear* dissipates. This spell has no effect against the undead.

Silence
Level: clr 2 | *Range:* 120 feet | *Duration:* 6 rounds (1 minute)
Evokes a field of absolute soundlessness that radiates 15 feet from a selected point. Creatures may move out from the spell's area of effect, but within the *silenced* field, all noise and speech are snuffed, and spells cannot be cast. If targeted directly at an opponent, the subject is allowed a *sorcery* saving throw to negate the spell; otherwise he is subject to utter *silence*. Spell casters gain +1 bonuses to their saving throws for every 2 CA levels they possess. *N.B.:* An affected creature that radiates *silence* may impact friends and foes alike.

Skeletal Hands
Level: nec 2 | *Range:* 30 feet | *Duration:* 1 turn
A pair of bony members materializes, floating before the sorcerer and aglow with crimson lambency. The sorcerer manipulates the *skeletal hands* by gesturing with his own. Always the *hands* must be kept together, and if the caster ceases to concentrate and gesticulate, the *hands* will disappear.

The *hands* can perform simple tasks such as lifting things, opening doors, and retrieving items. Each *hand* can hold five pounds of weight individually, or 15 pounds when working together. *Skeletal hands* can also be used to attack with the following statistics: MV 20; DX (as caster); AC 5; HD 1 (hp 2 [1 hp each]); #A 2/1 (claw/claw); D 1d4/1d4; SV (as caster). The hands can also be terminated via *dispel magic* or *turn undead* (*Undead Type 0*; see Vol. III, p. 252: Combat Actions, *magic*).

Skeletal Servant
Level: nec 1 | *Range:* 240 feet | *Duration:* 6 turns (1 hour)
This ritual requires 1 turn to cast, using the complete skeleton of a man or humanoid. The skeleton is animated to an undead creature of limited means. This *skeletal servant* will attend the caster; it can clean, fetch / carry a 10-pound item (or drag a 20-pound item), tie a simple knot, mend a torn cloth or sack, open an unlocked door, or perform other menial tasks throughout the duration of the spell, so long as it remains within 240 feet of the sorcerer. The creature cannot fight. Its relevant statistics are: AL CE; SZ M; MV 30; AC 7; HD ½; #A 0; D —; SV 17. *Special:* Immune to *sleep*, *charm*, and cold magic. Edged and piercing weapons inflict ½ damage. *Turned* as *Undead Type 0*.

Sleep
Level: mag 1, wch 1 | *Range:* 120 feet | *Duration:* 2d8 turns
Induces victims of 4 HD or fewer to slumber, with no saving throws possible. This enchantment encompasses a 30-foot-diameter area and affects 2d8 HD of creatures, starting with the lowest HD creatures first. Note that any "+" to hit dice should be ignored when determining the HD value of affected targets (e.g., a 3+1 HD creature counts as 3 HD, though a 3 HD creature will be ensorcelled before a 3+1 HD creature). Alternatively, this spell can be targeted at a single creature of 5 HD or fewer. *Sleeping* victims will not awaken from normal noise, though they will if shaken or slapped. Undead and constructs are unaffected by this spell.

Sleep Everlasting
Level: wch 5 | *Range:* touch | *Duration:* permanent
The sorcerer touches a single victim, causing that one to fall asleep. A *sorcery* saving throw is allowed only if the victim is of greater HD / level than the sorcerer. The effect is permanent, unless *dispel magic* or *remove curse* is cast. The enchanted victim's bodily processes slow such that the victim will not starve, dehydrate, or age.

Slow
Level: mag 3, cry 3, nec 3, wch 3 | *Range:* 120 feet | *Duration:* 3 rounds + 1 round per CA level
Halved are the attack and movement rates of this spell's victims who fail their *sorcery* saving throws. The caster selects a target point and *slows* a number of creatures equal to his CA level in a 15-foot radius. Those closest to the centre of the circle are affected first, potentially including the sorcerer's allies; however, the caster can limit the radius of the spell, shrinking it as desired.

Slowed creatures move at half their normal rates, lose any dexterity *defence adjustment* to armour class, and make half as many attacks per combat round; i.e., 1/1 = 1/2, 3/2 = 3/4 (*1 attack*, *1 attack*, *no attack*, *1 attack*), 2/1 = 1/1, 5/2 = 5/4 (*1 attack*, *1 attack*, *1 attack*, *2 attacks*), 3/1 = 3/2, 4/1 = 2/1, and so on. *Slow* eliminates the use of the (optional) combat action *two-weapon fighting* (see Vol. III, p. 258: Advanced Combat, *advanced combat actions*). Sorcery (spells and magical devices) is not *slowed* in any way. *Slow* counteracts the *haste* spell.

Smoke Cloud
Level: pyr 1 | *Range:* 60 feet | *Duration:* 1d6+4 rounds
A dense cloud of smoke forms, occupying an area of 8,000 cubic feet (e.g., a 20 × 20 × 20-foot room, a 10 × 10 × 80-foot passage). The sorcerer can stand in the centre of the *smoke cloud*, casting the spell in such a way that it extends away from him in all directions, but any movement will place him in the smoke. The cloud induces mild coughing and irritates the eyes of those within its confines. *Smoke cloud* also obstructs vision: Missiles may be fired 10 feet into it at a –4 penalty, but longer ranges are impossible; melee within the smoke cloud is likewise at –4.

Solid Fog
Level: cry 4, ill 4 | *Range:* 30 feet | *Duration:* 12 rounds (2 minutes)
Creates a cloud similar to the *wall of vapours* spell (q.v.), as large as 10 feet thick, 30 feet long, and 30 feet high. Unlike the lower-level spell, only a gale-force wind (35 mph or greater) will disperse this spell; even a *gust of wind* spell is insufficient. Any creature within or attempting to traverse the *solid fog* is slowed by the fog's density to a maximum rate of 10 MV. Normal sight cannot penetrate *solid fog*, and *infrared vision* is unavailing. Potent fire spells such as *fireball*, *flame strike*, or *wall of fire* (q.v.) will burn away *solid fog* in 1 round.

Sorcerer Eye
Level: mag 4, cry 4, ill 4, nec 4, pyr 4, wch 4 | *Range:* 240 feet | *Duration:* 1 round per CA level
The sorcerer conjures and sends forth an invisible oculus to "see" for him, providing visual sensory information. The *sorcerer eye* drifts at 30 MV and can see 60 feet ahead of itself if light is present; lacking illuminance, the *eye* sees with *infrared vision* to a range of 30 feet. The *eye* can float in any direction as dictated by the sorcerer, who must sit cross-legged with eyes closed as he concentrates on what he sees. The spell ends when he opens his eyes, or when the duration expires.

Sorcerer Lock
Level: mag 2 | *Range:* 15 feet | *Duration:* permanent
Magically secures a door, a gate, a portal, or the like. *Sorcerer lock* is similar to the *hold portal* spell, except of infinite duration. A *dispel magic* spell will negate it, a *knock* spell will open it, or a strong man (17+ strength) or creature might break it down (see Vol. III, p. 233: Adventure, *adventure actions and procedures*). Lastly, *sorcerer lock* can simply be bypassed without aid of magic or brute force by any magician (or magician subclass) whose CA is at least 3 levels greater than the one who placed the dweomer.

Sorcerer Mark
Level: mag 1, cry 1, ill 1, nec 1, pyr 1, wch 1 | *Range:* touch | *Duration:* permanent
The sorcerer etches a magical rune on a surface such as leather, paper, wood, stone, or even metal. The rune can be the personal symbol of the caster, or the sorcerer can effect a magical inscription of no more than seven words, plus one word per CA level; this lettering may be read by one who can *read magic*. Alternatively, the sorcerer can scribe an invisible *sorcerer mark* or inscription, but such is revealed by *detect magic* or *detect invisibility*.

Sorcerous Armour
Level: mag 1, pyr 1 | *Range:* touch | *Duration:* special
A sorcerous force field equivalent to leather armour (AC 7) surrounds the beneficiary of this enchantment

(see Vol. I, p. 114: Equipage, *armour*). The spell has no effect on an armoured recipient, but a creature with natural AC 7 or better gains a +1 AC bonus. This spell will persist until *dispelled*, or until the recipient sustains cumulative damage totalling 10 hp, +1 hp per CA level. *Sorcerous armour* will not work in conjunction with most AC-enhancing devices.

Spawn Demi-Shadow Monsters
Level: ill 5 | *Range:* 30 feet | *Duration:* 1 round per CA level
As the *spawn shadow monsters* spell (q.v.), except each monster is AC 7 and uses d6 for hit dice.

Spawn Shades
Level: ill 6 | *Range:* 30 feet | *Duration:* 1 round per CA level
As the *spawn shadow monsters* spell (q.v.), except each monster is AC 5 and uses d8 for hit dice.

Spawn Shadow Monsters
Level: ill 4 | *Range:* 30 feet | *Duration:* 1 round per CA level
From the impossible depths of the Black Gulf, the sorcerer extracts negative energy to generate quasi-real *shadow monsters*. The sorcerer can create a single monster or multiple monsters, so long as their HD total does not exceed his CA level. If multiple monsters are created, they must all be of the same creature type.

The *shadow monsters* all are AC 9 and use d4 for hit dice, regardless of their type. *Shadow monsters* cannot use special abilities; they strictly make physical attacks. A *shadow* **cave bear**, for example, can make its normal claw / claw / bite attack, but a *shadow* **giant scorpion** has no venom in its sting. A *shadow monster* can be struck only by silver or magical weapons, the former of which inflict double damage; too, any creature of 6 HD or greater can strike a *shadow monster*. Spells that deliver physical damage also can affect them. A *shadow monster* can be dispersed by *dispel phantasm*.

Speak with Animals
Level: wch 2; clr 2, drd 1 | *Range:* 20 feet | *Duration:* 1 turn
The sorcerer can communicate with any normal sort of animal (not magical beasts, monsters, or other supernatural creatures) for the duration of the spell. The animals will reply in kind; such responses are usually limited to brief one- or two-word statements predicated on the intelligence of the animal, at the referee's discretion. Friendly animals might be convinced to perform some minor service.

Speak with Dead
Level: nec 2, wch 3; clr 3 | *Range:* 10 feet | *Duration:* special
Allows the sorcerer to converse with a dead man or quasi-man, providing they speak (or spoke, as it were) the same language. The spell can be cast on an incomplete corpse or skeleton, so long as at least the skull remains. The sorcerer may ask as many as three direct questions (i.e., neither ambiguous nor multipart questions). The deceased will then answer, rasping its reply in a fashion and degree of truthfulness as best determined by the referee. This spell cannot be cast on any dead man or creature more than once; neither does it function on the undead.

Speak with Plants
Level: clr 4, drd 4 | *Range:* 0 |
Duration: 1 round per CA level
Allows the sorcerer to establish rudimentary communication with vegetal life that surrounds him in a 30-foot radius. Casting this spell requires 1 turn of meditation. Once complete, the caster can ask a simple question, such as whether a creature passed through the area of effect. The reply is via an empathic feeling conveyed by the plants. The caster may also assert a modicum of control over the area of effect, asking grasses or shrubs to part, or even beseeching vines or hanging branches to hinder the progress of a pursuer. This effect should not be confused with the *entangle* spell, however; the plants are simply nudged to a limited course of action.

Spectral Hand
Level: nec 2 | *Range:* 30 feet | *Duration:* 1 turn
A translucent, sickly yellow hand surges forth, its shape like that of the caster's. This spell is used in conjunction with a single subsequent touch spell, delivering the touch spell as a ranged attack with a +2 bonus. This spell can be cast in advance of a combat situation; the hand will hover before the caster until it successfully delivers a touch spell, or the spell's duration is met. The *spectral hand* is incorporeal and cannot be damaged unless the attacker utilizes a spell or magical weapon; if attacked thusly, it may be considered AC 7 with 4 hp. It can also be broken by *dispel magic*.

Spectral Phantasm
Level: ill 3 | *Range:* 240 feet | *Duration:* special
Improves upon the sorcery of the *phantasm* and *improved phantasm* spells. A visual illusion is created, a projected image of nearly anything the caster can imagine, as large as 40 × 40 × 40 feet in area. Victims must be living creatures of animal intelligence or greater; undead, constructs, oozes, and the like are unaffected. *Spectral phantasm* can be used to create an attacking monster or another damaging hazard. The illusion can be of sight, sound, smell, and/or temperature. The auditory component might include a shout, a roar, or a sentence of no more than nine words in length (not including articles *a*, *an*, and *the*).

Once cast, this spell will persist as long as the caster concentrates and for 5 rounds thereafter, unless the illusion is touched or terminated via a *dispel phantasm* spell. A *spectral phantasmal* monster is AC 7 and will disappear if hit; otherwise, it can continue to attack as manipulated by the caster. The caster can direct the illusion to move anywhere within the spell's range;

such manœuvres require his full attention, though he can walk at half speed and maintain control.

Spectral phantasm targets are not allowed saving throws unless the referee feels the illusion is incredible, in which case *sorcery* saving throws should be rolled; such saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. With sight, sound, smell, and/or temperature, credibility is rarely an issue with this spell; if such a case arises, and the save is made, the disbeliever will see the *spectral phantasm* as a flawed and flickering transparent image. Otherwise, this illusion can inflict real physical damage, as high as 1d6 hp per CA level per round to each victim. Such damage will remain even if the spell is subsequently broken.

Spider Climb
Level: mag 1, wch 1 | *Range:* touch |
Duration: 6 turns (1 hour)

Allows the spell's recipient to scale sheer or vertical surfaces, including those that are smooth and polished, like marble. The fingertips and toes of the climber become sticky, like those of a spider, with magical cilia providing adhesion. A *spider climb* recipient can climb up walls and move along ceilings at one-half his normal movement rate. Whilst climbing, the recipient cannot manipulate objects that weigh less than one pound, because such objects will cling to his hands. Spell casters cannot cast other spells, but they can trigger magical devices. *N.B.:* Gauntlets and heavy footwear must be removed to benefit from this spell.

Spike Growth
Level: clr 4, drd 3 | *Range:* 60 feet |
Duration: 6 turns (1 hour) per CA level

This spell only functions amidst vegetation of at least moderate thickness. It creates within the foliage and roots a plethora of small, bristly growths in an area as large as 10 × 10 feet per CA level. These spikes may be discerned via *detect snares and pits*, *detect traps*, or *true seeing* (q.v.); otherwise, all seems perfectly natural until the enchanted area is traversed. For every 10 feet of affected area negotiated, the subject(s) must make an *avoidance* saving throw or suffer 1d4 hp damage. The caster can dismiss this spell at any time.

Squall
Level: cry 4 | *Range:* 0 | *Duration:* 1 round

A snowy blast of arctic wind blows from the caster (in the direction he faces) in a path that is 10 feet wide and 5 feet long per CA level; e.g., a CA 7 sorcerer can evoke a *squall* that is 10 feet wide by 35 feet long. *Squall* temporarily blinds victims in its path for 1d4 rounds. Blinded creatures automatically lose initiative and suffer –4 penalties on attack rolls, armour class, and saving throws. *Squall* extinguishes natural bonfires and can even snuff a *wall of fire*; too, it disperses and thus negates magical clouds, fogs, and smoke, such as *cloudkill*, *fog cloud*, and *stinking cloud* (q.v.).

Starlight
Level: wch 3; drd 3 | *Range:* 120 feet |
Duration: 1 turn per CA level

Illumes as large as a 60-foot-diameter area as though it were under the clearest, brightest *starlight*. In an area of utter darkness, visibility will become clear within the spell's 60-foot diameter and dim for another 30 feet (so a 120-foot diameter of effectiveness). Stars will appear to twinkle and shine above the area of effect, be it a 10-foot-high chamber ceiling or a 60-foot-high cavern roof.

Stinking Cloud
Level: mag 2 | *Range:* 30 feet |
Duration: 1 round per CA level

Evokes a swirl of nauseous vapours in a 20 × 20 × 20-foot area. Any breathing creatures caught in the *stinking cloud* must make *death* (poison) saving throws or suffer nauseating effects: coughing, gasping, and choking for 1d6 rounds, with their ears, eyes, and throat burning; effectively, they are *stunned* (see Vol. III, p. 242: Combat, *attack modifiers*). Those who make their saving throws are temporarily resistant to the deleterious effects of the *stinking cloud*, but must exit it within 1 round or save again. At minimum (i.e., with a successful saving throw), the *stinking cloud* is an uncomfortable irritation.

Stone Shape
Level: mag 5; drd 3 | *Range:* touch |
Duration: Instantaneous

The sorcerer reshapes stone to fit his purposes, able to manipulate a cubic area with sides of one-foot length per CA level; e.g., a CA 9 sorcerer can affect a 9 × 9 × 9-foot area. The *stone shape* is limited only by the caster's imagination. Examples include a stone chair, club, coffer, door, or statue. The detail of any *stone shape* lacks refinement and is crude by all accounts. Note that any *stone shape* with moving parts stands a 3-in-10 chance of not functioning; e.g., the lid of a stone coffer might not open.

Stone Tell
Level: clr 6, drd 6 | *Range:* touch | *Duration:* 1 turn

Imbues a rock or rocky surface with the ability to communicate the name and/or type of any creature that has touched it. The stone can also divulge what is behind it, or what it hides or conceals, and provide a full visual description as required by the sorcerer. However, the entire effect is empathic; no words are spoken.

Stone to Flesh
Level: mag 6, nec 6 | *Range:* 120 feet |
Duration: Instantaneous

Transmutes rock to soft tissue. If cast on a man who was petrified by a monster, the recipient will be restored, along with all his carried possessions; however, he first must make a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*) to determine whether or not he survives the transformation. If cast on raw stone, such as the wall of a dungeon, this spell transforms as much as a 10 × 10 × 10-foot cube of rock into flesh. The reverse of this spell, *flesh to stone*, causes a single creature to petrify if a *transformation* saving throw fails.

Stoneskin
Level: mag 4 | *Range:* touch | *Duration:* special

By sacrificing a diamond of 500-gp value or greater, the sorcerer imbues himself or another with flesh as hard as diamond. For every CA level of the sorcerer, the recipient gains immunity to one physical attack (melee or missile), even from a magical weapon (e.g., a **+1 long sword**). The recipient does not, however, gain immunity to spells or other sorcerous effects; e.g., a *magic missile* spell will cause normal damage and does not count as a "hit" against the spell's duration—only the *magic stone* spell is effective in this latter regard. The sorcerer cannot place this spell on more than one recipient at a time; any attempt to do so will result in the sorcerer suffering petrifaction (no save allowed).

Strangle
Level: nec 3, wch 4 | *Range:* 30 feet |
Duration: 1 round per CA level

From the outstretched hands of the caster emerge a pair of invisible members, which reach for the throat of a human or humanoid target. The target must make a *sorcery* saving throw to negate the effects of this spell. If the target fails his save, he will then choke and gag, suffering 1d4 hp damage per round.

The victim furthermore will fight at –2 on attack and damage rolls and may be unable to cast spells (3-in-6 chance of failure). If he has not escaped after 3 rounds of strangulation, then he must make a *test of constitution* or begin to suffer the effects of asphyxia (see Vol. III, p. 263: Special Damage, *asphyxia*). The *strangling* hands might be wrenched free with a *test of strength* (see Vol. I, p. 7: Attributes, *strength*); too, *dispel magic* can break this spell.

Strengthen
Level: mag 2, pyr 3 | *Range:* touch | *Duration:* 1 turn

Enhances the brawn of a man. A fighter's strength score is increased by 2d4 points, a cleric's or thief's by 1d6, and a magician's by 1d4, all to a maximum of 18. (A classless "commoner" may gain 1d4 points.) If this spell is cast on one whose strength score is already 18, he will gain an additional +1 bonus to attack rolls, and his *extraordinary feats of strength* will be improved by +8% (see Vol. I, p. 7: Attributes, *strength*).

Suggestion
Level: mag 3, ill 3 | *Range:* 60 feet | *Duration:* 24 hours

This enchantment affects one creature. The target must make a *sorcery* saving throw or be compelled to carry out a *suggestion* spoken by the sorcerer; the saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. *Suggestions* should be neither overly complex nor longer than one or two sentences, though the victim may attempt to act upon such urgings for the duration of the spell, if physically possible. *Suggesting* an obviously self-destructive action will break the spell on a 5-in-6 chance. Of course, this spell is useless if sorcerer and ensorcelled do not speak the same language.

Summon Aerial Minion
Level: cry 6; clr 6 | *Range:* 10 feet |
Duration: 1 day per CA level

The sorcerer calls an extra-dimensional **aerial minion** to serve him. The creature is naturally invisible and arrives 1 round after being *summoned*. The sorcerer must be within the confines of a magic circle, or the creature will at once attack him. An aerial minion is not *summoned* to fight; rather, its function is to find and retrieve an object or creature as described and located by the caster. If the aerial minion cannot complete its task by the time the spell's duration expires, it will return to slay the sorcerer.

Summon Animal I
Level: clr 6, drd 4 | *Range:* 240 feet | *Duration:* special

Allows the sorcerer to call upon the aid of one or more beasts. The sorcerer must specify the animal type he wishes to *summon*. In Hyperborea, these animals may include **1 brown bear**, **2 mountain lions**, or **4 wolves**. Rudely the animals are conjured to a location within the spell's range.

At once the caster must charge the animals with a simple, one-sentence task. The animals will hear, understand, and be compelled to obey. The task might be to fight, to guard, to work, or the like. Once the task is complete the spell is ended, and the animals will disappear whence they came.

Summon Animal II
Level: drd 5 | *Range:* 240 feet | *Duration:* special

Allows the sorcerer to call upon the aid of one or more robust beasts. The sorcerer must specify the animal type he wishes to *summon*. In Hyperborea, these animals may include **1 polar bear**, **1 tiger**, or **3 dire wolves**. Rudely the animals are conjured to a location within the spell's range.

At once the caster must charge the animals with a simple, one-sentence task. The animals will hear, understand, and be compelled to obey. The task might be to fight, to guard, to work, or the like. Once the task is complete the spell is ended, and the animals will disappear whence they came.

Summon Animal III
Level: drd 6 | *Range:* 240 feet | *Duration:* special
Allows the sorcerer to call upon the aid of one or more powerful beasts. The sorcerer must specify the animal type he wishes to *summon*. In Hyperborea, these animals may include **1 cave bear**, **1 sabre-tooth**, or **2 winter wolves**. Rudely the animals are conjured to a location within the spell's range.

At once the caster must charge the animals with a simple, one-sentence task. The animals will hear, understand, and be compelled to obey. The task might be to fight, to guard, to work, or the like. Once the task is complete the spell is ended, and the animals will disappear whence they came.

Summon Bat Swarm
Level: nec 5, wch 5; drd 5 | *Range:* 50 feet | *Duration:* 1 round per CA level
The sorcerer *summons* a rabid cloud of tiny bats that manifest on his person, his arms spread wide. The *bat swarm* will attack 1 round after being *summoned*, surging forth as directed by the sorcerer. As long as the caster concentrates and points at the target, the victim will suffer 5 hp damage per round and be unable to perform any action other than fending off the *swarm* or fleeing. A *swarm* victim suffers a –4 AC penalty.

The *swarm* will pursue its victim to the spell's range limit. A *swarm* can be directed to move to another opponent within range, but 1 round will elapse for every 30 feet betwixt the targets. Victims must make *death* (poison) saves or suffer pain and burning from the multitudinous sites of infection, followed by headaches, muscle spasms, and difficulty swallowing. Death will ensue in 2d6 days unless *cure disease* is cast.

Summon Dæmon I
Level: mag 2, nec 2, wch 3 | *Range:* 10 feet | *Duration:* 6 rounds (1 minute) or special
Sorcery transports one or more **lesser dæmons** from Underborea as selected by the sorcerer, depending on his needs. The dæmons will arrive 1 round after the spell is cast and will perform their designated task, after which, dead or alive, they will either disappear or turn on the caster and/or his allies (see below). When casting this spell, the sorcerer must state his choice as the final word of his incantation: "defender", "illuminator", or "seeker".

- ✶ *Defender: Summons* a random dæmon or dæmons to assault the sorcerer's enemies as directed for no longer than 6 rounds. The target(s) must be pointed out straight away, or else the dæmon will attack the sorcerer and/or his allies. If the stated target(s) is defeated, the standard chance of betrayal applies (q.v.).

d6 Roll	Defender(s) Summoned
1–3	Dæmon, Lesser, Class i (1d2)
4–5	Dæmon, Lesser, Class ii (1d2)
6	Dæmon, Lesser, Class iii (1)

- ✶ *Illuminator: Summons* a single **class iv lesser dæmon**. When the *illuminator* type is designated, the corpse or bones of a dead man or humanoid must be present and obvious, or else the dæmon will attack the sorcerer and/or his allies. The questioning of the dead will then commence, with as many as three questions asked, as explained by the sorcerer to the dæmon. Once this process is complete, the standard chance of betrayal applies (q.v.).
- ✶ *Seeker: Summons* a single **class v lesser dæmon** to search and destroy. When the *seeker* type is designated, the sorcerer also must describe the prey (name, species, and so forth) to the best of his ability. The dæmon then will track its quarry until it is found and killed, after which the standard chance of betrayal applies (q.v.). If no trail is found within 6 rounds, the dæmon will attack the sorcerer and/or his allies. If called upon to face an enemy that it cannot hunt, it likewise will turn on the sorcerer.

Dæmons are infamous for betrayal. Upon completing their prescribed task, they may turn on the sorcerer and/or his allies on a 1-in-6 chance. Dæmons are, however, subject to morale checks during the entire *summon dæmon* process (see Vol. III, p. 247: Combat, *morale*); those that fail will attempt to flee (if possible), now permanent inhabitants of Hyperborea that may one day seek revenge.

Summon Dæmon II
Level: mag 4, nec 4, wch 4 | *Range:* 10 feet | *Duration:* 6 rounds (1 minute) or special
Sorcery transports a **lesser dæmon** from Underborea as selected by the sorcerer, depending on his needs. The dæmon will arrive 1 round after the spell is cast and will perform its designated task, after which, dead or alive, it will either disappear or turn on the caster and/or his allies (see below). When casting this spell, the sorcerer must state his choice as the final word of his incantation: "defender", "illuminator", or "seeker".

- ✶ *Defender: Summons* a random dæmon to assault the sorcerer's enemies as directed for no longer than 6 rounds. The target(s) must be pointed out straight away, or else the dæmon will attack the sorcerer

and/or his allies. If the stated target(s) is defeated, the standard chance of betrayal applies (q.v.).

d6 Roll	Defender Summoned
1–3	Dæmon, Lesser, Class vi (1)
4–5	Dæmon, Lesser, Class vii (1)
6*	Dæmon, Lesser, Class viii (1)

* A witch may designate specifically the summoning of this particular dæmon for the purpose of an unspeakable union.

- *Illuminator: Summons* a single **class ix lesser dæmon**. The beast will use its special *legend lore* ability to determine the whereabouts of a subterranean artefact, of which it will then inform the caster and spend no more than 1 turn attempting to locate. If the artefact does not exist or is not underground, the beast will attack the sorcerer and/or his comrades. Even if the treasure location is revealed successfully, this dæmon will demand a blood sacrifice before returning to Underborea; if the sacrifice is deemed unsuitable (at the referee's discretion), the dæmon will attack. Regardless, even after such a sacrifice is accepted, the standard chance of betrayal applies (q.v.).
- *Seeker: Summons* a single **class x lesser dæmon** to search and destroy. When the *seeker* type is designated, the sorcerer also must describe the prey (name, species, and so forth) to the best of his ability. The dæmon then will track its quarry until it is found and killed, after which the standard chance of betrayal applies (q.v.). If no trail is found within 6 rounds, the dæmon will attack the sorcerer and/or his allies. If called upon to face an enemy that it cannot hunt, it likewise will turn on the sorcerer.

Dæmons are infamous for betrayal. Upon completing its prescribed task, the dæmon may turn on the sorcerer and/or his allies on a 1-in-6 chance. Dæmons are, however, subject to morale checks during the entire *summon dæmon* process (see Vol. III, p. 247: Combat, *morale*); those that fail will attempt to flee (if possible), now permanent inhabitants of Hyperborea that may one day seek revenge.

Summon Dæmon III
Level: mag 6, nec 6, wch 5 | *Range:* 10 feet | *Duration:* 6 rounds (1 minute) or special

Sorcery transports a **lesser dæmon** from Underborea as selected by the sorcerer, depending on his needs. The dæmon will arrive 1 round after the spell is cast and will perform its designated task, after which, dead or alive, it will either disappear or turn on the caster and/or his allies (see below). When casting this spell, the sorcerer must state his choice as the final word of his incantation: "defender", "illuminator", or "seeker".

- *Defender: Summons* a random dæmon to assault the sorcerer's enemies as directed for no longer than 6 rounds. The target(s) must be pointed out straight away, or else the dæmon will attack the sorcerer and/or his allies. If the stated target(s) is defeated, the standard chance of betrayal applies (q.v.).

d6 Roll	Defender Summoned
1–3	Dæmon, Lesser, Class xi (1)
4–5	Dæmon, Lesser, Class xii (1)
6	Dæmon, Lesser, Class xiii (1)

- *Illuminator: Summons* a single **class xiv lesser dæmon**. The beast can use its special *legend lore* ability to determine the whereabouts of an artefact, of which it will then inform the caster. If the artefact does not exist, the beast will attack the sorcerer and/or his comrades. Alternatively, it can be called upon to use its *tongues* ability to converse with any intelligent creature present. Lastly, it instead can grant wisdom by use of its *contact otherworldly being* ability, with no risk of insanity. No matter the case, once the dæmon has completed its service, the standard chance of betrayal applies (q.v.); however, in the latter case (*contact otherworldly being*), each question beyond the first increases the dæmon's chance of betrayal by 1-in-6.
- *Seeker: Summons* a single **class xv lesser dæmon** to search and destroy. When the *seeker* type is designated, the sorcerer also must describe the prey (name, species, and so forth) to the best of his ability. The dæmon then will *teleport* itself and the sorcerer before said prey and attempt to slay it, after which the standard chance of betrayal applies (q.v.). If no prey exists, the dæmon will attack the sorcerer and/or his comrades. Alternatively, this dæmon can be asked to *plane shift* the sorcerer and as many as five of his allies. This act of utter desperation cannot be undone by the same or another lesser dæmon; it is permanent barring some other means of translocation. The dæmon then either will disappear (laughing all the while) or will turn on the sorcerer and his allies (q.v.).

Dæmons are infamous for betrayal. Upon completing its prescribed task, the dæmon may turn on the sorcerer and/or his allies on a 1-in-6 chance. Dæmons are, however, subject to morale checks during the entire *summon dæmon* process (see Vol. III, p. 247: Combat, *morale*); if they fail, they will attempt to flee (if possible), now permanent inhabitants of Hyperborea that may one day seek revenge.

Summon Elemental
Level: mag 5, wch 5 | *Range:* 240 feet |
Duration: 1 turn per CA level

This conjuration requires 1 turn to cast and may be performed but once per day. The sorcerer *summons* a **class I air**, **earth**, **fire**, or **water elemental** to serve him. The conjured elemental will obey the bidding of the caster, performing any and all actions to the best of its ability, be they labour or combat.

The sorcerer must maintain constant concentration on the elemental. If he casts another spell, enters combat, or does anything else that is sufficient to interrupt his concentration, the elemental will break free and do everything in its power to kill the sorcerer and/or his allies. Wise sorcerers are known to take sanctuary within the confines of a candlelit magic circle whilst casting and maintaining this spell; of course, the magic circle will only protect the sorcerer, not his allies. The sorcerer can dismiss the elemental at will, but not after his concentration has been disrupted.

Summon Fire Elemental
Level: pyr 6; drd 6 | *Range:* 240 feet |
Duration: 1 turn per CA level

This conjuration requires 1 turn to cast and may be performed but once per day. The sorcerer *summons* a **class II fire elemental** to serve him. On a 1-in-6 chance, this spell instead conjures **2 fire salamanders**.

A conjured creature will obey the bidding of the caster, performing any and all actions to the best of its ability, be they labour or combat. The sorcerer need not maintain concentration on the creature's activity; he can go about performing other tasks (e.g., fighting or casting other spells) whilst the creature continues to heed his will. The sorcerer requires not the protection of a magic circle, for the *summoned* creature will not turn against him.

Summon Firefly Swarm
Level: pyr 5; drd 5 | *Range:* 50 feet |
Duration: 1 round per CA level

The sorcerer *summons* 4d4 fist-sized *fireflies*, infernal insects sheathed in green flames, which attack on command. Each *firefly* has the following statistics: MV 0 (fly 50); AC 7; HD ½ (hp 1). The *firefly swarm* will attack 1 round after being *summoned*.

The victim will suffer 2 hp damage (3 hp for undead) per *firefly* per round, as long as the caster concentrates and points at the target. The *swarm* will pursue its victim to the spell's range limit. A *swarm* can be directed to move to another opponent within range, but 1 round will elapse for every 50 feet betwixt the targets.

Summon Ice Dæmon
Level: cry 6 | *Range:* 240 feet |
Duration: 1 turn per CA level

This conjuration requires 1 turn to cast and may be performed but once per day. The sorcerer *summons* a **gnoph-yikk**, a dæmon of the ice, to serve him. The conjured dæmon will obey the bidding of the caster, performing any and all actions to the best of its ability, be they labour or combat. The sorcerer need not maintain concentration on the dæmon's activity; he can go about performing other tasks (e.g., fighting or casting other spells) whilst the ice dæmon continues to heed his will. Nonetheless, on a 1-in-6 chance per turn, the ice dæmon will betray its master and attack him or his comrades; however, it cannot breach a magic circle.

Summon Insect Swarm
Level: wch 3; drd 3 | *Range:* 50 feet |
Duration: 1 round per CA level

The sorcerer *summons* an angry horde of insects that manifest on his person, his arms spread wide. They will be flying insects 7-in-10 times; otherwise they will be crawling. Flying insects, per the referee's determination, might be bees, biting flies, hornets, or wasps; crawling insects might include biting ants, beetles, or non-venomous centipedes. (If this spell is cast underground, crawling insects will instead be **1d4 giant ants**, which will attack normally at the sorcerer's will.)

The *insect swarm* will attack 1 round after being *summoned*, surging forth as directed by the sorcerer. As long as the caster concentrates and points at the target, the victim will suffer 2 hp damage per round and be unable to perform any action other than fending off the *swarm* or fleeing. A *swarm* victim suffers a –4 AC penalty. The *swarm* will pursue its victim to the spell's range limit. A *swarm* can be directed to move to another opponent within range, but 1 round will elapse for every 30 feet betwixt the targets.

Summon Invisible Stalker
Level: mag 6, nec 6, wch 6 | *Range:* 60 feet |
Duration: special

Conjures an indiscernible, eight-foot-tall, extra-dimensional being to perform a task or service, which might be guardianship, combat, or the like. The **invisible stalker** is a flawless tracker, able to follow any trail not more than two weeks old. It is intelligent and oft possessed of hatred and loathing. It resents lengthy missions or assignments (i.e., those that last a week or more), and it will seek to follow the letter of the command whilst perverting the spirit or intent. An invisible stalker serves until its mission is completed, or until it is destroyed physically or by a *dispel magic* spell.

Summon Monster I
Level: mag 3 | *Range:* 10 feet |
Duration: 6 rounds (1 minute)
Sorcery transports from one to three monsters of 1 HD as selected by the referee, using information in Vol. IV. The monsters will arrive 1 round after the spell is cast and will defend the caster for 6 rounds, after which, dead or alive, they will disappear. The monsters will attack the caster's enemies as directed; if no enemies are present, they may perform other simple tasks as the sorcerer commands.

Summon Monster II
Level: mag 4 | *Range:* 10 feet |
Duration: 6 rounds (1 minute)
Sorcery transports one or two monsters of 2 HD as selected by the referee, using information in Vol. IV. The monsters will arrive 1 round after the spell is cast and will defend the caster for 6 rounds, after which, dead or alive, they will disappear. The monsters will attack the caster's enemies as directed; if no enemies are present, they may perform other simple tasks as the sorcerer commands.

Summon Monster III
Level: mag 5 | *Range:* 10 feet |
Duration: 6 rounds (1 minute)
Sorcery transports one or two monsters of 3 HD as selected by the referee, using information in Vol. IV. The monsters will arrive 1 round after the spell is cast and will defend the caster for 6 rounds, after which, dead or alive, they will disappear. The monsters will attack the caster's enemies as directed; if no enemies are present, they may perform other simple tasks as the sorcerer commands.

Summon Monster IV
Level: mag 6 | *Range:* 10 feet |
Duration: 6 rounds (1 minute)
Sorcery transports one or two monsters of 4 HD as selected by the referee, using information in Vol. IV. The monsters will arrive 1 round after the spell is cast and will defend the caster for 6 rounds, after which, dead or alive, they will disappear. The monsters will attack the caster's enemies as directed; if no enemies are present, they may perform other simple tasks as the sorcerer commands.

SPELLS: T

Telekinesis
Level: mag 5, cry 5, pyr 5 | *Range:* 120 feet |
Duration: 6 rounds (1 minute)
The sorcerer uses the power of his mind to lift an object and move it vertically and/or horizontally at 10 MV. The weight of the object is limited to 25 pounds per CA level. If a living creature is targeted (presuming it is within the weight limit), a *sorcery* saving throw can be made to resist the effect.

Teleport
Level: mag 5, cry 5, pyr 5 | *Range:* 10 feet |
Duration: 1 round
Instantaneously the sorcerer can transport himself or another to any unoccupied space on the same world / dimension. Distance is irrelevant. Optimally, the subject arrives with all his gear at the destination, unless he is an unwilling recipient, in which case a *sorcery* saving throw can be made to resist the spell (and see below). *Teleportation* is dangerous sorcery. The less familiar with the destination the caster is, the greater the risk of error and, potentially, injury or death. Roll a d20 to determine the results of the *teleport* spell:

Familiarity with Destination			Result of Spell
Very Familiar	*Somewhat Familiar*	*Vaguely Familiar*	
d20 Roll	d20 Roll	d20 Roll	
1–17	1–15	1–10	Success
18–19	16–18	11–15	1d10×10 Feet High
20	19–20	16–20	1d10×10 Feet Low

The three degrees of familiarity are defined as follow:

- *Very Familiar:* The sorcerer has frequented the location many times and knows it well.
- *Somewhat Familiar:* The sorcerer has been to the location only a few times; or it is a location that was once *very familiar*, but has not been frequented in years. (If the sorcerer attempts to send an unwilling subject to a *somewhat familiar* location, the victim gains a +2 bonus on the saving throw.)
- *Vaguely Familiar:* The sorcerer has been there only once and did not stay for more than a brief time; or it is a location that may have been visited a few times, but not in five or more years. (If the sorcerer attempts to send an unwilling subject to a *vaguely familiar* location, the saving throw bonus is +4.)

Success indicates the desired location has been achieved without error. *Teleporting* too high may result in a fall, in which case 1d6 hp damage should be rolled for every 10 feet fallen (see Vol. III, p. 263: Damage, *falling damage*). *Teleporting* too low might cause one to appear in solid ground, in which case death is instantaneous. (*Teleporting* the subject to an occupied space cannot be intentional; the destination must be an unoccupied location on solid ground.) Exceptions can apply in errors. For example, a sorcerer who attempts to *teleport* to the ground floor of a two-storey building might end up 20 feet too high, in which case he appears on the roof.

Temporal Acceleration
Level: ill 5 | *Range:* 0 | *Duration:* 24 turns (4 hours)
This illusion affects the minds of all within a 10-foot radius, including the caster himself. Unwilling subjects are allowed *sorcery* saving throws; the saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The affected believe the passage of time is accelerated, the illusion being so powerful that it becomes reality for all involved.

For every 1 turn spent within the *temporal acceleration* area of effect, time passes as though it were 6 turns; i.e., every 10 minutes effects a one-hour passage of time. One hour is as six, four hours as twenty-four, and so on. As a result, all bodily functions of the affected are hastened accordingly; they must eat, drink, sleep, and so forth at the accelerated rate. The durations of spells and innate abilities are likewise quickened. *Temporal acceleration* allows for rest, sleep, recovery of hit points, and renewal of spells. *Dispel phantasm* disrupts this spell; the sorcerer may also terminate it at any time prior to its full duration.

Terrify
Level: ill 1 | *Range:* 10 feet |
Duration: 2 rounds + 1 round per CA level
The fears of the subject (a man, humanoid, or giant only) are exploited by this enchantment. Eye contact must be established, and a *sorcery* saving throw is allowed to resist the spell's effects. The saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

If the subject fails his saving throw, he imagines the caster as something that is poignantly malefic in a personal way. This menace could be the monster of childhood nightmares, or some other horror from the subject's past—something that compels a phobic reaction. The caster must pretend to approach the victim in a deliberate and threatening manner, though he knows not what the subject imagines. The victim will turn and run for the duration of the spell. If the victim is cornered, he will simply cringe in fear; if a cowering subject is attacked, the spell will be broken.

Them
Level: clr 4, drd 4 | *Range:* 30 feet |
Duration: 2 rounds per CA level
Transforms one or more ants into **giant radioactive ants** that at once begin to issue a loud, warbling whistle. The number depends on the sorcerer's casting ability: 2 ants at CA 7, 3 ants at CA 9, and 4 ants at CA 11. The giant ants can act 1 round after transformation. They will not harm the caster and will obey simple commands such as "Attack!", "Defend!", "Lift!", and so forth. If the giant ants are not otherwise instructed, they will attack the nearest creature (not differentiating betwixt the caster's allies and enemies).

Tiny Hut
Level: mag 3, cry 3 | *Range:* 0 |
Duration: 12 turns (2 hours) per CA level
A hemispherical globe of force is evoked by the caster, surrounding him and providing suitable shelter for as many as six companions. The *tiny hut* is 15 feet in base diameter, with walls that arch to an apex 7½ feet high. It has an opaque exterior, but from the inside the walls appear transparent, allowing its inhabitants to see the outdoors with perfect clarity.

The interior temperature is mild and comfortable (about 70°F). This condition is maintained so long as the temperature without is no warmer than 110°F and no colder than –10°F; for every degree warmer or colder, the interior temperature of the *tiny hut* will rise or drop accordingly. A lambent light emanates from the interior ceiling upon the command of the caster.

The *tiny hut* can survive winds as strong as 50 mph, though anything more powerful will destroy it. It will withstand rain, sleet, hail, and snow, but the *hut* is vulnerable to attack: If struck, it can sustain only 6 hp damage before it is destroyed. Whereas the caster's companions are free to enter and exit the *tiny hut*, once the caster leaves, the spell will terminate.

Tongues
Level: mag 3, cry 3, nec 3, pyr 3, wch 3; clr 4 |
Range: 0 | *Duration:* 1 turn
Enables the sorcerer to speak the language of any intelligent creature within 50 feet, including secret argots such as Druidic or Thieves' Cant. Once the spell's duration ends, the caster will retain no knowledge or memory of otherwise unknown languages. The reverse of this spell, *gibberish*, confuses and jumbles the words of all speakers within 50 feet (except those of the caster), pending individual *sorcery* saving throws. The saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

Transfer Wounds
Level: nec 4, wch 4 | *Range:* touch |
Duration: instantaneous
The sorcerer can *transfer wounds* from a willing recipient to himself. A maximum of 20 hp damage can be so *transferred*. The process involves a 1-turn ritual in which the wounds, by way of hands firmly grasped, pass from the subject to the sorcerer. The sorcerer may drain himself to 0 hp, passing out thereafter; e.g., if the sorcerer has 16 hp, he can *transfer* (and hence absorb) 1–16 hp of damage.

Transfer Youthfulness
Level: wch 6 | *Range:* touch | *Duration:* permanent
This Evil spell must be cast under a full moon, the victim lashed to a stone table and bathed in moonlight. The victim must be of the same gender as the sorcerer and aged 25 or younger. Upon the

culmination of a 6-turn (1-hour) ritual of nameless rites and incantations, which also requires the sacrifice of 1,000 gp worth of gems, the sorcerer lays hands on the victim, draining that one of his youthfulness. The sorcerer becomes young, whilst the victim must make a *death* saving throw.

If the saving throw fails, the victim withers and dies; if the save succeeds, he becomes elderly and senile. Only a *restoration* spell can return the victim to his true age, pending a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*). A sorcerer who uses this spell is sometimes revealed by his shadow, which never reflects a young person, but an elderly wizard or hag.

Transform to Asp
Level: nec 6 | *Range:* 0 | *Duration:* special
A popular spell amongst the most accomplished Ixian necromancers, this 1-turn ritual culminates in the sorcerer shedding his human skin (and any other effects) to assume the form of a **giant asp**, a dark, narrow-hooded cobra of about 12-foot length. This transmogrification includes all physical and special abilities, and it heals any and all damage previously suffered by the necromancer. *True seeing* (q.v.) will reveal the asp for its actual shape.

Transform to asp persists for as long as the caster wishes, unless he is reduced to 0 hp or fewer, in which case he will resume his true form, naked and unconscious. Those who remain in asp form for more than one week risk losing their humanity. This spell can be negated by *dispel magic*.

Transform to Hell Hound
Level: pyr 5 | *Range:* 0 | *Duration:* 1 turn per CA level
The sorcerer alters his form into that of a **hell hound**. Upon his metamorphosis, the sorcerer is subject to the following benefits and restrictions:

- Physical (AC, FA) and special abilities of the hell hound are gained, including *breathe fire*.
- The caster retains his previous hit point total and saving throws.
- Possessions are melded with the new form; the caster no longer realizes their benefits.
- Mental capacity is retained, though he is unable to cast other spells; speech changes to the *infernal tongue* spoken by hell hounds and other netherworldly species.

The sorcerer can terminate the spell at will, or await its expiration. When the spell ends, the caster will revert to normal form and be healed of 2d6 hp damage (if applicable). If killed whilst in hell hound form, the sorcerer's true appearance will be revealed.

Transform to Winter Wolf
Level: cry 5 | *Range:* 0 | *Duration:* 1 turn per CA level
The sorcerer alters his form into that of a **winter wolf**. Upon his metamorphosis, the sorcerer is subject to the following benefits and restrictions:

- Physical (AC, FA) and special abilities of the winter wolf are gained, including *frost blast*, *immunity to cold damage*, and *fire vulnerability*.
- The caster retains his previous hit point total and saving throws.
- Possessions are melded with the new form; the caster no longer realizes their benefits.
- Mental capacity is retained, though he is unable to cast other spells; speech changes to the uncanny language spoken by winter wolves.

The sorcerer can terminate the spell at will, or await its expiration. When the spell ends, the caster will revert to normal form and be healed of 2d6 hp damage (if applicable). If killed whilst in winter wolf form, the sorcerer's true appearance will be revealed.

Transformation
Level: mag 6, cry 6, pyr 6 | *Range:* 0 | *Duration:* 1 round per CA level
The sorcerer must quaff a **potion of heroic action** or **potion of super-heroic action** to cast this spell, wherefore he increases in size and strength to herculean proportions upon uttering the final incantation. Indeed, the sorcerer takes the aspect of a berserk killing machine! Note the following changes:

- Hit points are doubled; subsequent damage is subtracted from this "false total" first.
- +4 bonus to armour class.
- Fighting ability of a fighter of equal level (i.e., FA equal to CA).
- 3/2 melee attack rate.
- All attacks are made as though he has 18 strength; i.e., +2 on attack rolls and +3 damage.
- He suffers intense battle lust not unlike *berserk rage* (see Vol. I, p. 29: Fighter Subclasses, *berserker*) and will not stop attacking enemies until they are dead, he is dead, or the spell ends.

N.B.: Other spells cannot be cast whilst the *transformation* spell is in effect.

Transmute Rock to Lava
Level: pyr 6 | *Range:* 60 feet | *Duration:* 1 turn per CA level
Changes earth, gravel, rock, or sand into hot lava. The sorcerer is able to affect an area as large as 40 × 40 feet and one foot deep. If this spell takes effect under the feet of an enemy, he will suffer 5d6 hp damage (*avoidance* save for half damage). Movement through the lava is at 10 MV, with a save allowed for each round of exposure. When the spell's duration elapses, the lava

Transform to Asp



dries to light, porous rock, potentially trapping victims (*avoidance* save to escape); those so trapped require *extraordinary feats of strength* to break free (see Vol. I, p. 7: Attributes, *strength*). The reverse of this spell, *transmute lava to rock*, hardens lava into solid stone, affecting 1,000 cubic feet per CA level.

Transmute Rock to Mud
Level: mag 5; drd 5 | *Range:* 120 feet | *Duration:* 3d6 days
This dweomer takes effect 1 turn after casting, changing earth, gravel, rock, or sand into mud. The sorcerer is able to affect a cubic area with sides one foot long per CA level; e.g., a CA 10 sorcerer can affect a 10 × 10 × 10-foot area. When the spell's duration elapses, the mud dries to dirt.

If this spell takes effect under the feet of an enemy, he may make an *avoidance* saving throw to escape the muddy ground. Creatures that enter the *transmuted* area move but five feet per turn, so long as they are able to keep their heads above the mud. If the depth of the mud is greater than their height, the creatures must make *transformation* saving throws or be sucked in and die, as with quicksand. The reverse of this spell, *transmute mud to rock*, hardens muddy ground into solid stone. Creatures mired in the muddy area must make *transformation* saving throws or become trapped in solid stone (a likely fatal outcome).

Transport via Plants
Level: drd 6 | *Range:* touch | *Duration:* special
The sorcerer or other recipient can step within any large plant and pass almost any distance to another plant of like size and species. This transference is effected in but 1 round, regardless of distance. The traveller need not be familiar with the precise destination plant; he need only designate the direction and distance, and the dweomer will transport him to the closest available specimen. (Of course, it can be many miles away from the desired location, depending on circumstances.) Upon arrival, the subject need not step out from the destination plant immediately; he may remain within, observing with all his normal senses and those of the plant itself. Egress can be delayed for 24 hours, but if the subject does not step out from the plant within that time, he will be ejected violently for 6d6 hp damage.

Tree Shape
Level: drd 3 | *Range:* 0 |
Duration: 6 turns (1 hour) per CA level
The sorcerer and all his gear assume the form of a small tree, a shrub, or even a log or stump. Whilst in this form, the caster can observe all that transpires around him. He can end the spell at will. Only *true seeing* (q.v.) will reveal that the *tree shape* is not what it appears.

True Seeing
Level: ill 6; clr 5 | *Range:* 0 | *Duration:* 1 round per CA level
The sorcerer perceives things for what they really are. Invisible creatures or objects are revealed; *phantasms* and like illusions are exposed; mundane and magical disguises are penetrated; secret doors are made obvious. Even the subjects of spells such as *polymorph* (*other* or *self*), *stone shape*, or *tree shape* are shewn by *true seeing*. For those sorcerers casting the clerical version of this spell, alignment is also cognized by means of a projected aura, so Good, Evil, and Neutrality are distinguished, as well as Law and Chaos. A diamond of 500-gp value or greater must be sacrificed to cast this spell.

Turn Sticks to Serpents
Level: nec 4, wch 4; clr 4, drd 5 | *Range:* 30 feet |
Duration: 2 rounds per CA level
Through incantations the sorcerer transforms sticks into snakes, in numbers not exceeding his CA level, if sufficient sticks are within range. Each stick becomes a three-foot **viper** that obeys the sorcerer's will. The reverse of this spell, *turn serpents to sticks*, transforms a snake or snakes into sticks. The caster can affect as many HD worth of snakes as he has CA levels.

Twofold Missile
Level: mag 3 | *Range:* touch | *Duration:* 3 rounds
The sorcerer must touch a personal missile launcher to lay this dweomer (usually a bow, crossbow, or sling; siege weapons do not qualify). On the next round, the missile launcher will shoot *twofold missiles*; i.e., when a missile is fired, sorcery will cause the missile to split into two identical missiles. Only one attack roll is made per *twofold missile*: A hit indicates both missiles strike; a miss indicates both missiles fail to connect. This spell will duplicate a magically enchanted missile (e.g., a **+1 arrow** will become two **+1 arrows**), but in all cases, only one missile can possibly be recovered, the duplicate disappearing. The missile shooter can take advantage of this spell for 3 rounds, shooting *twofold missiles* at his normal rate of fire throughout the duration.

SPELLS: U

Ultraviolet Vision
Level: ill 2 | *Range:* 0 | *Duration:* 3 turns per CA level
The caster's eyes emit ultraviolet radiation in a 60-foot-long cone 30 feet wide at its terminus. For the duration of the spell, the sorcerer can perceive the ultraviolet spectrum in varying shades of blue, violet, and white; effectively the caster sees in the dark. This spell does not allow one to detect invisible objects or creatures.

Ungovernable Hideous Laughter
Level: mag 2, wch 2 | *Range:* 50 feet | *Duration:* 3 rounds
The subject of this spell perceives everything seen and heard as absolutely hilarious, unless he makes a *sorcery* saving throw; the saving throw is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If the save is failed, the victim will begin to chuckle and giggle. On the next round he will collapse to the ground, howling and shrieking with *ungovernable hideous laughter* (effectively *prone*; see Vol. III, p. 242: Combat, *attack modifiers*). This condition will persist for 3 rounds. Even after the spell's duration has ended, the victim of this enchantment must spend 1 round recovering (no attacks allowed, though he is no longer considered *prone*). This spell functions solely on creatures with a sense of humour (men, humanoids, giants, intelligent monsters, and so forth); it does not work on animals or otherwise unintelligent creatures.

Unseen Servant
Level: mag 1, cry 1, ill 1, wch 1 | *Range:* 120 feet | *Duration:* 6 turns (1 hour)
This spell requires 1 turn to cast and necessitates the sacrifice of a gem valued at 50 gp or more. It summons an invisible entity of limited means. The *unseen servant* can clean, fetch and carry a 10-pound item (or drag a 20-pound item), tie a simple knot, mend a torn cloth or sack, open an unlocked door, or perform other menial tasks throughout the duration of the spell.

The entity cannot fight, though it is not easy to kill: Magical weapons or spells must be used. The *unseen servant* has the following statistics: MV 30 (but it cannot run); AC 5; HD 1 (hp 6); #A 0; D —; SV 17. If the caster moves farther than 120 feet away from his *unseen servant*, it will disappear.

SPELLS: V

Vampiric Touch
Level: nec 3, wch 3 | *Range:* touch | *Duration:* special
With his touch the sorcerer drains his victim of 1d6 hp for every 2 CA levels, to a maximum of 6d6 hp at CA 12. The sapped hit points are transferred to the caster. These temporary hit points are added to the caster's present total and will remain for 6 turns (1 hour). During this period, any damage sustained by the caster is first subtracted from the temporary total. The temporary hit points can exceed the caster's normal maximum hit point allotment.

Veil
Level: ill 6 | *Range:* 0 | *Duration:* 1 turn per CA level
Makes the caster and his party appear as something or someone they are not. The sorcerer can affect all those around him in a 40-foot radius, but they must be willing participants. *Veil* can make them look as though they were inanimate objects such as boxes or kegs, small trees or shrubs; or perhaps dogs, **orcs**, or anything else imagined by the caster, so long as it is something with which he is familiar. Exact features cannot be duplicated; whilst a band of guards who wear black chain mail and red capes may be imitated, the face of their captain cannot, for example.

Ventriloquism
Level: mag 1, ill 1, wch 1 | *Range:* 60 feet | *Duration:* 1 round per CA level
The sound of the sorcerer's voice and his very words are made to issue from something, someplace, or someone else. Examples may include a painting or statue, or simply from behind a door. If cast on an unwilling subject, the effect can be negated by a *sorcery* saving throw.

Visualize Death
Level: nec 2 | *Range:* touch | *Duration:* 1 turn
By handling the corpse, carcass, or skeletal remains of an expired creature, the sorcerer enters a trance and visualizes the last 10 minutes (1 turn) of that one's life, as seen through the eyes of the deceased. Naturally, this revelation requires a full 10 minutes, for not a moment is missed. At the spell's conclusion, the sorcerer will emerge from the trance exhausted and emotionally troubled for 1d6 turns; during this period he will be unable to cast spells or fight, and his movement will be halved.

SPELLS: W

Wall of Fire
Level: mag 4, pyr 4; drd 5 | *Range:* 60 feet | *Duration:* special
Evokes an opaque, shimmering barrier of violet-red flames to spring from the ground. The *wall of fire* can be as large as 60 feet long and 20 feet high, or a circle of flames 30 feet in diameter and 20 feet high; both variations are six inches thick. The sorcerer can adjust the size if so desired, but not the shape. The spell persists for as long as the sorcerer concentrates, plus 1 round per CA level thereafter.

Creatures fewer than 4 HD cannot pass through the *wall of fire*; they will be repelled. Creatures of 4 HD or greater can pass through, but they will sustain 3d6 hp damage, +1 hp per CA level (so a CA 9 sorcerer's *wall of fire* inflicts 3d6+9 hp damage). Undead suffer two extra damage dice: 5d6 hp, +1 hp per CA level.

Wall of Force
Level: mag 5 | *Range:* 30 feet | *Duration:* 1 turn
Evokes an invisible, immoveable barrier that is impervious to most spells, including *dispel magic*; however, a *disintegrate* spell will destroy it. Weapons,

missiles, breath weapons, cold, fire, and acid attacks cannot penetrate the *wall of force*. The *wall of force* can be created to be as large as 20 feet high and 50 feet long; or it can be a 20-foot-diameter hemisphere with a 10-foot apex, the latter form serving as protection for the sorcerer, if so desired.

Wall of Ice
Level: mag 4, cry 4 | *Range:* 120 feet | *Duration:* 6 turns + 1 turn per CA level

Evokes an opaque, blue-white, rimy barricade to spring from the ground. The *wall of ice* can be as large as 60 feet long and 20 feet high, or a circle 30 feet in diameter and 20 feet high; both variations are six inches thick. The sorcerer can adjust the size if so desired, but not the shape. The *wall* negates most spells and powers related to fire, unless the magical fire wielder is of greater CA (or HD) than the sorcerer who conjured the *wall of ice*.

The *wall of ice* will repel all creatures of fewer than 4 HD. Creatures of 4 HD or greater can attempt to break through with *extraordinary feats of strength* (see Vol. I, p. 7: Attributes, *strength*); this endeavour requires 1d6 turns and assumes the use of heavy hammers, axes, picks, or the like. (For many monsters, the referee will need to assign a reasonable strength score based on the creature's HD, size, and mass.) Most unintelligent creatures will see the *wall* as an impenetrable barrier and will not consider breaking through it. Smashing through causes 2d6 hp damage for most creatures (due to collapsing ice); creatures of or related to heat or fire suffer 3d6 hp damage.

Wall of Iron
Level: mag 5 | *Range:* 60 feet | *Duration:* permanent

Evokes a vertical metal partition to rise from the ground, typically to seal off a passage or wall breach. The *wall of iron* must have appropriate anchor points to which to affix itself and cannot be made to stand in open space. The *wall* is three inches thick and covers an area as large as 600 square feet (e.g., 20 feet high and 30 feet long, 10 feet high and 60 feet long). A *wall of iron* can be destroyed by a *dispel magic* spell; it is otherwise permanent unless battered down.

Wall of Shadow
Level: mag 2, ill 2 | *Range:* 60 feet | *Duration:* 1 round per CA level

The sorcerer conjures from the Black Gulf a barrier of darkness with a volume of 1,000 cubic feet per CA level. The *wall of shadow* must be 10 feet thick and 10 feet high; only the length is malleable (e.g., a CA 7 sorcerer may create a 10 × 10-foot wall that is 70 feet long). The *wall* can be straight or form a semicircle.

The *wall of shadow* is not impenetrable; persons and objects can be seen through the barrier, but they are vague, hazy, and nebulous. Missile fire directed at a person beyond the wall is at a –2 penalty. Other benefits might be derived from this spell; e.g., a thief using his *hide* ability might gain a bonus to his chance-in-twelve, or perhaps even automatic success, at the referee's discretion.

Wall of Stone
Level: mag 5 | *Range:* 60 feet | *Duration:* permanent

Evokes a granite barricade to spring from the ground. The *wall of stone* can be made to stand vertically or lie horizontally, per the will of the sorcerer. The *wall* is two feet thick and covers an area as large as 1,000 square feet (e.g., 20 feet high and 50 feet long, 10 feet high and 100 feet long). A *wall of stone* can be destroyed by a *dispel magic* spell; it is otherwise permanent unless broken down or chipped away.

Wall of Thorns
Level: drd 5 | *Range:* 90 feet | *Duration:* 1 turn per CA level

Evokes a giant mass of gnarly, resilient, pliable brush to take form. These thick, tangled vines bristle with dagger-like thorns of three- to five-inch length. The sorcerer may shape the barrier as desired, as large as 1,000 cubic feet per CA level; for instance, a CA 10 sorcerer may create a *wall of thorns* 50 feet long, 20 feet deep, and 10 feet high. Creatures caught in the spell's designated area of effect suffer 1d10+10 hp damage. If one attempts to push through the *wall of thorns* or otherwise comes into abrupt contact with it, similar damage will be sustained and repeated for every 10 feet of movement within the mass.

To avoid additional damage, one can chop through with a stout blade, such as a sword, axe, or heavy knife. A man will need 1 turn to cut through 10 feet of this enchanted barrier. Mundane fire will not harm the *wall of thorns*, as the vines are coated with an oily enzyme; magical fire will burn the *wall of thorns* within 1 turn of contact, effecting a *wall of fire* spell that blazes for 1 turn.

Wall of Vapours
Level: cry 2, ill 1 | *Range:* 60 feet | *Duration:* 1 turn

Evokes a hedge of Æthereal mists as large as 10 × 30 × 30 feet in volume. These *vapours* are opaque and normal sight cannot penetrate them; likewise *infrared vision* is blocked. The *wall of vapours*, however, is easily dispersed. A *gust of wind* spell, or any natural wind of 10 mph or greater, will diffuse the effect.

Ward Off Insects
Level: drd 4 | *Range:* 0; | *Duration:* 1 turn per CA level

Evokes an invisible barrier to form around the caster in a 10-foot radius, repelling all normal insect life. Giant insects are allowed *sorcery* saving throws. Successful saves allow the creatures to behave as normal, though they will suffer 1d6 hp damage for entering the field; failed saves cause the insects to flee in fear. This spell does not affect arachnids (spiders) or myriapods (centipedes).

Warp Wood
Level: drd 2 | *Range:* 60 feet | *Duration:* permanent
Beams, shafts, or planks of wood no more than two inches thick are altered by this spell. The caster can bow a three-foot length of wood per CA level, so a CA 4 sorcerer may *warp* two six-foot spears or six two-foot arrows. The planks of a boat or a door can also be buckled. Magical wood can be affected by sorcerers of CA 6 or greater.

Water Breathing
Level: mag 3, cry 3; drd 3 | *Range:* 30 feet | *Duration:* 6 turns (1 hour) per CA level
The recipient of this spell can breathe fresh or salt water as easily as air. Note that underwater combat is subject to special rules (see Vol. III, p. 278: Waterborne Expeditions, *underwater combat*). The reverse form of this spell, *air breathing*, allows a water-breathing creature to respire aerially.

Water Walk
Level: clr 3 | *Range:* touch | *Duration:* 1 turn + 1 turn per CA level
Allows the sorcerer and one companion per CA level to ambulate across fluid surfaces. A horse or camel equates to three companions; such a beast can *water walk* whilst bearing a single rider and/or gear no heavier than 300 pounds.

Web
Level: mag 2 | *Range:* 5 feet per CA level | *Duration:* 2 turns per CA level
Thick, sticky strands of webbing stream from the caster's fingertips, covering a target area no greater than 10 × 10 × 20 feet. *Web* targets are allowed *sorcery* saving throws to evade the area of effect; the saves are modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. Ensnared men and monsters of below-average strength (3–8) will be trapped until the spell expires. Victims of average strength (9–12) will require 2d6 rounds, and those of above-average strength (13–18) 1d6 rounds, to break free. (A **flame tongue** sword wielder can slash through in but 1 round.) If the webs are set ablaze with a torch or other fire source, they will catch quickly, the entire mass burning in 2 rounds. Those trapped within the confines of burning webs suffer 1d6 hp damage per round (1d8 hp vs. undead), and any flammable clothing or gear is subject to burning and ruination (see Vol. III, p. 260: Saving Throw, *item saving throws*).

Weird War Hammer
Level: clr 2 | *Range:* 30 feet | *Duration:* 1 round per CA level
Conjures a brilliant war hammer composed of positive energy. The floating weapon can be directed to attack any opponent within the spell's range. The caster need not focus on it; he can take other actions (e.g., fight or cast other spells) whilst directing the *weird war hammer* at will. The *hammer* strikes with a fighting ability equal to the sorcerer. For every 4 CA levels, the weapon has a +1 bonus to attack rolls and damage; hence +1 for CA 1–4, +2 for CA 5–8, and +3 for CA 9–12. So, a CA 5 sorcerer can summon a *weird war hammer* that attacks at a +2 bonus and inflicts 1d8+2 hp damage. *Dispel magic* will terminate this spell.

Whispering Wind
Level: ill 2 | *Range:* 1 mile per CA level | *Duration:* special
Evokes a gentle breeze to whirl around the sorcerer and then depart, taking with it a spoken message no more than 12 words long (not including articles *a*, *an*, and *the*). The message will be conveyed to a familiar recipient within the spell's range, so long as no insurmountable obstacles prevent such delivery. If the caster and the subject are both outdoors, the spell is almost always successful; however, if one or the other is in a dungeon or inside a building, obstructions (e.g., walls, closed doors) can preclude the spell from functioning as desired. When the *whispering wind* reaches its objective, it will swirl about the recipient creature and softly murmur its message.

White Hand of Death
Level: nec 6 | *Range:* touch | *Duration:* special
By his touch the sorcerer delivers a death spell. The target must make a *death* saving throw or die. A victim of this spell is left with a pale handprint on the skin of his chest (the mark concealed unless the chest is bare). The *white hand of death* imprint remains burnt on the victim's chest for nine days. Unless the body is incinerated, any creature who touches the body must also make a *death* save or die, branded with his own pale white handprint—and so spreads the contagion known as the *white death*.

Wind Wall
Level: mag 3, cry 3, wch 3; drd 4 | *Range:* 120 feet | *Duration:* 1 turn per CA level
Evoked is a barrier of wind 10 feet thick, 20 feet long, and up to 50 feet high. The breeze gushes upwards, sending any light materials skywards, including loose objects or unsecured creatures (birds, small animals, and the like) weighing no more than 25 pounds. *Wind wall* can disperse spells such as *cloudkill* and *stinking cloud*.

Witch Fire
Level: wch 3 | *Range:* 90 feet | *Duration:* 6 turns (1 hour)
Creates balls of phosphorescent light, the colours of which may be chosen by the sorcerer, in numbers equal to his CA. The lights will follow the caster, and at his wish each ball of *witch fire* can be sent to cover one Medium creature or two Small creatures within the spell's range, as the *fœrie fire* spell. (For Large

creatures, the referee must determine a reasonable size equivalent; e.g., two, three, or four balls of *witch fire* may be necessary to affect a giant.) Illumed creatures suffer –1 AC penalties.

Word of Recall
Level: clr 6 | *Range:* 0 | *Duration:* instantaneous
The chanting sorcerer transports himself to a place he has hallowed with the *ceremony of consecration* spell, with no chance of error; no distance or subterranean depth is too great. Besides his person, the sorcerer may transport with him 25 pounds of material per CA level; this excess may comprise gear, treasure, or even a living creature, so long as the weight restriction is observed.

Wraithshape
Level: ill 3, nec 3, wch 3 | *Range:* 0 |
Duration: 3 rounds + 1 round per CA level
The sorcerer and all his gear assume a smoke-grey, incorporeal form. Whilst in *wraithshape*, the undead (except **vampires** and **liches**) will ignore the caster, believing him to be one of their own abysmal kind. The sorcerer can squeeze under doors or through small holes or cracks, and he can float in the air at 15 MV.

Only magical weapons or spells can harm such a sorcerer. He cannot, however, make any attacks unless confronted by a creature in a like state. *Dispel magic* will force the sorcerer to resume his normal form; otherwise, he can terminate the spell at will.

Write Spell
Level: mag 1, cry 1, ill 1, nec 1, pyr 1, wch 1 |
Range: 0 | *Duration:* permanent
Allows the sorcerer to transfer an incantation from one spell book to another. The caster need not comprehend the spell being transferred, but it must be from the school in which he is versed (i.e., magicians transfer magician spells, illusionists transfer illusionist spells, and so forth). Once a spell is transferred, it disappears from its original volume. Completing this spell requires 6 turns (1 hour) per spell level transferred and also necessitates sorcerer's ink (such as sepia), a fine quill, and a crushed gem of 100-gp value or greater.

The sorcerer must make a *sorcery* saving throw to successfully complete *write spell*. If the saving throw fails, the sorcerer will suffer 1d4 hp damage per spell level being transferred and be knocked unconscious for 1d4 turns. If the spell to be transferred is no more than 1 level greater than the sorcerer is capable of casting, the saving throw is rolled at a +1 bonus. If the spell is 2 levels greater than the sorcerer can cast, no saving throw modifier applies, and if the spell is 3 or more levels greater than the sorcerer can cast, the saving throw is rolled at a –1 penalty. If the sorcerer is disrupted violently whilst performing this ritual, the transferred spell will be lost, ruined.

Wyvern Warden
Level: ill 2; clr 2 | *Range:* 30 feet | *Duration:* 8 hours
Taps the unspeakable power of the Black Gulf, conjuring a billowing black haze that assumes the vague shape of a **wyvern**: a large, two-legged dragon with a long, barbed tail. The *wyvern warden* is assigned a task of guardianship over a person, place, or thing. An approaching creature will not see the *wyvern warden* in the dark unless *detect magic* is cast. In naturally lit conditions, however, a wary approaching creature might discern the hazy, monstrous form.

If anyone or anything approaches within 20 feet of the curling mass (except designated allies who were present and identified as such when the spell was cast), the *wyvern warden* will lash with its tail, striking without error. The victim must make a *death* saving throw or remain rigid for 1 round per CA level of the sorcerer. The *wyvern warden* will then disappear in a puff of black smoke, able to attack but one victim.

SPELLS: Z

Zombie Visage
Level: nec 2 | *Range:* 0 | *Duration:* 1 round per CA level
The sorcerer's face and hands become like those of a **zombie**, accompanied by a conspicuous fœtor and an aura of undeath. This mien is merely a necromantic illusion, however, and no more. Ordinary animals that glimpse the sorcerer must make morale checks at –2 or flee in terror for 1d4 rounds (see Vol. III, p. 247: Combat, *morale*). *Zombie visage* is broken by *dispel magic* or *dispel phantasm*; a *turn undead* attempt versus *Undead Type 2* (see Vol. III, p. 252: Combat Actions, *magic*), if successful, will cause the face to fall from the sorcerer.




VOLUME III

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



VOLUME III: ADVENTURE & COMBAT

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ADVENTURE

Once the players have created their characters, they are ready to begin play—ready to seek adventure! The adventure might occur in the nameless depths of a dungeon, inside a haunted mansion, amidst an ancient forest, or perhaps within a ruined city. The referee describes the background and other pertinent information, which might include a quest for treasure and riches, a rescue attempt, the liberation of a small village from some oppressive horror, a mission of intrigue, or perhaps the recovery (or destruction) of a legendary artefact. Some of the most enjoyable are merely adventures for adventure's sake, such as the exploration of a mad magician's castle and mega-dungeon complex. The referee might utilize a published adventure or create his own from "whole cloth", including notes, maps, encounters, notable NPCs, and so forth.

ADVENTURING PARTY: A typical adventuring party comprises from four to eight player characters managed by a like number of players. Some games might include a dozen or more players; others, but one player and the referee. Typically each player manages one PC, but exceptions are possible. A well-rounded PC party should include at least one fighter, one magician, one cleric, and one thief, if possible. Together, the four principal classes are suited to face a variety of challenges.



HIRELINGS: *Hirelings* might be employed to fill out the adventuring party. Hirelings are non-player characters who, ideally, do not "hog the spotlight" or take the focus away from the PCs. Typically they do not gain a share of the party's experience points, do not advance in levels, and are paid a modest wage; referee exceptions may apply. Hirelings may be managed by one or more players (typically the player whose character has hired them), or by the referee. Charisma (see Vol. I, p 9: Attributes, *charisma*) affects contracting hirelings and maintaining their loyalty.

Employing a Hireling: If the referee deems appropriate, *mercenaries* and *specialists* (qq.v.) are subject to *reaction rolls* when offered employment; typically, *common hirelings* (q.v.) are not. Roll 2d6, add or subtract *reaction / loyalty adjustment* if applicable (see Vol. I, p. 9: Attributes, *charisma*), and consult the following table:

Table 71: Hireling Reaction to Offer

2d6 Result	Hireling Reaction
2 or less	Spurns offer; offended and outraged
3	Rejects offer
4–5	Sceptical; not inclined to accept
6–8	Neutral reaction; further negotiation required*
9–10	Interested in offer; likely to accept
11	Accepts offer
12 or more	Enthusiastically accepts; flattered and impressed

* If further negotiation is engaged, the referee may require a reroll.

The referee is at liberty to provide a bonus or penalty to the 2d6 reaction roll. For example, if a fighter lord (9th level) has established a stronghold and is of fine reputation, the referee might apply a +2 bonus to the roll. Conversely, if a cleric of Apollo attempts to sway the opinions of a tavern full of Xathoqquans, a –2 penalty may apply.

Common Hirelings: Here follow some common hirelings who may serve a PC or PC party during or betwixt adventures. Some may work for a day or less;

others might be contracted for long-term service. Note that this list is not exhaustive; other common hirelings might be hired for short- or long-term work. The reader may wish to reference the list noted on p. 281: Strongholds, *stronghold personnel*.

As noted, these hirelings do not require elaborate negotiation, so no reaction rolls are necessary. *Loyalty* and *morale* (qq.v.) of common hirelings rarely come into play. However, if the NPC becomes significantly embroiled in the adventuring life of his employer, these scores must be rolled or assigned.

Table 72: Common Hirelings

Hireling Type	Daily Cost	Monthly Cost
Armourbearer	3 sp	8 gp
Guide	3 sp	8 gp
Linkboy	2 cp	1 gp
Messenger	2 cp	1 gp
Pack Handler	2 sp	5 gp
Porter / Bearer	2 sp	5 gp
Stevedore	2 sp	5 gp
Teamster	5 sp	12 gp

Common Hireling Descriptions:

Armourbearer: Attendant who carries weapons and armour; a dungeon armourbearer works for 1–3 gp per day.

Guide: Person with knowledge of places and locations; typically he endeavours to follow the safest route. If the journey is long, the guide expects food and shelter. This category comprises both urban and wilderness guides.

Linkboy: Torch / lamp bearer who accompanies the party in a city; a dungeon linkboy works for 1 gp per day.

Messenger: Person who delivers messages within a city or betwixt neighbouring villages.

Pack Handler: Person who attends donkeys, mules, camels, horses, and other beasts of burden; also loads and unloads as required.

Porter / Bearer: Person who carries belongings to and from locations within the limits of a city; alternatively, a cart puller who does much the same, though heavy cargo might necessitate two or more porter / bearers.

Stevedore: Dock worker who conveys cargo to and from a ship.

Teamster: Person hired to drive a cart or waggon; will also load and unload, assist passengers, and so forth.

Mercenaries: These are 0th-level free lances hired to provide martial support. Typically they charge by the month. Hiring a mercenary may be subject to a reaction roll (see p. 226: Table 71) to resolve negotiations. Mercenaries are paid up front, and they expect to be fed and sheltered for their service. If called upon to do more than their function suggests, they may require an equal share of party profits, or some other agreed-on compensation; like other hirelings, however, they typically do not gain a share of experience points, and neither do they advance in levels.

Table 73: Mercenaries

Mercenary Type	Monthly Cost
Archer, Longbowman	12 gp
Archer, Shortbowman	8 gp
Artillerist	5 gp
Cavalryman, Archer	30 gp
Cavalryman, Heavy	30 gp
Cavalryman, Light	20 gp
Crossbowman, Heavy	10 gp
Crossbowman, Light	6 gp
Halberdier	6 gp
Infantryman, Heavy	12 gp
Infantryman, Light	4 gp
Infantryman, Medium	6 gp
Marine *(fighting seaman)*	10 gp
Pikeman	8 gp
Slinger	5 gp

Mercenary Descriptions: Each mercenary type is considered a 0th-level fighter with 1d8 hp.

Archer, Longbowman: Mercenary outfitted with leather armour, short sword, and longbow.

Archer, Shortbowman: Mercenary outfitted with leather armour, hand axe, and short bow.

Artillerist: Mercenary who operates a siege engine (see p. 276: Waterborne Expeditions, *naval combat*; p. 286: Warfare and Siege, *siege equipment*); outfitted with leather armour and short sword.

Cavalryman, Archer: Mercenary outfitted with scale armour, horseman's mace, and composite short bow (or light crossbow); **light warhorse**.

Cavalryman, Heavy: Mercenary outfitted with chain mail, horseman's pick, scimitar, and lance; **heavy warhorse**.

Cavalryman, Light: Mercenary outfitted with leather armour, horseman's flail, and lance; **light warhorse**.

Crossbowman, Heavy: Mercenary outfitted with studded armour, short sword, and heavy crossbow.

Crossbowman, Light: Mercenary outfitted with leather armour, dagger, and light crossbow.

Halberdier: Mercenary outfitted with chain mail, short sword, and halberd.

Infantryman, Heavy: Mercenary outfitted with plate mail, large shield, long sword, and long spear.

Infantryman, Light: Mercenary outfitted with leather armour, small shield, short sword, and short spear.

Infantryman, Medium: Mercenary outfitted with chain mail, large shield, long sword, and short spear.

Marine (fighting seaman): Mercenary outfitted with dagger and short scimitar.

Pikeman: Mercenary outfitted with scale armour, short sword, and pike.

Slinger: Mercenary outfitted with padded armour, dagger, and sling.

Higher-level individuals, such as a *serjeant* (1st-level), *lieutenant* (2nd-level), or *captain* (5th-level) will cost ×2, ×5, and ×10, respectively. Such individuals might have *weapon mastery* (see Vol. I, p. 112: Weapon Skill, *weapon mastery*) with one or more weapons.

Specialists: Some specialists may be difficult (or even impossible) to hire; others, like *seamen*, are commonly available in port cities and towns. *Assassins*, *priests*, and *scouts* can be of variable experience level, but a typical sailor is a 0th-level fighter. Hiring a specialist may be subject to a reaction roll (see p. 226: Table 71) to resolve negotiations. Note that this list is not exhaustive; other specialists might be hired for short- or long-term work. The reader may wish to reference the list noted on p. 281: Strongholds, *stronghold personnel*.

Table 74: Specialists

Specialist	Monthly Cost
Alchemist	2,000 gp
Animal Trainer	500 gp
Armourer	100 gp
Assassin *(thief subclass)*	special
Blacksmith / Metalsmith	30 gp
Engineer	500 gp
Locksmith	500 gp*
Priest *(cleric subclass)*	500 gp**
Sage	1,000 gp
Scout *(thief subclass)*	100 gp**
Scribe	100 gp
Seaman, Captain / Master	250 gp
Seaman, Navigator	100 gp
Seaman, Rower	5 gp
Seaman, Sailor	10 gp
Steward	500 gp
Swordsmith / Weaponsmith	100 gp

* Per 2 levels of *open locks* ability
** Per level of experience

Specialist Descriptions:

Alchemist: A brewer of potions and/or poisons. An alchemist might brew a particular potion type exclusively. Typically he will charge a discounted price for his potions if he is contracted to work for the party on a monthly basis. Brewing a batch of six potions can require from 7 to 12 weeks (1d6+6). Alchemists might be able to duplicate potions found by the party; often this work is predicated on the acquisition of rare and nigh impossible-to-locate ingredients. More information on brewing potions is available for the referee in Vol. V. The hiring of alchemists, if allowed by the referee at all, should be uncommon.

Animal Trainer: A specialist who trains horses (for war) or dogs (for war and/or hunting). Rarer (and ofttimes more expensive) are those trainers who work with hawks or mammoths.

Armourer: A master able to manage the armour repair of 50 men per month with the assistance of two apprentices. Material costs may be additional.

Assassin (thief subclass): An assassin costs 500 gp per level of experience, plus 500 gp per level / HD of the victim he is contracted to kill. If a long-term assassination (e.g., poison over weeks or months) is desired, the assassin's fees might be as much as five times more costly.

Blacksmith / Metalsmith: Typically hired to forge horseshoes, nails, and tools, as well as arrow- and spear heads.

Engineer: Typically hired when some type of dwelling, stronghold, temple, or other structure is to be designed and built. Some engineers develop siege weapons; others still oversee underground excavations and dungeon design.

Locksmith: Locksmiths charge adventurers a rate comparable to proper NPC classes such as *priests* and *scouts*. Their expertise, however, is confined to the *open locks* ability, for which they supply themselves with all manner of implements (equivalent to thieves' tools). Their skills are commensurate to a thief, and they demand 500 gp for every 2 levels of *open locks* ability they possess (see Vol. I, p. 23: Classes, *thief*). Many locksmiths have connexions with or work for a thieves' guild.

Priest (cleric subclass): Hiring a priest costs 500 gp per level per month, unless some accord is struck betwixt the priest and the party by which he gains an equal share of the bounty. Such relationships are developed through role-play. The religion of the priest will be determined by the referee (unless a specific religion is sought).

Sage: A person who is learned in a particular field of study (e.g., folklore, geography, history, linguistics, politics / law). A sage is difficult to find, except perhaps in the library of a large city; even so, sages usually are absorbed by their own work and unlikely to become involved with adventurers.

Scout (thief subclass): Hiring a scout costs 100 gp per level per month. A scout can be hired to obtain information on a person, place, or thing, the cost increasing if the scout is forced to range far.

Scribe: A professional scrivener can record most non-magical documents. Cartographers may be included amongst scribes, but they typically cost more.

Seaman: The various professionals associated with sailing on larger vessels, including *rowers*, *sailors*, *navigators*, and *captains* (or *ship masters*) hired to man a ship owned by the party. The personalities and abilities of these men will vary: A captain, for example, may function as a fighter of from 3rd to 5th level, whereas most common seamen are considered 0th-level fighters. Some rowers are slaves, debtors, or prisoners, these types being unpaid and sometimes (particularly on Ixian vessels) chained to their oars.

Steward: The party (typically those of advanced levels) may become embroiled in the ownership and responsibility of various affairs, such as land, property, and businesses. Associated duties may entail banking, investments, and the sale of jewellery, gems, sculptures, paintings, tapestries, and so forth. The handling of such lacklustre tasks is not the stuff of high adventure, so a steward might be hired to see to some of the finer details. In addition to monthly salary, a steward who manages the sale of valuables may also demand 10% of the proceeds.

Swordsmith / Weaponsmith: A master able to perform weapons repair for 50 men per month with the assistance of two apprentices. Material costs may be additional. This specialist type subsumes other weapon makers such as *atilliators* (crossbow makers) and *bowyers* (bow makers).

HENCHMEN: A henchman is a classed individual attracted or compelled to serve a higher-level character (usually 6th level or greater), oft of similar class, race, and culture, though exceptions are possible. Henchmen begin at 1st level, unless the PC is 9th level or greater, in which case a henchman of 2nd or 3rd level is possible. Initially they are paid 500 gp per level and then given a fair wage by the PC, oft a share of the loot gained through adventure. Henchmen also should earn a portion of the experience points, though this is oft a reduced share as best determined by the referee.

A henchman oft enjoys a special relationship with the one he serves; thus henchmen usually possess high morale. They are not simply hired hands, but followers, in a sense. Because of this nature, charisma limits the number of henchmen a character may attract to his service (see Vol. I, p. 9: Attributes, *charisma*).

Henchmen are neither automatically attracted nor guaranteed; they might be drawn to the service of a PC due to that one's heroic deeds or reputation, or if the PC has established a suitable stronghold. Possibly a hireling can become a henchman, if circumstances are appropriate. Furthermore, in the event of a PC's death, or if the PC is otherwise disposed and not available to adventure, a henchman may be used temporarily or even permanently as a replacement PC.

LOYALTY and MORALE of HENCHMEN and HIRELINGS:

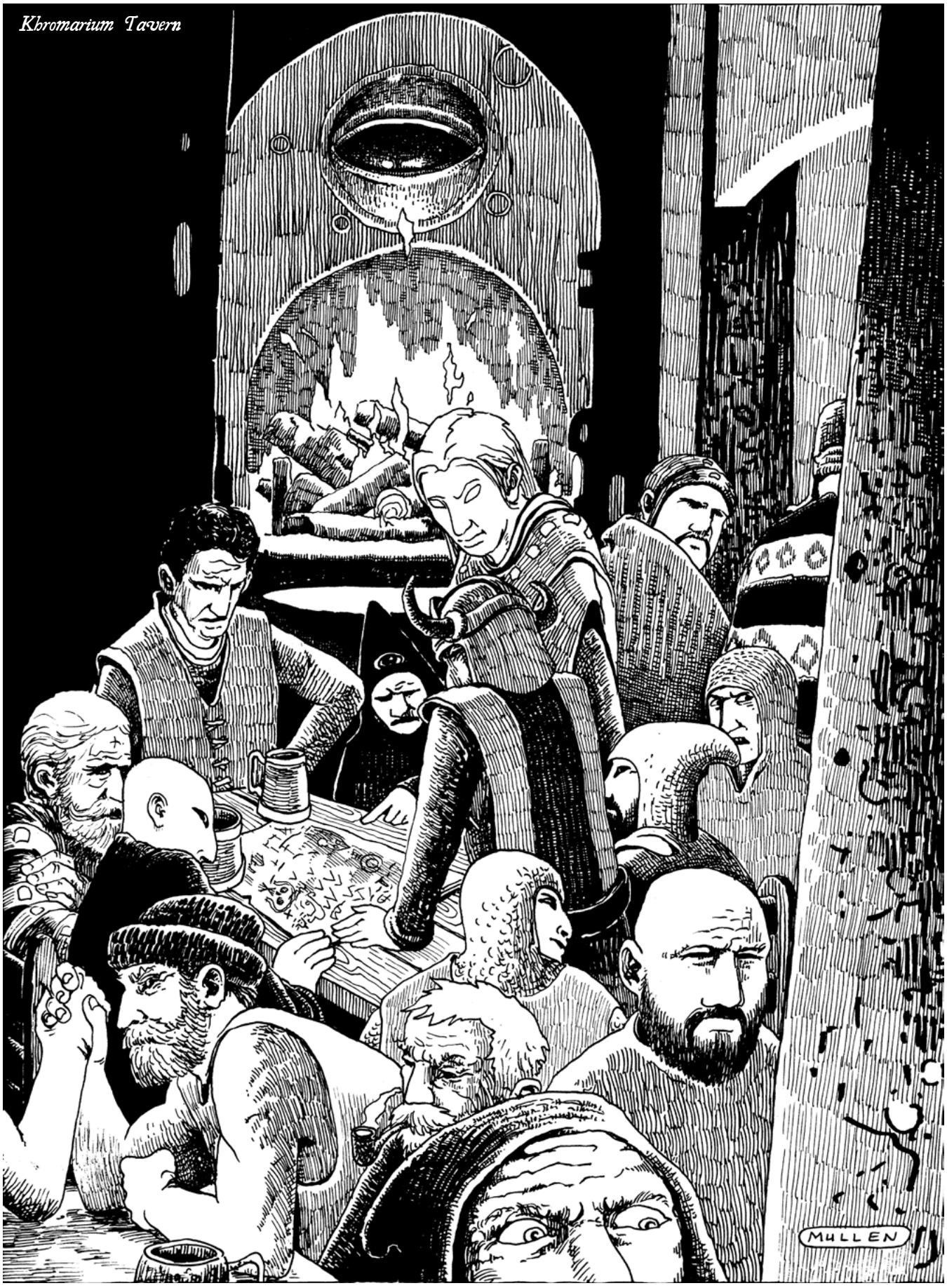
The steadfastness of NPC hirelings and henchmen (collectively, *retainers*) is challenged in times of adventure and battle. *Loyalty* is impacted by the charisma of the employing PC. *Morale* measures NPC reactions to extremely adverse circumstances; e.g., those that involve death, dismemberment, incarceration, great personal loss, and the like.

Henchman and Hireling Loyalty: The referee can assign hireling loyalty (typically 6–8), or he can use Table 75 to establish it randomly. This determination might be done on an individual basis, or in groups of 10 or more NPCs. Roll 2d6 on the table below, modified by the controlling PC's *reaction / loyalty adjustment* (see Vol. I, p. 9: Attributes, *charisma*). Ideally, loyalty scores are known by the referee alone.

Table 75: Henchman and Hireling Loyalty

2d6 Result	Loyalty
2 or less	*Traitorous:* will abandon or betray employer at any time
3	*Untrustworthy:* will not remain faithful to employer
4–5	*Unreliable:* may fail employer at times
6–8	*Fair:* usually upholds employer directives
9–10	*Trustworthy:* attempts to please employer
11	*Loyal:* always strives to honour employer
12 or more	*Unwavering:* always goes beyond call of duty




Khromarium Tavern
MULLEN

When a henchman or hireling's loyalty to his employer is put to the test, or pushed to its (potential) limit, a *loyalty check* must be rolled, using 2d6. If the result is greater than the retainer's loyalty score, then the retainer will abandon, betray, or (at worst) attack the character, as determined by the referee, who must weigh the prevailing circumstances. Over the course of the campaign, the referee is at liberty to upgrade or downgrade the base value of henchman and hireling loyalty.

Henchman and Hireling Morale: The referee can assign an NPC's morale score (typically 6–8), or he can use Table 76 to establish it randomly. If in the course of battle (or otherwise) the referee judges that circumstances demand a *morale check*, refer to p. 247: Combat, *morale*. Over the course of the campaign, the referee is at liberty to upgrade or downgrade the base value of henchman and hireling morale.

Table 76: Henchman and Hireling Morale

2d6 Result	Morale
2	*Cowardly:* flees at the first sign of danger
3	*Half-hearted:* lacks courage and determination
4–5	*Timid:* reacts poorly in the face of danger
6–8	*Level-headed:* knows when to fight and when to run
9–10	*Brave:* not easily rattled
11	*Valiant:* boldly will confront danger
12	*Fearless:* will face impossible odds

Interpreting Henchman and Hireling Loyalty and Morale: Referee discretion is advised when judging hireling behaviour. For instance, how can a *trustworthy* hireling also be *half-hearted*? He is not prone to lie, cheat, or steal, and in general he has his employer's back in times of duress, but if he were asked to take point in the marching order when entering a cave mouth lined with dead soldiers, he may lack the courage to do as asked; this cowardice does not make him any less *trustworthy*, per se. Such circumstances may require a *morale check* (see p. 247: Combat, *morale*) or referee adjudication.

BASE of OPERATIONS: Most adventuring parties will meet at and maintain a base of operations in a town or city, such as the City-State of Khromarium. This is where the adventurers can equip themselves with arms, armour, and adventuring gear. The tavern or inn is a popular place for adventurers to assemble; here they may learn rumours regarding possible adventures. Magicians and thieves may have guild contacts in a city, clerics may have temples of worship (or clandestine societies, mystery cults, and the like), and fighters may have contacts with military and/or mercenary outfits. The base of operations is also where they might contract a hireling; sell off gems, jewellery, and other treasures; and, if injured or diseased, obtain the healing services of a temple—for a proper donation, naturally.

ADVENTURE PREPARATION: The players should prepare and coordinate their characters. Typically this planning is arranged before the adventure begins, though sometimes necessity dictates it be done whilst the adventure is in progress. Here follow some typical adventure preparations:

- **Itinerary:** Discuss when and how to go about the adventure.
- **Equipage:** Determine what special accoutrements might be needed.
- **Hirelings:** Determine whether hiring a mercenary or specialist might be advantageous.
- **Spells:** Sorcerers should select the spells they wish to memorize for the start of the adventure. During the course of the adventure, as spells are discharged, rest and recuperation provide the opportunity to rememorize.
- **Marching Order:** Whether moving across the wilderness or through the subterranean depths of an ancient crypt, establishing a marching order is imperative. This arrangement requires a bit of player strategizing.
- **Standard Tactics:** Often the players will inform one another (and also the referee) of what actions they typically will take if confronted by a particular situation. These responses might include swordsmen stepping forth with blades drawn and shields raised after archers and sorcerers fire their respective missiles and spells, for example. Standard procedures also might include a thief scouting ahead and searching for traps, a cleric stepping to the fore if undead approach, and so on. If the party have an idea of what they are about to confront, they might devise more elaborate plans. Countless possibilities exist, limited only by the inventiveness of the game's participants.
- **Caller:** Some groups, particularly those with four or more players, might designate one of their number to function as the *caller*, a player who communicates to the referee the group's plan; this practice reduces the chaos of several voices speaking at once.
- **Mapper:** It is always wise, particularly whilst dungeon delving, to have one member of the party function as *mapper*. The player uses a sheet of graph paper that is usually four or five squares per inch, and it is assumed that his character has the benefit of perhaps a writing stick and parchment. With practice, a skilled mapper will be able to sketch out the dimensions of a dungeon labyrinth as communicated by the referee.

Khromarium Street



ADVENTURE ACTIONS AND PROCEDURES:

The following actions and procedures are typical of any adventure, whether the campaign takes place in the depths of the underworld, a hoary wilderness, or a lost temple. Naturally these do not cover the gamut of possible actions the PCs may undertake; rather, they provide guidelines from which other rulings may be extrapolated (cf. NONSTANDARD ACTIONS).

Climbing: Any character can climb trees, hills, mountains, and the like, so long as sufficient footholds and handholds are available. If the referee determines a chance of failure, he may require a *climbing check*. Per referee judgment, failure may not imply the character has fallen; it could mean he has reached an impasse.

Armour worn can impact climbing success or failure. For example, a man clad in leather armour might have a 5-in-6 chance to climb a sharp, craggy slope, whereas a man in chain mail might have a 4-in-6 chance, and a man in plate mail might have but a 3-in-6 chance (as climbing whilst clad in heavy armour is exhausting activity). This method conforms to *d6 task resolution* (see p. 234: NONSTANDARD ACTIONS, *d6 task resolution*).

N.B.: Thieves (and some subclasses) scale vertical surfaces with nigh preternatural capacity, requiring minimal handholds (see VOL. I, p. 21: CLASSES, *thief*). Other characters cannot do so without appropriate gear: ropes, grappling hooks, pitons, crampons, and so forth.

Doors: Doors are oft encountered when exploring dungeons, castles, towers, and the like. They are sometimes stuck, locked, or cleverly hidden.

Concealed Doors: These are doors obstructed by something else; e.g., behind a bookshelf, a tapestry, or a stack of barrels. They can be found as *secret doors* are (q.v.), unless the player specifically states his character is looking behind the noted obstruction, in which case the concealed door will be revealed automatically.

Locked Doors: A locked door can be picked open using thieves' tools. Any man can attempt to pick a lock, though his chance of success should never be greater than 1-in-6, even if he has the appropriate tools. A thief, however, begins with slightly better *open locks* odds, which progress as the thief gains levels of experience (see VOL. I, p. 23: CLASSES, *thief*). For attempts to break down a locked door, see *stuck doors* hereafter.

Secret Doors: Any man can search for and locate a secret door on a 2-in-6 chance. Some classes are better suited to detection, such as the thief, who enjoys a base 3-in-6 chance of success. Such checks should be rolled secretly by the referee. Searching for a secret door typically requires 1 turn (10 minutes) per 10 × 10-foot area to ensure a thorough examination.

Stuck Doors: A door might be stuck because it is swollen from moisture or partially blocked, or it may hold a simple locking mechanism like a drop bar. (Note that breaking down a locked door is much noisier than picking it open.) A stuck door requires a *test of strength* to force open (see VOL. I, p. 7: ATTRIBUTES, *strength*); at the referee's discretion, the chance-in-six might be improved by one (+1) if a pry bar is used. A heavily barred or magically sealed door cannot be broken down by any man whose strength is less than 17 (at a 1-in-12 chance) or 18 (at a 1-in-6 chance).

Light: Illuminance is always a concern in typical sword-and-sorcery fare, for the adventuring party oft will explore tenebrous subterranean depths and dense forests. Some guidelines regarding the limits of light are thus presented. (Note that the values provided for *bonfire* and *campfire* are intended as rough guidelines; certainly the amount and type of fuel burned will yield variable results.)

Table 77: Light Sources

Light Source	Area of Effect
Bonfire	c. 60-ft. radius
Campfire	c. 40-ft. radius
Candle	5-ft. radius
Continuous Light	30-ft. radius
Lantern, Bull's-Eye	15-ft. radius, 60-ft. beam
Lantern, Hooded	30-ft. radius
Light	15-ft. radius
Torch	30-ft. radius

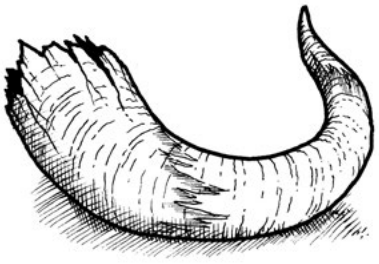

The Light Bringer

Listening: Any character can attempt to hearken at a door, distinguish a sound in the forest, eavesdrop on a conversation, or the like. Such efforts are executed at a base 1-in-6 chance of success, modified by the referee as befits the circumstances. If the noise is obvious, the chance might be 2-in-6 or greater (or automatically successful); but if, for example, the referee determines that listening is particularly difficult, or if the sound is unrecognizable, he might declare a 1-in-8 chance of success. Thieves (and some subclasses) can *discern noise* with superior perspicacity, using a progressive chance-in-twelve probability scale (see Vol. I, p. 21: Classes, *thief*). On a failed listening check, the referee might provide false or erroneous information, or he may simply say, "You hear nothing."

Sleep / Rest: The average group is fit to adventure for about 8–12 hours per day. This time typically includes one or two respites of about 3–6 turns (30–60 minutes) each, leaving about 12 hours for rest. Of course a healthy man need not sleep 12 hours; he can function well enough with 6–8 hours of repose, but a typical 12-hour rest period allows for members of a party to take turns on watch. This time also allows for preparing a shelter, building a fire, eating, evacuation, and conducting whatever other activities are appropriate to the situation. Sleeping and resting also contribute to the nursing of injuries (see p. 261: Damage, *healing*).

Traps: Traps are staples of many adventures; examples include arrow traps, collapsing ceilings, fire traps, gas traps, jaw traps, pits (open or covered), and scything blades. Some traps are triggered automatically when a predetermined condition is met; others might be activated on a 2-in-6 chance. Damage usually is automatic once a trap has been discharged, though some may allow for *avoidance* saving throws (see p. 259: Saving Throw) to reduce or negate the deleterious effects of the sprung traps.

Any adventurer may search for a mundane trap at a base 1-in-6 chance of success. Thieves are superior trap finders; they also can detect magical traps (see Vol. I, p. 23: Classes, *thief*). Searching a 10 × 10-foot area requires about 1 turn (10 minutes). The roll should be made in secret by the referee. With the referee shewing his best deadpan expression, a failed result might be described thusly: "You are absolutely confident that the ironbound door is not trapped."



NONSTANDARD ACTIONS: Players oft wish their characters to perform actions not covered by the rules. Since attempting to craft a rule for every specific situation would be a fool's errand, consider *d6 task resolution* and/or the *attribute check*.

d6 Task Resolution: When a nonstandard action is attempted, the referee may call for *d6 task resolution*. The referee must consider the action and factor in character class, applicable abilities, secondary skills, and experience. Thus informed, the referee then assigns a chance-in-six of success.

Table 78: d6 Task Resolution

Estimated Difficulty	Probability of Success
Simple	5:6
Moderate	4:6
Challenging	3:6
Difficult	2:6
Very Difficult	1:6

For instance, suppose that the party chance upon a subterranean temple dedicated to a deity worshipped centuries ago. The player of the cleric asks if his character knows anything about the dæmon idol rising from the temple dais. The referee assigns a 4-in-6 chance (difficulty: *moderate*) that some general or specific information is recalled.

As another example, suppose that a ranger leads a score of refugees across unfamiliar marshy terrain. In the near distance he spies a patch of lotuses nodding their heads in the gentle breeze. The player of said ranger understands that certain species of Hyperborean lotus can release deadly spores, so he asks the referee if his character knows anything about these plants. The referee considers the ranger's experience, intelligence, and wisdom, but also that this is a foreign land, and thus assigns a 3-in-6 chance (difficulty: *challenging*) for the ranger to identify the lotuses as harmful or not.

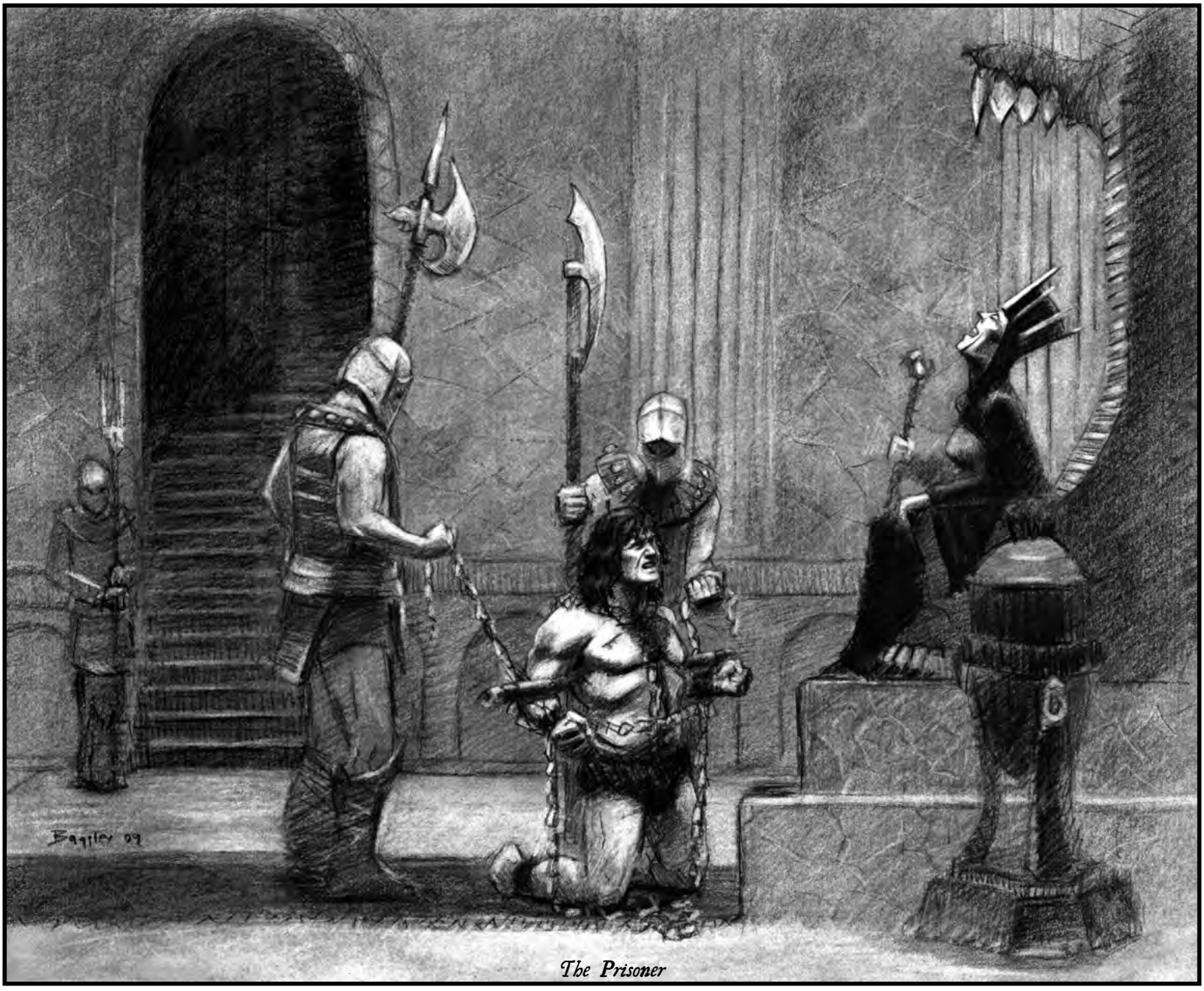
Attribute Check: The *attribute check* is another means of nonstandard action determination. If a purely physical action stands a chance of failure, the referee may call for a *test* or *extraordinary feat* of the relevant attribute: strength, dexterity, or constitution. (If the action does not correspond to a physical attribute, *d6 task resolution* may be preferable; of course, this decision is the purview of the referee.) Generally speaking, a *test* challenges the respective physical attribute, whereas an *extraordinary feat* is an heroic challenge, one that defies normal odds (see Vol. I, pp. 7–8: Attributes, *strength*, *dexterity*, and *constitution*). Examples are as follow:

Attribute Check Example #1 (strength): A battle-hardened barbarian is bound by old, rusty manacles. He wishes to break free, so the referee calls for a *test of strength*. However, if the manacles are not rusty and are composed of sturdy Keltic iron, the referee may call for an *extraordinary feat of strength*.

Attribute Check Example #2 (dexterity): A mail-clad cleric bearing weapons, a shield, and a full backpack traverses a narrow ledge, his back to the wall, his toes hanging over the edge. The referee calls for a *test of dexterity* to determine success. However, if that same ledge is slick with mould or algæ, and rain is falling, the referee may call for an *extraordinary feat of dexterity*.

Attribute Check Example #3 (constitution): After a long day of adventure, the party's fighter volunteers to stoke the campfire and keep a vigil. Come morning, travel resumes. The referee requires the fighter to make a *test of constitution*. However, if the party traverse a cold, wind-blasted desert, and rations are low, the referee may call for an *extraordinary feat of constitution*. (In either case, failure would indicate that at some point the fighter's legs would fail him.)

N.B.: Attribute checks should not be used to resolve challenges associated with specific class abilities. If a character attempts an action that is clearly the province of another class, *d6 task resolution* is recommended, usually at odds no better than 1-in-6 (or perhaps 1-in-8). For instance, a fighter or magician might be allowed to *pick pockets* at a 1-in-6 chance of success.



The Prisoner

TIME

Game time is measured in *rounds* and *turns*. A *round* measures time during battle; also it measures the duration of some spells, abilities, and other effects. A *turn* measures dungeon or wilderness movement and exploration; likewise the duration of some spells, abilities, and other effects.

- **1 round** = 10 seconds (6 rounds = 1 minute)
- **1 turn** = 10 minutes (6 turns = 1 hour)

It is incumbent on the referee to track the passage of days and months in the adventure campaign. Rest leads to hit point recovery; new spell research and scroll creation can require weeks or even months; and even the simple act of travelling (by land or sea) will consume time. When the referee tracks time, he knows which characters are where and when, creating greater verisimilitude.

MOVEMENT

Movement (MV) is the measure of distance one can travel during battle, when negotiating labyrinthine depths, or whilst traversing icy tundra. The three basic types of movement are *combat movement*, *dungeon movement*, and *wilderness movement*. Movement is impacted by armour worn (see Vol. I, p. 114: Equipage, *armour*) and by *encumbrance* (q.v.). Generally, an unarmoured, unencumbered man has 40 MV.

ENCUMBRANCE: This is the measure of how much weight a character can bear before his movement rate and armour class are affected. Characters bearing weight of any sort are assumed to be equipped with stowage devices such as backpacks, sacks, and the like. Common sense should be exercised, and the player must be realistic in terms of what his character possibly can carry. When, in the referee's discretion, a character has exceeded a reasonable amount of personal gear, the referee can inform the player that his character is *encumbered* (–10 MV and –1 AC penalties) or even *heavily encumbered* (–20 MV, –2 AC).

Calculated Encumbrance (Optional): For those players and referees who desire a more precise system, the following table is provided. The weights of all the character's worn or carried equipage should be summed and compared with the figures in the row corresponding to the character's strength score. If this optional method is used, it is incumbent on the player to record carefully any additions or subtractions during the course of adventure.

Table 79: Calculated Encumbrance

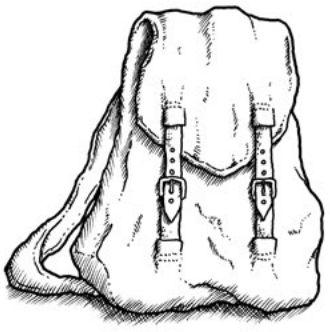
Strength Score	Unencumbered	Encumbered (–10 MV, –1 AC)	Heavily Encumbered (–20 MV, –2 AC)
3	0–10 lbs.	11–20 lbs.	21–30 lbs.
4–5	0–15 lbs.	16–30 lbs.	31–45 lbs.
6–8	0–33 lbs.	34–66 lbs.	67–100 lbs.
9–12	0–50 lbs.	51–100 lbs.	101–150 lbs.
13–15	0–60 lbs.	61–120 lbs.	121–180 lbs.
16	0–75 lbs.	76–150 lbs.	151–225 lbs.
17	0–100 lbs.	101–200 lbs.	201–300 lbs.
18	0–125 lbs.	126–250 lbs.	251–375 lbs.

COMBAT MOVEMENT: See p. 254: Combat Actions, *movement*.

DUNGEON MOVEMENT: Any man, armoured or not, can cover about 120 feet per turn (10 minutes) when cautiously navigating dark dungeon passages or subterranean caverns. This rate accounts for mapping, listening, inspecting, moving stealthily, and so forth. Dungeon movement rate also applies to castles, towers, buildings, alleys, and the like.

WILDERNESS MOVEMENT: In the wilderness, a healthy man (lightly armoured or unarmoured; i.e., 40 MV) can walk about 1 league (c. 3 miles) per hour, or about 24 miles per day (in optimal conditions). This pace accounts for about 10 hours of travel (8 hours of actual movement, interrupted by a total of 2 hours of rest, eating, drinking, evacuation, and so forth). Adventurers clad in medium or heavy armour also can walk about 1 league (c. 3 miles) per hour, but they require longer periods of rest and recuperation, so the total miles achieved per day are lessened. The following formula is used to calculate miles travelled per day:

(MV ÷ 10) × 6 = miles per day



For instance, a chain mail–clad cleric with 30 MV traverses (30 ÷ 10) × 6 = 18 miles per day. The following table illustrates typical results:

Table 80: Overland Travel

Movement (MV)	60	50	40	30	20	10
Miles per Day	36	30	24	18	12	6

Terrain: Wilderness movement occurs over three basic terrain types: *smooth*, *rugged*, and *very rugged*. Terrain MV penalties are cumulative with those for encumbrance.

Table 81: Terrain Effects on Movement

Terrain Type	Movement (MV) Modifier
Smooth	—
Rugged	−10 MV
Very Rugged	−20 MV

Terrain Types Defined:

Smooth: desert (steppe), forest (light), hills (low), plains, snow (light), tundra, watercourses (small)

Rugged: desert (sandy), forest (moderate), hills (steep), plateau / ridge, snow (moderate), watercourses (moderate)

Very Rugged: forest (heavy), hills (bluffs), icy / glaciated, mountains, rainforest, snow (heavy), tar pits, watercourses (large), wetlands

Becoming Lost: Losing one's way in the wilderness is a common occurrence in Hyperborea, particularly because of the position of the sun, ever clinging to and wheeling around the horizon. Typically disorientation does not occur when the party follow a road or river, cross familiar territory, or have a knowledgeable guide, but when the party traverse lands unfamiliar, they may lose account of cardinal direction. Once per day of travel, the referee should roll a d6* to see if the party become lost.

Table 82: Becoming Lost

Terrain Type	Lost Chance*
Desert (steppe), forest (light), hills (low), plains, snow (light)	1:6
Forest (moderate), hills (steep / bluffs), icy / glaciated, mountains, snow (moderate), tundra	2:6
Desert (sandy), forest (heavy), snow (heavy), wetlands	3:6

* If the party include a barbarian, huntsman, ranger or scout, roll a d8 instead.

If indeed the party lose their way, the referee should roll another d6 to determine deviation from the intended course.

Table 83: Course Deviation (Overland)

d6 Roll	1	2–3	4–5	6
Deviation	90° left	45° left	45° right	90° right

For example, suppose that a party of adventurers become lost whilst traversing mountains. Their intent is to move northeast. The referee rolls a d6 and scores a 5, a course deviation 45° right; hence the party move east instead of northeast. The next day, they may check again, perhaps correcting their course if the referee elects to intimate that they may have lost their way. *N.B.:* Some referees might eschew the use of *becoming lost* rules, particularly when pressed for time during the game session, as a series of unlucky rolls can result in the party never finding their adventure destination.

Hazards: Described hereafter are several examples of the environmental perils adventurers may confront whilst traversing trackless wildernesses. Latitude, topography, and season generally will dictate temperature extremes. The referee is at liberty to place other hazards as he deems appropriate to the terrain, perhaps at a 1-in-6 or 1-in-12 chance per day of travel. He likewise is encouraged to devise new dangers unique to his milieu.

Extreme Cold: At an effective temperature of 0°F or lower, exposed creatures must make *tests of constitution* (see Vol. I, p. 8: Attributes, *constitution*) at prescribed intervals or lose 1–4 hp. The intervals are as follow:

- At 0°F, once per hour
- At –20°F, once per half hour
- At –40°F, once per turn
- At –60°F, once per five minutes
- At –80°F, once per minute
- At –100°F or lower, once per round

The referee may roll damage randomly on a d4, or he might opt to assign a damage number based on the degree of exposure. (A brazen barbarian in a loincloth will suffer more damage than his companion clad in heavy furs.) Such damage simulates the effects of frostbite and hypothermia; more specific injuries might be indicated, per referee discretion.

Extreme Heat: Though extreme heat seldom is experienced in frigid Hyperborea, high temperatures sometimes are observed amongst the lush tropical islands near the Rim of the World. For such eventualities, the following rule is suggested: At temperatures of 100°F or higher, active PCs must make *tests of constitution* (see Vol. I, p. 8: Attributes, *constitution*) once per hour; an armoured PC makes these checks at a penalty to the chance-in-six equal to the DR of his armour (e.g., a –1 penalty in chain mail). A failure indicates the PC is *stunned* from heatstroke (see p. 242: Combat, *attack modifiers*). The PC may continue exerting himself (at half MV), but must thereafter pass an *extraordinary feat of constitution* for each additional hour of activity or collapse from exhaustion, effectively *defenceless* (see p. 242: Combat, *attack modifiers*).

Mud / Tar Pits, Quicksand: These hazards can be detected actively by a thief (or thief subclass) practicing his *manipulate traps* ability, or by a huntsman with his *wilderness traps* ability (see Vol. I, p. 23: Classes, *thief*; et al.). Otherwise, on a standard *surprize roll* (see p. 244: Combat, *surprize*), a random PC will blunder into the hazard and begin to sink; note that the chance to be surprized is reduced by 1-in-6 for those subclasses possessing the *alertness* ability: barbarians, huntsmen, rangers, and scouts (see Vol. I, p. 26: Fighter Subclasses, *barbarian*; et al.). Any PC who slips into mud, tar, or quicksand will submerge completely in 5 rounds, whereupon he will begin to drown (see p. 263: Special Damage, *asphyxia*). Stranded characters can be pulled out with a rope or branch by a companion with 13 strength or greater. Unless safety measures are taken (such as several allies chaining together), the rescuer risks a 1-in-6 chance to slip in as well.

Steam Vents: Volcanic regions are replete with apertures that emit scalding gasses. If a steam vent erupts near a PC, he must make an *avoidance* saving throw (see p. 259: Saving Throw) or suffer 1d6 hp damage. A barbarian, huntsman, ranger, or scout has a 1-in-6 chance to notice the hazard before it erupts, granting a +4 bonus to the save.

Swamp Gas: Trapped within the soft mud of some boggy terrain are pockets of deadly vapours. Should a PC traverse such ground, he may release this swamp gas in a 10 × 10-foot area; a base 1-in-8 chance per hour of travel is suggested. The gas will persist for 3 rounds before dispersing. Characters caught in the gas must make *death* (poison) saving throws or fall unconscious for 1d4 rounds. Even if saves are successful, the characters will become nauseated for 1 turn, incurring –2 penalties on their attack rolls during that time. Unconscious victims will suffer the same effects after awakening. The sound of the PCs' retching may attract nearby predators, at the referee's discretion.

Transport: A man may ride a beast, or drive a vehicle drawn by a beast or team of beasts. Typically, a waggon or cart is drawn by one or more draught horses, and a sled is drawn by a team of seven or more dogs. So long as the burden pulled is manageable, the typical miles covered per day should remain as normal; these figures assume the use of roadways or open terrain such as fields and steppes. If the referee deems the load unusually cumbersome, then he can apply the encumbrance penalties discussed earlier.

Table 84: Transport

Transport Method	Encumbrance	MV	Miles per Day
Camel, Bactrian	0–450 lbs.	40	24
Camel, Dromedary	0–350 lbs.	60	36
Camel, Leaper*	0–500 lbs.	60	36
Cart, Donkeys or Mules *(2)*	0–1,000 lbs.	30	18
Cart, Horses or Oxen *(1–2)*	0–750 lbs. ea.	30	18
Chariot *(per horse)*	0–300 lbs. ea.	40	24
Coach or Waggon, 4-Wheel *(per horse)*	0–750 lbs. ea.	30	18
Donkey	0–150 lbs.	40	24
	151–250 lbs.	20	12
Horse, Draught	0–400 lbs.	40	24
	401–600 lbs.	20	12
Horse, Riding	0–250 lbs.	60	36
	251–350 lbs.	30	18
Horse, War, Heavy**	0–300 lbs.	40	24
	301–450 lbs.	20	12
Horse, War, Light**	0–200 lbs.	60	36
	201–300 lbs.	30	18
Mammoth, Trained	0–2,000 lbs.	40	24
	2,001–4,000 lbs.	20	12
Mule	0–200 lbs.	40	24
	201–300 lbs.	20	12
Pony	0–250 lbs.	40	24
	251–350 lbs.	20	12
Sled, Dogs *(7 or more)*	0–50 lbs. ea.	50	30
Thew Waggon***	0–2,000 lbs.	20	12
	2,001–4,000 lbs.	10	6
Waggon, Great Wheel *(mammoth-drawn)*	0–6,000 lbs.	20	12

* The **leaper camel** will bear a rider (and his gear) only, not submitting to a harness.

** –3 miles per day in scale or chain barding; –6 miles per day in plate barding.

*** The **thew waggon** does not suffer a MV penalty in *wetlands*.

Forced March (Optional): A *forced march* entails travelling through the wilderness for a prolonged period (as long as 10 hours per day), with hardly any stoppage. This drive effectively improves daily movement by +10 MV (+6 miles), but requires additional rest afterwards. Exceptions might apply; e.g., a seasoned trio of lightly armoured, unencumbered rangers might sustain a forced march indefinitely, per referee approval. When beasts are urged to a *forced march* rate (+10 to +20 MV), they must make morale checks; notwithstanding, if a beast passes its morale check (of which many a loyal steed is capable), at length it might well collapse and die.

THE ENCOUNTER

An encounter occurs when the party chance on men or monsters whose motives and ambitions do not necessarily accord with those of the player characters. An encounter can be as simple as meeting NPCs in a tavern, or as fraught as coming face to face with some unspeakable horror in the depths of a yawning labyrinth. Some encounters are "static" or predetermined, perhaps part of an adventure the referee runs. Other encounters occur at random.

Random encounters can transpire in the dungeon or the wilderness. First, the referee must note the types of men and monsters who populate the locale, including the number encountered, hit points, and other details. Next, at the appropriate juncture (q.v.), the referee rolls a d6, a *6* indicating a random encounter. The referee must then determine if one or both parties is *surprized* (see p. 244: COMBAT, *surprize*).

DUNGEON ENCOUNTERS: Wandering monsters should be checked every 1–2 turns, depending on population and activity. In the dungeon a random encounter occurs at a distance of 2d6×10 feet; however, surprize distance is 1d3×10 feet.

WILDERNESS ENCOUNTERS: Wandering monsters should be checked every 3, 6, or 12 turns, depending on the perilousness of the environment. In the wilderness a random encounter occurs at a distance of 2d6×10 yards; however, surprize distance is 1d3×10 yards.



The Encounter

REACTION: Not every encounter is hostile. When the party encounter a man or (intelligent) monster, and parley occurs, the speaker's charisma score can influence the outcome (see Vol. I, p. 9: Attributes, *charisma*). The referee rolls 2d6, applies *reaction / loyalty adjustment* (if applicable), and then consults the following table:

Table 85: Reaction

2d6 Result	Reaction
2 or less	*Violent:* immediate attack
3	*Hostile:* antagonistic; attack likely
4–5	*Unfriendly:* negative inclination
6–8	*Neutral:* disinterested or uncertain*
9–10	*Friendly:* considers ideas / proposals
11	*Agreeable:* willing and helpful
12 or more	*Affable:* extremely accommodating

* Reroll; if result is the same, *neutrality* (disinterest / uncertainty) persists.

Table 85 presumes the speaker attempts to gain a favourable reaction. If he taunts or belittles the subject, no roll is needed; the referee must judge reactions accordingly. The Reaction table is most useful when the referee feels a random result is appropriate; otherwise, he may deduce the attitude of the subject as he sees fit. Other factors can modify the roll, per referee discretion. Does flattery impress or disgust? Is the subject open to bribery? Insulted by it? Indifferent?

EVASION: The party may attempt to flee a hostile situation. If the party are faster than the monsters, escape can be assumed. If some or all of the party members are not as fleet as the monsters, they may intentionally drop an item to distract greedy or dim-witted creatures—just to ensure escape.

Conversely, if the monsters flee the party, the party must decide whether to pursue or not. If the party catch up with the monsters, the monsters may turn and fight, or surrender, as judged by the referee (a good opportunity to exercise a morale check; see p. 247: Combat, *morale*). When diplomacy and negotiations go south (or fail to take place to begin with), and fleeing is not an option, Combat, a staple of fantasy role-playing games, is oft unavoidable.

COMBAT

Combat! When swords flash, missiles fly, and spells fire. In *AS&SH*, combat is a dynamic abstraction that seeks to evoke the brutal, fast-paced action of pulp fiction sword-and-sorcery tales. Typically players declare their characters' actions, and the referee resolves events in accordance with character capability, the actions / reactions of the opposition, and dice. The rules provide a structure by which these elements are resolved.

Combat involves several actors: player characters, non-player characters, and monsters. The referee might compel the use of miniatures on graph paper or a battle mat to guide the flow of movement and positioning. Other referees eschew the use of visual aids, preferring to maintain the action in the collective imagination of the game's participants.

Combat typically entails *melee*, *missiles*, *magic*, and/or *movement*. These activities are measured by the round (a 10-second increment) and subdivided into *phases* (or segments). A brief overview of each action follows:

Melee: Strike blows with a handheld weapon, such as an axe, a spear, or a sword. Melee also includes monster attacks, such as claws, bites, horns, and stings; and unarmed combat, encompassing grappling, overbearing, pummelling, and pushing.

Missiles: Discharge missile launchers, such as bows, crossbows, and slings; hurl handheld weapons, such as daggers, hand axes, and javelins. Missile weapons have three ranges: *short*, *medium*, and *long*. Ranges are represented in *feet* indoors (e.g., dungeon, castle, cave) and *yards* outdoors (e.g., wilderness, sea).

Magic: Spells fired by magicians, clerics, and the like; special abilities exercised, such as *turn undead* and the many supernatural and spell-like powers of monsters; invoked magical devices, such as rods, staves, wands, rings, and scrolls.

Movement: To advance, run, or charge before using melee or missile weapons or casting spells. Each combatant has a specified movement rate (MV).

Other potential actions:

- Bind an ally's wounds (assumes bandages are handy)
- Force open a door
- Hammer a spike into a wall
- Hide
- Jump over an obstacle
- Light a torch (assumes flint and steel in hand; may require 1–3 rounds)
- Sheathe weapon, draw other weapon
- Toss a rope

Further actions are less clear and oft require referee adjudication. For instance, a character who attempts to retrieve his **ring of fire resistance** from a pouch full of silver and gold coins might fish for 1d4 rounds before he finds the ring. But, a **potion of invisibility** stored in a lightly packed backpack may require but 1 round to retrieve before it can be quaffed. Lastly, some actions may be considered negligible: dropping a backpack or a torch, shouting a warning or instructions of brief sort, and so forth.

ATTACK ROLL: A d20 roll that determines whether an attack hits or misses. Almost every combatant has a chance to strike his opponent. Many attack rolls are modified by attributes such as strength and dexterity (see Vol. I, p. 7: Attributes), special abilities, sorcery, and other factors. *N.B.:* If the referee deems it appropriate, all natural *20* rolls automatically hit, and all natural *1* rolls automatically miss.

COMBAT MATRIX: The combat matrix charts the modified chance to hit for all combatants. The player should make an attack roll, apply modifiers, and inform the referee of the AC struck. The referee is not obliged to inform the player what a monster's AC is, but clever players might deduce this score as the battle progresses.

Combat Matrix Table Defined:

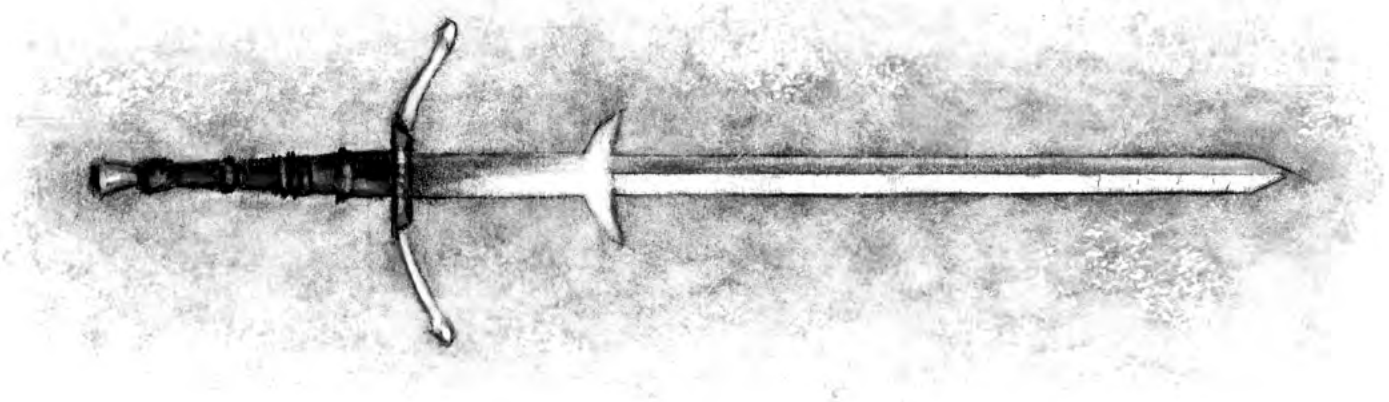
Fighting Ability (FA): The measure of the character's or monster's ability to fight, as compared with the fighter class (see Vol. I, p. 130: Other Statistics, *fighting ability*). Most monsters will attack at a fighting ability that equals their HD (unless otherwise noted). Creatures with less than 1 HD (½ or ¼ HD) are considered FA 0 combatants. Creatures with bonus hit points use their base HD figures; e.g., a monster with 5+5 HD is an FA 5 combatant. *N.B.:* FA 12 is the highest fighting ability possible, even if a monster's HD are greater than 12 (though some FA 12 creatures may enjoy other modifiers).

Armour Class (AC): The defensive capability of the combatant. For most men, base armour class is determined by armour worn and then adjusted by dexterity, special abilities, sorcery, and more (see Vol. I, p. 130: Other Statistics, *armour class*).

ATTACK MODIFIERS: In combat, many circumstances necessitate modification of the d20 attack roll and/or the defender's armour class. Obvious (and oft standard) modifiers are attribute-related, such as dexterity modifying a missile attack, or strength modifying a melee attack. Other modifiers are class-related, such as a fighter's *weapon mastery*, or a thief's *backstab* ability.

Table 86: Combat Matrix

Fighting Ability (FA)	Armour Class (AC)																		
	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6	−7	−8	−9
0	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
2	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
3	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
11	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
12	−1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17



In most cases, conditional modifiers do not "stack". For instance, one cannot take a cumulative +3 attack bonus for a rear attack from higher ground; such an attack is at a +2 bonus. However, missile modifiers can be cumulative. For example, firing an arrow at a medium-range target engaged with an ally effects a –4 penalty to the attack roll.

Table 87: Attack Roll Modifiers

Combat Condition	Attack Roll Modifier
Attacker is Blind	–4
Attacker is Invisible	+4
Attacker on Higher Ground	+1
Missile Fire, Long Range	–5
Missile Fire, Medium Range	–2
Missile Target Engaged with Ally	–2
Rear Attack	+2

Attack Roll Modifiers Table Defined:

Attacker is blind: Blind or unseeing attackers at –4 attack penalty.

Attacker is invisible: Invisible combatants at +4 attack bonus; unaware targets also lose shield and dexterity bonuses to AC (if applicable).

Attacker on higher ground: +1 bonus on melee attacks from an elevated position (e.g., slope, stairs, hilltop), or a mounted man versus a footman.

Missile fire, long range: –5 attack penalty at long range (feet indoors, yards outdoors).

Missile fire, medium range: –2 attack penalty at medium range (feet indoors, yards outdoors).

Missile target engaged with ally: Shooter fires upon an enemy engaged in melee with an ally at a –2 attack penalty (see p. 251: Combat Actions, *missiles*).

Rear attack: Melee attacks from a rear position gain +2 attack bonuses; the defender also loses any shield bonus to AC. *Rear attack* generally assumes the target is in combat and aware of attack; otherwise, if unaware and unengaged, *defender is prone* is more appropriate (see Table 88). Note that the *rear attack* bonus is not cumulative with the *defender is flanked* AC penalty (see Table 88).

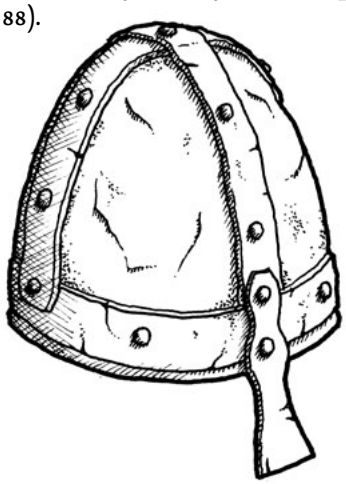


Table 88: Armour Class Modifiers

Combat Condition	Armour Class Modifier
Defender is Defenceless	Automatic Hit
Defender is Encumbered	–1
Defender is Flanked	–1
Defender is Fleeing	–2
Defender is Heavily Encumbered	–2
Defender is Hindered	–2
Defender is Prone	–4
Defender is Stunned	–4
Defender on Higher Ground	+1
Missile Target Mostly Concealed	+5
Missile Target Partially Concealed	+2

Armour Class Modifiers Table Defined:

Defender is defenceless: Target at the mercy of enemy (e.g., bound, paralyzed, sleeping, unconscious); can be struck automatically without need of a qualifying attack roll (or slain outright, if so desired).

Defender is encumbered: –1 AC penalty when *encumbered* (see p. 236: Movement, *encumbrance*).

Defender is flanked: –1 AC penalty if confronted by three or more attackers.

Defender is fleeing: –2 AC penalty if combatant flees from melee. Adjacent opponents each gain a free and immediate attack, which does not count against the attacker's normal attacks per round; indeed, it is a free parting shot.

Defender is heavily encumbered: –2 AC penalty when *heavily encumbered* (see p. 236: Movement, *encumbrance*).

Defender is hindered: –2 AC penalty if combatant is held by one leg or in an otherwise off-balance or awkwardly inconvenient position (such as spell casting).

Defender is prone: Target lies on the ground, is trapped, is bound, or is otherwise oblivious to attack. Defender suffers a –4 AC penalty and also loses shield and dexterity bonuses to AC (if applicable).

Defender is stunned: Defender dazed and bewildered, can do nothing save stagger at half normal movement. The stunned defender suffers a –4 AC penalty and also loses shield and dexterity bonuses to AC (if applicable).

Defender on higher ground: +1 AC bonus versus melee attacks from a lower position (e.g., slope, stairs, ditch), or a mounted man attacked by a footman.

Missile target mostly concealed: Target takes cover behind an arrow slit, a merlon, thick trees, or the like, granting a +5 AC bonus versus missile attacks.

Missile target partially concealed: Target takes cover behind a rock, a tree, a low wall, or the like, granting a +2 AC bonus versus missile attacks.



Elder Thing Battle

COMBAT STEPS: Consider the following checklist a guideline intended to help the referee coordinate and adjudicate combat. With experience, these steps will become second nature.

1. **Determine surprize** *(round 1 only)*
2. **Declare actions**
3. **Determine initiative**
4. **Resolve actions**
5. **Check morale** *(optional)*

SURPRIZE: *Surprize* occurs when two or more parties meet abruptly, and one or more is caught off guard. A d6 is rolled, a *1* or *2* indicating surprize. Surprize distance is 1d3×10 feet indoors, 1d3×10 yards outdoors. (Darkness or obstructions will limit encounter distance accordingly.). A surprized party can take no actions against a non-surprized party during round 1 of combat (which may be termed the *surprize round*). A surprized party may be considered *prone* (see *attack modifiers*) if he is caught completely unawares (e.g., sleeping, eating, reading).

So, if the PC party surprize a group of monsters, they can attack, cast spells, or even flee for 1 round before the monsters react. If both sides are surprized, the effects are nullified, each group momentarily taken aback. The referee is at liberty to dispense with a surprize check if circumstances dictate obvious surprize or non-surprize; e.g., a pair of **woolly mammoths** tramping across the open tundra will not surprize the party. *N.B.:* Some monsters surprize ofter than 2-in-6; conversely, certain subclasses (e.g., rangers) reduce surprize chances by 1-in-6.

ACTION DECLARATION: Before *initiative* (q.v.) is determined, each player must state his character's intent (e.g., move, attack, cast a spell); alternatively, the caller announces each character's actions. If a spell is to be cast, the player must name the specific spell. Meantime, the impartial referee silently decides the actions of the opposition.

INITIATIVE: *Initiative* order is determined with opposed d6 rolls. The side with the highest score acts first at each phase. The side with the next highest score acts second at each phase, and so forth. Ties may be resolved in order of dexterity scores (highest to lowest) or considered simultaneous action. Using dexterity to break initiative ties can create interesting results, with some party members possibly acting before the monsters and some after. If the initiative throws result in a tie, and dexterity scores are the same, then truly the action is simultaneous. *N.B.:* The referee has access to monster DX ratings in Vol. IV, but in some cases he may need to assign enemy dexterity scores or dice for them using 3d6 or 4d6 (drop low); 4d6 (drop high) may be used for slow creatures.

Hold Action: Winning initiative does not necessarily mean a combatant must act straight away. One may hold his action, in effect waiting to see what the other side does, or perhaps waiting for a specific circumstance. For example, if a **minotaur** is charging to engage the party, an archer may delay shooting until the monster enters his weapon's short range. When a player dithers too long and the referee requires immediate reactions, the referee is at liberty to impose a *hold action* on the part of the player; young or inexperienced players may be pardoned, of course.

First Strike: When two weapon-wielding melee combatants first clash, the one with the longer reach weapon strikes first, regardless of initiative results. Reference the applicable weapon class (WC) for each weapon (see Vol. I, p. 116: Table 48). If the difference is 2 or greater, the combatant with the higher WC attacks first. This rule applies strictly to the initial clash of melee weapon wielders; it does not transpire on subsequent rounds. *First strike* does not apply to missiles, spells, devices, and the like; neither does it pertain to the natural attacks of monsters (e.g., claws, horns, teeth).

ACTION RESOLUTION: Combat includes a broad selection of *combat actions* (see p. 248: Combat Actions), which are resolved by use of the *basic combat sequence* and/or the *comprehensive combat sequence*.

Basic Combat Sequence: A framework by which the referee may coordinate battles. Each round of combat comprises two discrete *phases*. On each combat round, each side takes turns at each phase in order of initiative.

Table 89: Basic Combat Sequence

Phase One	Melee *(½ move melee and charge attacks made)*
	Missiles *(stationary missile shots fired)*
	Magic *(stationary magic discharged)*
	Movement *(½ move achieved)*
Phase Two	Melee *(full move melee and charge attacks made)*
	Missiles *(½ move missiles fired, albeit at reduced ROF)*
	Magic *(½ move magic discharged)*
	Movement *(½ move achieved)*

The preceding table illustrates the combat sequence by the phase; the following list separates and compiles that table into the categories of *melee*, *missiles*, *magic*, and *movement*.

Melee:

- *Phase One:* Melee and charge attacks (within ½ move)
- *Phase Two:* Melee and charge attacks (within full move)

Missiles:

- *Phase One:* Missile shots fired from stationary position
- *Phase Two:* Missile shots fired following a ½ move (reduced ROF)

Magic:

- *Phase One:* Cast spell, use ability, or discharge device from stationary position
- *Phase Two:* Cast spell, use ability, or discharge device following ½ move

Movement:

- *Phase One:* Advance ½ move
- *Phase Two:* Advance ½ move

In addition to using dexterity to break initiative ties, when an adventuring party is large, and several player characters (PCs) act on the same phase, dexterity may be used to reckon PC order from highest DX to lowest DX.

Melee Attack Rate / Missile Rate of Fire: Melee weapons are wielded at a standard attack rate of 1/1 (one attack per round), but fighters and their subclasses enjoy improved attack rates, such as 3/2 or even 2/1. Missile weapons have variable rates of fire (ROF) applicable to all wielders (see Vol. I, p. 113: Weapon Skill, *melee attack rate / missile rate of fire*). Typical attack rates are defined as follows:

1/2 = one attack every two rounds

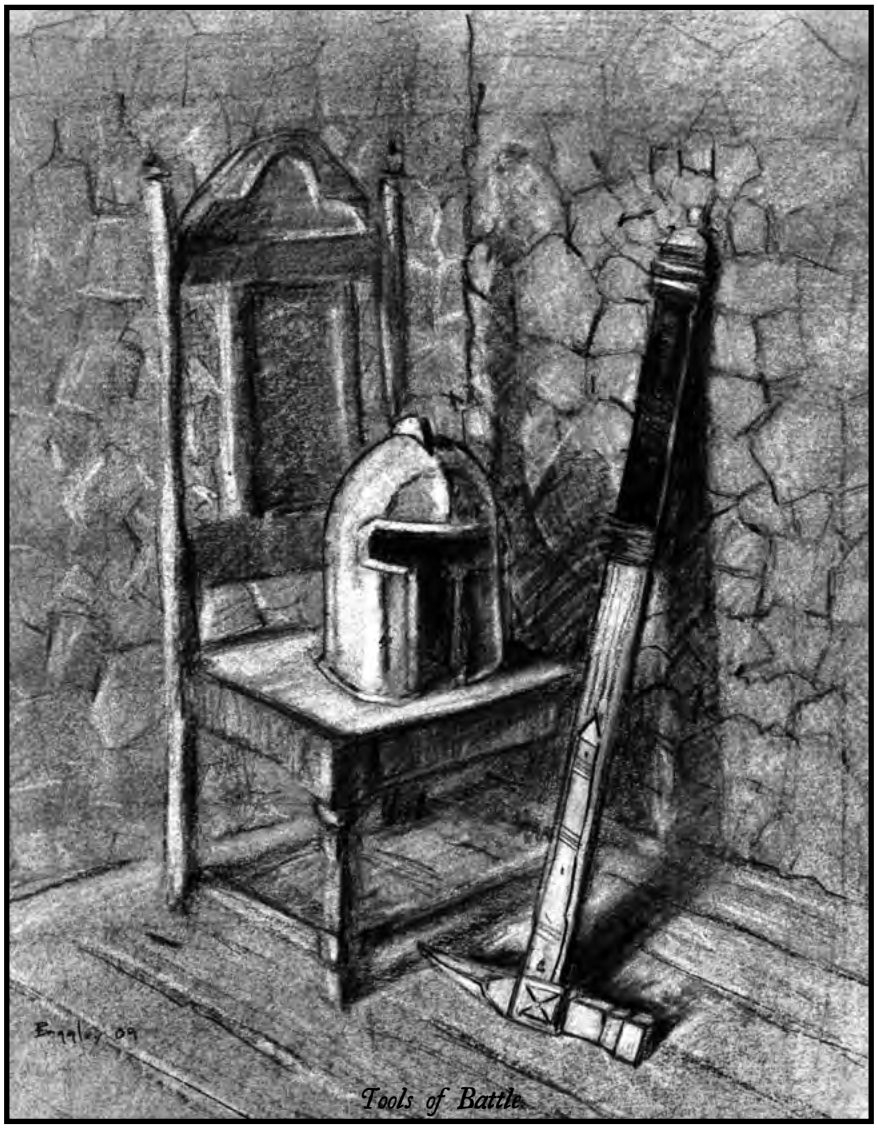
1/1 = one attack per round

3/2 = one attack one round, two attacks the next round

2/1 = two attacks per round

5/2 = two attacks one round, three attacks the next round

3/1 = three attacks per round



Tools of Battle

Comprehensive Combat Sequence:
When considering the Basic Combat Sequence (see p. 245: Table 89) in conjunction with all *melee attack rate / missile rate of fire* possibilities, one can extrapolate a more inclusive sequence for melee, missiles, and magic combat. Only attack rates of 1/1 (one attack per round), 2/1 (two attacks per round), and 3/1 (three attacks per round) are included in the following tables. A 3/2 attack rate implies a single attack on one round and two attacks on the next round; similarly, a 5/2 attack rate implies two attacks on one round and three attacks on the next round.

Table 90: Comprehensive Combat Sequence (Melee)

MELEE 1/1 *(includes charge attacks, which are always at a 1/1 attack rate)*	
Phase One	*Phase Two*
Attack	Move ½, or hold action
Move ½ and attack	Move ½, or hold action
Move ½	Attack, or move ½ and attack
Hold action	Attack, or move ½ and attack
Charge ½ and attack	Move ½, or hold action
Charge ½	Charge ½ and attack
MELEE 2/1	
Phase One	*Phase Two*
Attack ×2	Move ½, or hold action
Attack ×1	Attack ×1, move ½, move ½ and attack ×1, or hold action
Move ½ and attack ×2	Move ½, or hold action
Move ½ and attack ×1	Attack ×1, move ½, move ½ and attack ×1, or hold action
Move ½	Attack ×2, or move ½ and attack ×2
Hold action	Attack ×2, or move ½ and attack ×2
MELEE 3/1	
Phase One	*Phase Two*
Attack ×3	Move ½, or hold action
Attack ×2	Attack ×1, move ½, move ½ and attack ×1, or hold action
Attack ×1	Attack ×2, move ½, move ½ and attack ×2, or hold action
Move ½ and attack ×3	Move ½, or hold action
Move ½ and attack ×2	Attack ×1, move ½, move ½ and attack ×1, or hold action
Move ½ and attack ×1	Attack ×2, move ½, move ½ and attack ×2, or hold action
Move ½	Attack ×3, or move ½ and attack ×3
Hold action	Attack ×3, or move ½ and attack ×3

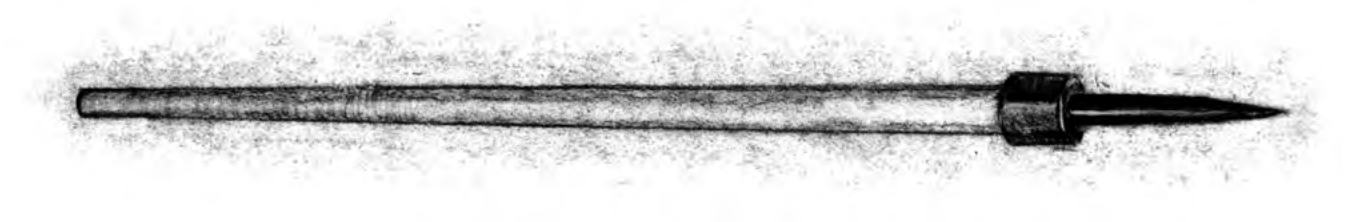


Table 91: Comprehensive Combat Sequence (Missiles)

MISSILES 1/1	
Phase One	*Phase Two*
Fire	Move ½, or hold action
Move ½	Fire
Hold action	Fire
MISSILES 2/1	
Phase One	*Phase Two*
Fire ×2	Hold action
Fire ×1	Fire ×1, move ½, or hold action
Move ½	Fire ×1
Hold action	Fire ×2
MISSILES 3/1	
Phase One	*Phase Two*
Fire ×3	Hold action
Fire ×2	Fire ×1, move ½, or hold action
Fire ×1	Fire ×2, move ½, or hold action
Move ½	Fire ×2
Hold action	Fire ×3

Table 92: Comprehensive Combat Sequence (Magic)

SPELLS	
Phase One	*Phase Two*
Cast spell	Hold action
Move ½	Cast spell
Hold action	Cast spell
SPECIAL ABILITIES	
Phase One	*Phase Two*
Use special ability	Move ½, or hold action
Move ½	Use special ability
Hold action	Use special ability
MAGIC ITEMS	
Phase One	*Phase Two*
Discharge device	Move ½, or hold action
Move ½	Discharge device
Hold action	Discharge device

N.B.: The preceding tables serve merely as guidelines. Some referees may encourage players to reference such comprehensive information. Other referees may wish the opposite, preferring players to simply state their actions and allowing events to play out as best determined by a sense of logic and fairness within a framework of the rules.

MORALE (ML): *Morale* measures the confidence, discipline, and courage of monsters and NPCs. It is tested with a *morale check* when the referee judges that one or more monsters and/or NPCs might break ranks and flee a hostile situation. Some referees may elect to adjudicate morale by fiat in lieu of a morale check roll.

Monsters and NPCs are presented with morale (ML) scores that range from 2 to 12. Creatures of the lowest morale (2) scarcely will fight, whereas creatures of the highest morale (12) never surrender. Morale need not be checked at the end of every round; rather, it is tested when the referee deems the situation appropriate. Suggestions include:

- Leader killed
- 50% of force defeated (with few or no enemy casualties)
- Terrible sorcery released (frightens animals or primitive / superstitious men or humanoids)
- Outnumbered footmen face a mounted charge
- Enemy holds a fortified, nigh impenetrable position
- Enemy comprises uncontested fliers
- Enemy seems impervious to harm
- Significant hit point loss

How to Make a Morale Check: To make a morale check, roll 2d6. If the result is equal to or less than the subject's morale score, it continues to fight. If the result is greater than the morale score, the subject attempts to retreat or surrender.


Fear is the Mind-Killer

COMBAT ACTIONS

Here follows a selection of actions typical of combat. As previously noted, these actions should be announced during *action declaration*, followed by dicing for *initiative*. Once intent is declared and the order of events established, *action resolution* may commence.

Combat actions include the most typical examples of actions taken during combat: *melee*, *missiles*, and *magic*. Each is presented in conjunction with any respective movement taken. Lastly, *movement* is explained on its own for clarification and reinforcement. Furthermore, an optional selection of *advanced combat actions* is noted later (see p. 254: ADVANCED COMBAT, *advanced combat actions*).

MELEE: The exchange of blows with handheld weapons. Combatants must be within weapon reach: 5 feet for WC 0–3 weapons, 10 feet for WC 4–5, and 15–20 feet for WC 6 weapons. If a melee combatant is entitled to multiple attacks, they may be made together; i.e., if a fighter with two attacks has won initiative against the monster he faces, he may make both attacks before the monster. *N.B.:* The *first strike* rule (see p. 244: COMBAT, *initiative*) allows initiative results to be superseded at first clash, if both combatants wield melee weapons.

Unarmed Combat: To engage in melee without a weapon. Presented hereafter are four basic unarmed combat forms. Unarmed attacks are considered weapon class 0 (WC 0); hence, armed combatants will attack first, unless they wield WC 1 weapons (see p. 244: COMBAT, *initiative*).

Grapple: An attempt to wrestle an opponent. A d20 attack roll is made, with strength *attack modifier* applicable. If the grappler is clad in heavy armour, a –4 attack penalty applies.

- Upon a successful attack roll, the target is allowed an *avoidance* saving throw to escape the hold.
- If the target is of smaller size than the attacker, the referee may assign a –1 saving throw penalty to the target for each size difference (Medium versus Large, Small versus Medium); conversely, if the target is larger than his attacker, a +1 bonus applies for each size difference (Medium versus Small, Large versus Medium).
- If the saving throw fails by 5 or more, on the next round the grappler can choke his enemy for 1d2–1 hp damage per round, plus strength *damage adjustment* (if applicable). If the victim has not escaped after 3 rounds of strangulation, then he must make a *test of constitution* or begin to suffer the effects of asphyxia (see p. 263: SPECIAL DAMAGE, *asphyxia*).
- A grappled victim is considered *hindered* and suffers a –2 AC penalty (see p. 242: COMBAT, *attack modifiers*).
- A grappled victim can break free with a successful *test of strength*, or an *extraordinary feat of strength* if contesting a grappler with 18 strength (see VOL. I, p. 7: ATTRIBUTES, *strength*). If the grappler has no published strength rating, the referee must either assign a score or dice for it (3d6, or 4d6 drop low).
- A grappled victim may use only a WC 0–3 weapon against his assailant. Daggers may be wielded at no penalty, but other WC 1 weapons suffer –2 attack penalties, and all WC 2–3 weapons suffer –4 attack penalties.

Overbear: An attempt to tackle and potentially pin or restrain an opponent. A d20 attack roll is made, with strength *attack modifier* applicable.

- Upon a successful attack roll, the victim is allowed an *avoidance* saving throw to dodge his assailant.
- If the target is of smaller size than the attacker, the referee may assign a –1 saving throw penalty to the target for each size difference (Medium versus Large, Small versus Medium); conversely, if the target is larger than his attacker, a +1 bonus applies for each size difference (Medium versus Small, Large versus Medium).
- A target creature with more than two legs gains a +1 bonus on the saving throw per leg in excess of two.
- For every additional *overbear* hit beyond the first in the same round, the target is penalized by –1 on his saving throw.
- An overborne victim is considered *prone*; he suffers a –4 AC penalty and also loses shield and dexterity bonuses to AC (see p. 242: COMBAT, *attack modifiers*).
- An overborne victim can escape via a *test of strength*, or via an *extraordinary feat of strength* when multiple attackers are involved or a single attacker is of larger size (see VOL. I, p. 7: ATTRIBUTES, *strength*).

Pummel: An unarmed strike (e.g., punch, kick, knee, elbow). A d20 attack roll is made, with strength *attack modifier* applicable.

- A hit causes 1d2–1 hp damage, plus strength *damage adjustment* (if applicable).
- Metal gauntlets or cæstuses (see VOL. I, p: 117: EQUIPAGE, *melee weapons*) grant a +1 damage bonus; i.e., 1d2 hp damage, plus strength *damage adjustment* (if applicable).
- In a match of man-to-man fisticuffs, any hit that exceeds the target's AC by 7 or more (or a natural 20 in any case) may result in a knockout, pending a *transformation* saving throw. If the save is failed, the victim is *stunned* for 1d4 rounds (see p. 242: COMBAT, *attack modifiers*).

Push: An attempt to shove and/or knock down one's opponent with hands, shoulder, or shield. A d20 attack roll is made, with strength *attack modifier* applicable. This attack form is ineffective against opponents of larger size than the attacker.

- Upon a successful attack roll, a victim of equivalent or smaller size is pushed back 1d6+4 feet and must make an *avoidance* saving throw or be knocked down for 1 round.
- If the target is of smaller size than the attacker, the referee may assign a –1 saving throw penalty to the target for each size difference (Medium versus Large, Small versus Medium). Again, note that a *push* attack is ineffective versus opponents of larger size than the attacker. Some referees may allow for an *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*) to overcome an "immoveable object", followed by a +1 saving throw bonus for each size difference (Medium versus Small, Large versus Medium).
- A target creature with more than two legs gains a +1 bonus on the saving throw per leg in excess of two.
- A knocked-down combatant is considered *hindered* and suffers a –2 AC penalty (see p. 242: Combat, *attack modifiers*).

Melee and Movement: Melee may occur before, during, and after movement; it is the most flexible form of combat. For a comprehensive list of possibilities, refer to p. 246: Table 90.

Charge Attack: A running attack (double move) made by a man or humanoid armed with a melee weapon. This action is a single attack (1/1) that supersedes standard attack rates; thus, a 3/2 melee attack rate fighter can perform a charge attack and then go into his normal attack rate of 1 attack the next round and 2 attacks the following round. A charge attack occurs on *phase one* if the charging distance is within a ½ move for the charger; if beyond a ½ move but within a full move, the attack occurs on *phase two*. Note that charging distance equals double normal movement, and half of charging distance equals full normal movement; e.g., a fighting man in chain mail (MV 30) can effect a 30-foot charge on *phase one* or a 60-foot charge on *phase two*.

Charge attacks must be reasonably straight (45° curve allowed), with a minimum distance of 20 feet. A charge attack cannot be performed in some terrain types, such as *forest (heavy)*, *hills (bluffs)*, *mountains*, *tar pits*, or *wetlands*. Chargers gain +2 damage bonuses, though they lose any dexterity bonuses to AC; if no dexterity bonus applies, a –1 AC penalty is suffered.

When charging at a weapon-wielding defender, the combatant with the longer reach attacks first if the WC difference is 2 or greater (see Vol. I, p. 116: Table 48). Weapon length, however, does not apply if the target is surprized. If weapon class is not a factor, or if the target is a monster, initiative results determine attack order. *N.B.:* Regardless of whether the defender strikes first or last, the charger still suffers the stated AC penalty.

Mounted Combat: The province of skilled horsemen (typically fighters, barbarians, cataphracts, paladins, and rangers), mounted combat is engaged with a lance or spear; too, the horseman's flail, hammer, mace, and pick. The hand axe and the scimitar also are suited to mounted combat. Other weapons may be at a disadvantage due to their relative unwieldiness.

Attacking a footman from the saddle is considered *higher ground*; a +1 attack bonus is granted. This bonus is negated if the mounted combatant wields a weapon not suited to fighting from the saddle. Similarly, a horseman gains a +1 AC bonus versus footmen (see p. 242: Combat, *attack modifiers*).

Mounted Charge: A horseman can make a *mounted charge*, so long as his target is at least 60 feet away, and the path is relatively straight (45° curve allowed). The ground must be level and free of obstructions. A mounted charge cannot be performed in some terrain types, such as *forest (heavy)*, *hills (bluffs)*, *mountains*, *tar pits*, or *wetlands*. Subsequent mounted charge attacks require 2 rounds to prepare; i.e., a mounted charge may be made every 3rd round, if conditions are appropriate. Also, despite the distance a mounted charge may cover, it can still occur on *phase one* of the combat round, due to the horse's ability to treble its movement rate in short bursts. The mounted charge attack roll is at a +1 bonus versus footmen (the *higher ground* bonus) and a +2 damage bonus; the mounted charger loses his dexterity bonus to AC or, if no dexterity bonus applies, he is penalized –1 to his AC. If the mounted charger wields a lance or couches a great spear, weapon damage dice are doubled instead (in lieu of the aforementioned +2 damage bonus); other damage bonuses are added after the damage dice are rolled. *N.B.:* A cataphract (fighter subclass) trebles his damage dice when making a mounted charge (see Vol. I, p. 32: Fighter Subclasses, *cataphract*).

Set Spear versus Charge: A non-surprized defender can set a spear, a halberd, a spiked staff, a trident, a lance, a pike, or another spear-like weapon against a charging enemy. The defender fixes the butt of the weapon firmly in the ground and braces it with his foot or knee. If the defender hits the charger, damage dice are doubled (modifiers added afterwards); of course, if the charger's weapon is longer (WC difference of 2 or greater), then he attacks prior to the set spear attack. This combat action also may be used against a charging monster with claws outstretched if the referee judges spear length appropriate; e.g., a fighter sets his long spear to meet the onrush of an enraged **musk ox**.

Ambush



MISSILES: Missiles launched (bows, crossbows, slings, etc.) and handheld weapons thrown (daggers, darts, javelins, etc.). A stationary missile shooter can unload on *phase one*; however, if he elects to move ½ and fire, he releases on *phase two* at a reduced rate of fire (ROF) (see *missiles and movement*, hereafter). Also, a missile shooter with multiple attacks may elect to delay; i.e., from a stationary position fire a shot on *phase one*, wait, then fire again on *phase two*.

All missile weapons are listed with three ranges—short (S), medium (M), and long (L)—reckoned by the foot indoors and by the yard outdoors. Medium range shots are at –2 attack penalties, and long range shots suffer –5 attack penalties.

Firing into Melee: If his target is in short range (S), a missile shooter may attempt to "thread the needle", firing at a –2 attack penalty. However, if the attack roll is a natural 1–3, and this result qualifies as a miss, then the ally is targeted instead (randomly determined if more than one). The shooter must make a new attack roll (also at a –2 attack penalty) to see if he hits the ally.

This combat action is not an option if the target is at medium (M) or long (L) range. Instead, each combatant (friend and foe alike) stands an equal chance to be hit. For example, an allied fighter engaged with **2 hyæna-men** would stand a 1-in-3 chance to become the missile shooter's target. *N.B.:* When calculating the odds of potential targets, Large creatures may be considered equal to two or more men, per referee discretion.

Flask Hurling: Flaming oil as a weapon is a staple of sword-and-sorcery combat. Whether it is hurled as a grenade or spread and lit from behind cover, the deadly destructiveness of fire is undeniable. Holy oil / water as a deterrent versus the undead is likewise potent, causing these foul creatures to panic, writhe, and burn as though lit ablaze. To strike a target with a flask of oil (or other grenade), a d20 must be rolled and compared to the following table:

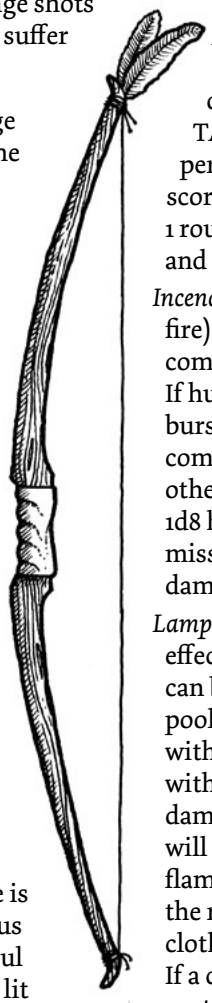
Table 93: Flask (Grenade) Hurling

Target Size and Position	d20 Score Needed
Stationary (e.g., unaware man)	7
Large (over 8 ft.)	9
Medium (about 4–8 ft.)	11
Small (under 4 ft.)	13

Other adjustments:

- Dexterity *attack modifier* of hurler applies.
- Range (of typical grenade): 10/20/30 (short/medium/long). Medium range is at –2 penalty, long range at –5. Note that ranges are reckoned in *feet* indoors and *yards* outdoors.

Further referee adjustment may be necessary. For instance, if a cluster of men or humanoids is targeted, the referee might require an *8* to hit a random target in the crowd. If a Medium target runs amongst trees and shrubs, a *12* or even a *14* might be required.



Holy Oil / Water: A phial of holy oil or holy water can be hurled as a grenade against undead or dæmonic adversaries, much like flaming oil (see Table 93). Holy oil / water causes 1d8 hp damage per round for 2 rounds. If the target is missed by score of 2 or less, a splash delivers 1d4 hp damage for 1 round. Some referees might limit the use of holy oil and holy water to clerics, priests, and paladins.

Incendiary Oil: A flask of incendiary oil (such as Greek fire) can be hurled as a grenade-like missile. This combustible compound is stored in a breakable flask. If hurled at an enemy, and a hit is scored, the container bursts and the oil ignites; some incendiary oils combust spontaneously when exposed to air, whereas others require lit cloths or wicks. Incendiary oil causes 1d8 hp damage per round for 2 rounds; if the target is missed by a score of 2 or less, a splash delivers 1d4 hp damage for 1 round.

Lamp Oil: As lamp oil burns slowly, it is not the most effective means of lighting a fire. A flask of lamp oil can be spread in a circle, creating a five-foot-diameter pool. If set ablaze by a torch, any creature caught within suffers 1d6 hp damage per round engulfed, with an *avoidance* saving throw allowed for half damage. Leaping over a small pool of burning oil will inflict no damage, unless the leaper is highly flammable; for instance, if the subject wears a robe, the referee may require an *item saving throw* for the cloth (see p. 260: Saving Throw, *item saving throws*). If a creature is doused in lamp oil and set ablaze, it sustains 1d6 hp damage per round for 1d3 rounds. Of course, the referee may also impose *item saving throws* for the subject's belongings.

Missiles and Movement: A missile shooter who normally is entitled to more than one shot per round may move ½ and forfeit one attack (two shots instead of three, or one shot instead of two). Rates of 1/1 or 1/2 are not reduced by a ½ move. For a comprehensive list of possibilities, refer to p. 247: Table 91.

MAGIC: Magic spells cast by sorcerers, special abilities exercised (including *turn undead*), and magic items discharged.

Spells: Casting a spell puts the sorcerer in a vulnerable position; spacing and distance from enemies is of grave import. If a sorcerer is engaged in melee with an enemy and attempts to cast a spell, he is effectively *hindered* (–2 AC penalty; see p. 242: Combat, *attack modifiers*). Furthermore, if a spell caster is struck whilst casting, he will lose his spell, unless the optional *concentration check* is utilized (see Vol. II, p. 139: Spells, *spell casting*).

Touch Spells: Several spells require *touch attacks*; i.e., the sorcerer must place a hand on his opponent. Unless otherwise noted (e.g., *shocking grasp*), armour and shield protect against touch attacks. If a touch attack misses, the sorcerer may (unless otherwise noted) continue attempting to touch his intended victim, the spell effectively discharging on a successful touch. Should he change his mind and take some other action (e.g., casting a different spell, using an item, drawing a weapon), then the touch spell will be lost.

Turn Undead: Good and Neutral clerics (and some subclasses) can wield power over the undead and some dæmonic beings, causing such fiends to cower, flee, or even crumble before them. Evil clerics (and some subclasses) can do likewise, though some covet the submission and service of these foul creatures. *Turn undead* is a class ability that can be attempted a number of times per day equal to the character's turning ability (TA). A sorcerer can make but one *turn undead* attempt per encounter, unless a new wave of undead arrives. To *turn undead*, the following five-step procedure must be followed:


Turn Undead

1. *Present figure of authority:* The sorcerer must confront the undead (within 30 feet), brandish his holy symbol, and speak boldly the commandments of his faith. He must stand at the fore or abreast of his allies (if applicable), presenting a figure of power and authority.
2. *Reference turning ability:* The player should reference the turning ability (TA) of his character. A cleric's TA is equal to his level of experience; certain subclasses may differ.
3. *Cross-reference Undead Type:* Each undead creature has a type number noted in Vol. IV; the referee is at liberty to adjust the base *Undead Type* up or down based on the power or significance of the monster. The referee should cross-reference the cleric's TA with the *Undead Type* to determine the cleric's chance of success.
4. *Make qualifying roll:* (This step may not apply.) On the sorcerer's action, the referee may ask the player to roll a d12 to determine the success or failure of the *turn undead* attempt. The results are as follows:
   - If the score is equal to or less than the number indicated on p. 253: Table 94, the result is *T* (*turned*).
   - If the score is greater than the number indicated on p. 253: Table 94, the result is *NT* (*not turned*).
5. *Determine effects:* A variety of effects are possible:
   - *NT* (*not turned*) indicates the undead are beyond the sorcerer's power to affect.
   - *T* (*turned*) indicates 2d6 undead are compelled to cower before or flee the presence of the sorcerer for as long as he directs them, +1 round per TA level. For instance, if a 4th-level cleric *turns* a small group of **zombies**, they will remain *turned* for as many rounds as he chants (with holy symbol displayed), plus 4 rounds afterwards.
   - *D* (*destroyed*) indicates 2d6 undead are completely exorcized or destroyed, crumbling and rapidly decaying.
   - *UD* (*ultimate destruction*) indicates 1d6+6 undead are completely exorcized or destroyed, crumbling and rapidly decaying.

Table 94: Turn Undead

Turning Ability (TA)	Undead Type 0	1	2	3	4	5	6	7	8	9	10	11	12	13
1	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT	NT	NT	NT
2	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT	NT	NT
3	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT	NT
4	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT
5	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT
6	D	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT
7	UD	D	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT
8	UD	UD	D	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT
9	UD	UD	UD	D	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT
10	UD	UD	UD	UD	D	D	D	T	T	10:12	7:12	4:12	1:12	NT
11	UD	UD	UD	UD	UD	D	D	D	T	T	10:12	7:12	4:12	1:12
12	UD	UD	UD	UD	UD	UD	D	D	D	T	T	10:12	7:12	4:12

N.B.: Sorcerers of above-average charisma (15+) are more commanding, hence their chance-in-twelve of success is improved by one (+1); e.g., a 4-in-12 chance becomes 5-in-12 (see Vol. I, p. 9: Attributes, *charisma*).

How to Turn Multiple Undead Types: If multiple kinds of undead are met in a single encounter, only one d12 roll is required. The same result is applied to each *Undead Type*. Those of the lowest *Undead Type* are affected first, unless the sorcerer specifically targets a single creature, in which case only that creature potentially is affected (e.g., if a **vampire** stands at the fore of a pack of **zombies**, the cleric might step forth, holy symbol raised, and speak a commandment of abolishment, pointing his holy symbol directly at the **vampire**).

Evil Command of Undead: A sorcerer of Evil alignment may exercise control over the undead on a successful *turn undead* check. In perpetuity such undead will remain under the sorcerer's sway, unless otherwise *turned* or *commanded* by another sorcerer of equal or greater turning ability. The Evil sorcerer may maintain control of 2 HD of undead per TA level. If a Neutral sorcerer attempts to *command undead*, the referee may allow so, but the sorcerer will have thus turned to a darker path, submitting to Evil and no longer of Neutral alignment; consequences may ensue, per referee discretion (see Vol. I, p. 105: Alignment).

N.B.: **Dæmons** are not subject to *command*, though they may be *turned*.


The Ghoul

Other Special Abilities: Spell-like and supernatural powers possessed by men and monsters, including but not limited to breath weapons, gaze attacks, a druid's *shapechange* ability, and so forth. Unlike spells, special abilities are not disrupted if the user is hit (unless killed or incapacitated), though exceptions may apply; e.g., a cleric knocked down whilst *turning undead* might not complete his oration, per referee discretion.

Magic Items: Magic devices include all manner of rods, staves, wands, rings, potions, scrolls, and miscellaneous magic items. If a device user is struck before discharging his device, the referee might impose a reasonable chance (perhaps 1-in-6 for a wand or 1-in-12 for a ring) that the device also has been struck; if so, it may be destroyed (see p. 260: Saving Throw, *item saving throws*).

Magic and Movement: With perhaps the exception of some innate special abilities, such as a druid's *shapechange*, movement is not allowed after unleashing the power of magic. (Consider it a forced *hold action*, if you please.) A ½ move is permitted before casting a spell, using a special ability, or discharging a device. Effectively this movement delays when incantations are spoken, when a special ability is exercised, or when an item is activated.

If a spell caster elects to move before casting and is struck whilst advancing, his spell will not be disrupted. For example, if a magician takes a ½ move before casting a *fireball* spell, and he is struck by an arrow during *phase one*, his spell will not be disrupted, because he has not actually begun to cast yet. If he is struck on *phase two* before releasing the spell, then the spell will be disrupted. The default rule calls for automatic spell disruption; the alternative is to allow for a *concentration check* (see Vol. II, p. 139: Spells, *spell casting*).

MOVEMENT: A combatant can advance his standard movement rate (MV) in feet per round, or make a double move (run or charge). Note that any running movement causes a loss of dexterity bonus to AC (or a –1 AC penalty, if no dexterity bonus applies), regardless of whether the movement culminates in a *charge attack*.

Table 95: Combat Movement

MV	Standard Move (Cautious Advance)	Double Move (Running or Charging)
60	60 ft. *(½ move = 30 ft.)*	120 ft. *(½ move = 60 ft.)*
50	50 ft. *(½ move = 25 ft.)*	100 ft. *(½ move = 50 ft.)*
40	40 ft. *(½ move = 20 ft.)*	80 ft. *(½ move = 40 ft.)*
30	30 ft. *(½ move = 15 ft.)*	60 ft. *(½ move = 30 ft.)*
20	20 ft. *(½ move = 10 ft.)*	40 ft. *(½ move = 20 ft.)*
10	10 ft. *(½ move = 5 ft.)*	20 ft. *(½ move = 10 ft.)**

* 10 MV charge attack occurs only on *phase two* because of minimum 20-ft. charge distance.

Encumbrance and Combat Movement: An *encumbered* combatant suffers –10 MV and –1 AC penalties; a *heavily encumbered* combatant suffers –20 MV and –2 AC penalties (see p. 236: Movement, *encumbrance*; p. 242: Combat, *attack modifiers*).

Fighting Withdrawal (Backpedalling): A melee combatant can backpedal at ½ movement and continue to fight and defend, or backpedal at full movement and simply defend. Enemies may pursue a withdrawer, even if they have already attacked. Withdrawing potentially allows a combatant to lure an enemy. If, however, a combatant attempts to run away or flee from a hostile situation, he suffers a –2 AC penalty, and each adjacent enemy gains a free and immediate attack (see p. 242: Combat, *attack modifiers*). If chase is given, movement rates should be compared.

ADVANCED COMBAT

Advanced Combat is intended to broaden the scope of combat, oft producing more dramatic results. Always consult your referee for approval.

ADVANCED COMBAT ACTIONS (Optional):

Advanced combat actions comprise manœuvres, tactics, and techniques intended for more nuanced play. Each advanced combat action includes modifiers and sub-rules that may require review (not unlike many spells). Advanced combat actions must be declared before initiative is rolled; otherwise the referee may decline their use. Several advanced combat actions have prerequisites related to attributes, class, weapon mastery, or other conditions.



Table 96: Advanced Combat Actions

Advanced Combat Action	Prerequisite
Arrow Setting	Preparation time
Disarm	—
Dodge	—
Double Arrow Shot	*Weapon mastery* (bow)
Firing March	Fighter (or subclass) only
Indirect Fire	*Weapon mastery* (bow or sling)
Off-Hand Weapon Parry	—
Parry and Block	—
Pike Hedge	10+ trained pikemen
Pommel Strike	Surprize
Ready Shooter	—
Reckless / Conservative Fighting	—
Recumbent Fire	—
Running Dodge	40 MV or greater
Saddle Fire	Fighter (or subclass) only; training required
Shield Bind	Shields allowed
Shield Cover for Ally	Shields allowed
Shield Splitter	*Weapon mastery* (hand axe)
Shield Wall	3+ combatants with large shields
Spear Charge	—
Throw and Attack	Fighter (or subclass) only
Two-Weapon Fighting	13+ dexterity

Arrow Setting: The archer spikes his arrows in the ground, angled before him so as to gain a faster rate of fire; preparation time is thus required. With his arrows so arrayed, a 3/2 rate of fire improves to 2/1, 2/1 improves to 5/2, and 5/2 improves to 3/1. Use of this technique precludes movement during combat.

Disarm: The combatant sacrifices one attack and attempts to neutralize his opponent. The *disarm* roll is a d20 attack roll against the defender's AC, modified according to the attacker's weapon: a –4 penalty for most weapons, –3 for an axe or a halberd, –2 for a flail, or –1 for a fighting net. A further –2 attack penalty applies if the target grips his weapon with two hands.

All penalties considered, if a hit is scored, the target must make a *test of strength* or drop his weapon; if, however, the attacker rolls a natural *19–20* on the *disarm* attempt (and this result qualifies as a hit after all adjustments), the target must make an *extraordinary feat of strength* instead (see Vol. I, p. 7: Attributes, *strength*). The referee may need to assign or randomly roll the strength scores of some monsters and NPCs (3d6, or 4d6 drop low). If an opponent is disarmed, the weapon will fall 2d6 feet away in a random direction.

Dodge: The combatant forfeits any attack(s) in order to focus on evading the attacks of his enemies. He gains a +2 bonus to his AC. This action can be used in conjunction with a cautious (½ move) *fighting withdrawal* (see p. 254: Combat Actions, *movement*).

Double Arrow Shot: A *master* archer (*weapon mastery* with bow required; see Vol. I, p. 112: Weapon Skill, *weapon mastery*) elects to nock and shoot two arrows at the same time. The target must be within 6–30 feet (point-blank range). One attack roll is made at a –2 penalty (effectively negating the +2 attack bonus associated with point-blank shooting). If the result is a hit, both arrows hit; if a miss, both arrows miss. This manœuvre can be used but once per round.

Firing March: This technique is available to fighters and their subclasses. It allows a missile shooter to fire on *phase one* whilst making a ½ move, with subsequent shots (if applicable) occurring on *phase two*. In effect, the *firing march* allows one to take his full allotment of missile attacks whilst moving, starting on *phase one*. (Normally ROF is reduced when movement is involved.) However, each shot suffers a –2 attack penalty.

Indirect Fire: This option is available to *master* bowmen and slingers (*weapon mastery* required; see Vol. I, p. 112: Weapon Skill, *weapon mastery*), but not to crossbowmen. The shooter positions himself behind cover; or, perhaps he must contend with allies or other obstacles betwixt himself and his target. In either case, he makes an arching shot at his enemy. The shot is fired at a –2 attack penalty (or greater, depending on the size of the obstruction, per referee discretion).

Off-Hand Weapon Parry: The combatant wields an off-hand dagger or hand axe to parry melee weapon attacks (but not missiles). This technique provides a +1 AC bonus. The combatant can continue to attack with his primary weapon as normal and without penalty, but he cannot use the off-hand weapon to attack on the same round he uses it to parry (cf. *two-weapon fighting*).

Parry and Block: A combatant armed with a melee weapon or shield forgoes attacking to focus on deflecting enemy blows. A melee weapon cannot be used to defend against missile attacks, though a shield can be. This technique provides a base +2 AC bonus, adjusted by the defender's strength *attack modifier*, if applicable (see Vol. I, p. 7: Attributes, *strength*); e.g., 18 strength yields a +4 AC bonus, whereas 3 strength provides no defence whatsoever.

If the assailant scores a natural *20*, the defender's weapon or shield is broken, unless it is magical; magical parrying devices have a 1-in-6 chance to withstand breakage for every "plus", so a **+3 long sword** stands a 3-in-6 chance to survive. Note that this natural *20* breakage rule effectively replaces *critical hits* (q.v.), if used. This advanced combat action can be used in conjunction with a cautious (½ move) *fighting withdrawal* (see p. 254: Combat Actions, *movement*).

Pike Hedge: A phalanx of trained pikemen form two or more ranks, at least five abreast per rank. The first rank threatens about 15 feet of frontage; the second rank, 10 feet; and the third rank, 5 feet. The first rank can attack as normal, but should gain the *first strike* against any foe with a weapon of WC 4 or lower, regardless of initiative results (see p. 244: Combat, *initiative*). The second rank suffers a –2 attack penalty, and the third rank suffers a –3 attack penalty.

If great pikes are used, a fourth rank can attack, suffering a –4 penalty. Great spears also can be used to form a *pike hedge*, but only two ranks deep. A roughly assembled *pike hedge* can advance at ½ movement; *master* pikemen (see Vol. I, p. 112: Weapon Skill, *weapon mastery*) can effect a charging pike hedge attack to be feared (see *spear charge*).

Pommel Strike: To knock out an unsuspecting opponent using the pommel of one's weapon (or a like object). This manœuvre is used against an unaware human or humanoid opponent lacking headgear. The surprize attack is at a +4 bonus, as the unaware target is considered *prone* (see p. 242: Combat, *attack modifiers*). On an unmodified roll of *17–20* (assuming the roll qualifies as a hit), the victim is knocked senseless (*stunned*; see p. 242: Combat, *attack modifiers*) for 1d4 rounds unless a *transformation* saving throw is made. Regardless, the hit delivers 1d2 hp damage, plus strength *damage adjustment* (if applicable).

Ready Shooter: If a shooter enters combat with crossbow cocked, arrow nocked, or wand aimed, he can discharge it before any other actions are taken, regardless of initiative results; essentially this attack is a *phase zero* action. If more than one side has a *ready shooter*, the results are determined in order of highest dexterity (or simultaneous). After this advanced combat action is executed, the phases of combat ensue as normal, with no cost to the participating characters. This manœuvre is available prior to the first round of combat alone and cannot be performed by surprized shooters. *N.B.:* Although a crossbowman can walk about the dungeon labyrinths with weapon cocked and loaded, a bowman will ruin his bow in short order if he makes a habit of keeping it drawn taut (not to mention how exhausting this practice can be).

Reckless / Conservative Fighting: A melee combatant elects to fight *recklessly*, with less regard for his own safety, gaining a +1 attack bonus in exchange for a –2 AC penalty. Conversely, he may fight *conservatively*, with greater regard for his own safety, gaining a +1 AC bonus in exchange for a –2 attack penalty. *N.B.: Reckless / conservative fighting* cannot be used in conjunction with *berserk rage* (see Vol. I, p. 29: Fighter Subclasses, *berserker*).

Recumbent Fire: The shooter lies flat on his back and fires a shot. An archer must shoot off to his left (if right-handed), but a crossbowman suffers no such restriction. Whilst lying flat, the recumbent shooter gains a +2 AC bonus versus enemy missile fire, but his shots are launched at a –4 attack penalty; *master* archers or crossbowmen (see Vol. I, p. 112: Weapon Skill, *weapon mastery*) suffer mere –2 attack penalties. Should an enemy come upon the recumbent shooter, the shooter is considered *prone* (see p. 242: Combat, *attack modifiers*). Terrain can inhibit or even prohibit this technique's application.

Running Dodge: A combatant whose movement rate (MV) is 40 or greater can gain a +2 AC bonus versus enemy missile fire by ducking, zigzagging, and generally moving erratically. The running dodger loses half of his total running movement distance, and no other actions may be taken: no attacks, item use, or the like. *Example:* A lightly armoured fighter (40 MV) will not cover a total distance of 80 feet (his normal running distance) during a *running dodge*; he will instead achieve but 40 feet.

Saddle Fire: Shooting from the saddle, a technique practiced by horsemen (typically fighters, barbarians, cataphracts, paladins, and rangers). The horse archer or mounted crossbowman shoots a bow (short, composite short, or composite long) or a crossbow (light or repeating) whilst the horse moves. From a walking mount (½ MV or slower), no penalty is incurred. A trot (base MV) causes a –1 attack penalty; a canter (×2 base MV), a –2 attack penalty; and a gallop (×3 base MV), a –4 attack penalty. *N.B.:* A cataphract suffers no penalty when firing whilst trotting, and his *canter* and *gallop* penalties are halved.

Shield Bind: A combatant gambles an attack by using his shield to constrain his opponent's. On a 3-in-6 chance of success for clerics and thieves, or a 4-in-6 chance for fighters, the shield binder pins his opponent's shield, effectively eliminating both combatants' AC bonuses derived from shields. If successful, the binder can make his attack(s) immediately; otherwise, he loses his actions for the round. The *shield bind* can be held for as many rounds as the combatant has FA levels, if he so chooses. If the defender backpedals, however, the binder must pursue if he wishes to maintain the hold (see p. 254: Combat Actions, *movement*).

Shield Cover for Ally: A combatant bearing a shield can defend an adjacent, missile-shooting ally from return fire. The defender thus provides to his ally both his shield's AC bonus and his own *defence adjustment*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*); of course, he loses these bonuses for himself. This technique also can be used to defend an ally who backpedals or flees from melee, so long as the ally passes within five feet of the defender. (In some circumstances, this intervention might cause a pursuer to change targets.)

Shield Splitter: A *master* hand axe wielder (*weapon mastery* required; see Vol. I, p. 112: Weapon Skill, *weapon mastery*) can split an opponent's shield on a short-range throw if the attack roll is a natural *19–20* (and this roll qualifies as a hit). The shield is not allowed an item saving throw unless it is magical; however, a magical shield cannot be split by a non-magical hand axe. So, if a magical hand axe is hurled at a magical shield, and a natural *19–20* is rolled, then the shield must make a *class 3* item save on p. 260: Table 100. Unless otherwise stated, the shield is *thin wood* and will gain a saving throw bonus (see p. 260: Saving Throw, *item saving throws*). This manœuvre may be combined with the *throw and attack* technique (q.v.).

Shield Wall: When three or more large shield users overlap their shields in close order, they each gain a +2 AC bonus versus melee attacks and a +4 AC bonus versus missiles (i.e., the normal large shield defence modifiers are doubled). The *shield wall* can advance at ½ movement whilst in formation. The shield bearers also can attack with spears, tridents, or other one-handed piercing weapons of WC 2 or greater (within reason). If the *shield wall* forms the first rank of a phalanx, then a second rank of halberdiers, pikemen, or spearmen (long or great) enjoys the same AC bonuses, but attacks at a –2 penalty. The second rank, however, cannot outnumber the first rank; e.g., a *shield wall* of eight fighting men in the first rank can provide cover for no more than eight halberdiers.

Spear Charge: A charge attack with a lance, a pike, a spear, a spiked staff, a trident, or one of several pole-arm types. As with any foot charge (see p. 249: Combat Actions, *melee*), the charger must cover at least 20 feet and must run in a relatively straight line (45° curve allowed). Furthermore, the charge cannot be performed if the terrain type is unsuitable, such as *forest (heavy)*, *hills (bluffs)*, *mountains*, *tar pits*, or *wetlands*. If the spear charger scores a natural *17–20* attack roll, and such an attack roll also qualifies as a hit, damage dice are doubled (in effect replacing the standard +2 damage bonus associated with *charge attacks*). If the attack roll is less than *17*, but still qualifies as a hit, then the standard +2 damage bonus applies. The combatant with the longer-reach weapon (WC difference of 2 or greater) always attacks first, unless the charger has surprized his target. Lastly, always note that any charger loses his dexterity bonus to AC, or, if no bonus applies, suffers a –1 AC penalty.

Throw and Attack: A fighter (or fighter subclass) who enters combat with a hurling / throwing weapon (e.g., hand axe, dagger, horseman's hammer, short spear) in hand and ready can throw before *phase one* (essentially a *phase zero* action) and still close to attack with a readily accessible melee weapon on *phase one* (within a ½ move) or on *phase two* (within a full move). This technique is comparable to the *ready shooter* technique, though limited to fighters and their subclasses. *Throw and attack* may be used in conjunction with a *charge attack* (see p. 249: Combat Actions, *melee*), both the throw and the charge attack occurring on *phase one* (if within ½ charge movement); otherwise, the charge attack occurs on *phase two* (if within full charge movement). All applicable charge attack rules must of course be observed; i.e., +2 damage if a hit is scored, charger loses dexterity bonus to AC (or suffers a –1 AC penalty if no dexterity bonus applies). *N.B.:* This advanced combat action also may be used in conjunction with a *spear charge*; e.g., one may throw a hand axe and charge with a short spear.

Table 97: Two-Weapon Fighting

	Primary Weapon (P) and *Secondary Weapon* (S)			
DX	WC 1 (P) / WC 1 (S)	WC 2 (P) / WC 1 (S)	WC 1 (P) / WC 2 (S)	WC 2 (P) / WC 2 (S)
13–16	−1 / −3	−2 / −3	−1 / −4	−2 / −4
17	−1 / −2	−2 / −2	−1 / −3	−2 / −3
18	−1 / −1	−2 / −1	−1 / −2	−2 / −2

Two-Weapon Fighting: A combatant with 13 or greater dexterity fights with a weapon in each hand in order to gain one extra attack per round. The following rules apply:

- The player must designate a primary and a secondary weapon.
- Neither weapon may be larger than WC 2.
- No attack bonuses for high strength are realized, though damage bonuses may apply.
- Each attack roll is assigned a penalty equal to the WC of the weapon (i.e., –1 attack penalty for WC 1 weapons, –2 attack penalty for WC 2 weapons).
- The secondary weapon suffers a further –2 attack penalty for characters whose DX scores range from 13–16; a –1 attack penalty for characters with 17 DX; or no additional penalty if the character has 18 DX.
- The extra attack is made during the same phase as the other melee attack(s).

N.B.: A monk using the *two-weapon fighting* technique with his *empty hands* is treated as if wielding WC 0 weapons.

Example #1: A character with 13 DX wielding a pair of daggers (both WC 1) suffers a –1 / –3 attack penalty to his primary / secondary weapon.

Example #2: A character with 16 DX wielding a pair of scimitars (both WC 2) suffers a –2 / –4 attack penalty to his primary / secondary weapon.

Example #3: A character with 17 DX wielding a primary battle axe (WC 2) and a secondary hand axe (WC 1) suffers a –2 / –2 attack penalty to his primary / secondary weapon.

Example #4: A character with 18 DX wielding a primary falcata (WC 1) and a secondary war hammer (WC 2) suffers a –1 / –2 attack penalty to his primary / secondary weapon.

Melee Attack Rate: Two-weapon fighting is an advanced combat action that may be attempted by characters who already enjoy multiple attacks per round. Consider the following adjustments:

- A combatant with normally 1 attack in the round now has 2 attacks (*primary*, *secondary*).
- A combatant with normally 2 attacks in the round now has 3 (*primary*, *secondary*, *primary*).
- A combatant with normally 3 attacks in the round now has 4 (*primary*, *primary*, *secondary*, *primary*).

CRITICAL HITS (Optional): A *critical hit* is a natural *20* attack roll that results in bonus damage. These blows are considered powerful, perfectly timed (and placed), and sometimes lucky. Critical hits (or "crits") can eliminate the attritional process typically associated with round-to-round hit point loss, because they enable almost any combatant potentially to fell his foe with a single, telling blow; otherwise, combatants with large hit point totals almost always enjoy exemption from instant death.

Critical hits infuse the campaign with greater danger and thus greater tension. Powerful monsters can be slain more easily; conversely, the mortality rate for PCs increases, for indeed, monsters deliver critical hits as well. Simply put, crits kill.

Any creature that can be hit and damaged by a physical blow is subject to a critical hit; i.e., crits do not conform to the same restrictions as a thief's *backstab* ability (see Vol. I, p. 21: Classes, *thief*), because they do not specifically target vital areas. To qualify for a critical hit, the combatant must first score a natural *20* attack roll. Once this criterion has been established, a d6 is rolled, the result of which is cross-referenced with the appropriate column on the following table. Note that the four principal classes (*fighter*, *magician*, *cleric*, *thief*) subsume their respective subclasses.

Table 98: Critical Hit Results

	Combatant Type		
d6 Roll	*Fighter*	*Cleric, Thief, Monster*	*Magician*
1	+2 damage	+1 damage	+1 damage
2	+2 damage	+2 damage	+1 damage
3	×2 damage	+2 damage	+2 damage
4	×2 damage	×2 damage	+2 damage
5	×3 damage	×2 damage	×2 damage
6	×3 damage	×3 damage	×2 damage

Calculating Critical Hit Damage: Multiplied damage (×2 or ×3) applies to the number of damage dice only; bonus damage due to strength, *weapon mastery*, sorcery, magical weapons, and the like is applied after all damage dice are rolled. For example, a 16-strength cleric with a **+1 morning star** delivers a critical hit to his enemy for ×2 damage. The morning star's normal base damage is 1d8 hp; as a consequence of the crit, it now inflicts a base 2d8 hp damage, followed by +1 for the magical bonus and +1 for the cleric's strength bonus.

Multiplying Already Multiplied Damage: When damage dice are already doubled or trebled, do not double or treble the multiplied damage; instead, add one factor for double damage, or two factors for treble damage. For example, if a thief *backstabs* an enemy for ×3 damage and also scores a ×2 damage critical hit, then ×4 damage dice are rolled; if the thief's crit is for ×3 damage, then ×5 damage dice are rolled.

Monsters and Critical Hits: Most monsters will use the indicated column on p. 258: Table 98 to determine critical hit results. However, intelligent or semi-intelligent humanoids and quasi-men, which wield weaponry typically associated with mankind, may use the *Fighter* column, per referee discretion. (An exception to this exception might be humanoid shamans or witch doctors, which should be categorized as clerics, not fighters.)

Restrictions: Critical hits apply to physical blows only. They do not pertain to other attack forms such as acid, cold, electricity, fire, or poison. Very few exceptions exist in which a spell might qualify for a crit. An *acid arrow*, for example, somewhat qualifies (see Vol. II, p. 152: Spells: A, *acid arrow*). For instance, a magician rolls a natural *20* on his *acid arrow* attack and then follows this with a *5* on the d6 critical hit roll (see p. 258: Table 98). The result is ×2 damage for the arrow itself (1d4+1 becomes 2d4+2), but the subsequent acid damage (2d4) is not modified. The same principal applies for a fighter with an envenomed dagger; if he scores a crit, the dagger damage is modified, but the poison damage is not.

SAVING THROW (SV)

A *saving throw* represents one's chance to avoid, resist, or reduce harmful effects. Attributes, class, divine favour, experience, fate, luck, and sorcery all can affect a saving throw attempt. The base saving throw is the same for each character class and reaches peak potential at 11th level of experience. Monsters peak at 17 HD. With the possible exception of some humanoids, monsters do not qualify for class and attribute modifiers.

Table 99: Saving Throw

Level / Hit Dice (HD)	0	1–2	3–4	5–6	7–8	9–10	11–12	13–14	15–16	17+
Saving Throw (SV)	17	16	15	14	13	12	11	10	9	8

HOW TO ROLL A SAVING THROW:

A successful saving throw requires a d20 roll that meets or exceeds the given target number. A failed saving throw indicates that the maximum effect is incurred. A natural *1* roll always fails, regardless of magical protections or other boons, and a natural *20* always succeeds, regardless of penalties. The saving throw is subdivided into the following categories:

- *Death:* e.g., death magic, death ray, paralysis, poison, radiation
- *Transformation:* e.g., petrifaction, polymorph
- *Device:* e.g., magical rings, rods, staves, wands
- *Avoidance:* e.g., breath weapons, ray guns, some spells, some traps
- *Sorcery:* e.g., spells, scroll spells, innate / supernatural / spell-like abilities

Attribute Modifiers: *Dexterity*, *constitution*, and *wisdom* can affect saving throws (see Vol. I, pp. 7–9: Attributes, *dexterity*, *constitution*, and *wisdom*).

- *Dexterity* can modify *avoidance* saving throws and saving throws versus spells and effects that involve dodging (e.g., *entangle*, *fireball*, *lightning bolt*).
- *Constitution* can modify saving throws versus poison and radiation (though not all *death* saves).
- *Wisdom* can modify saving throws versus *charm*, *fear*, and *hold* spells, illusions / phantasms, and other spells that compel subjects to act abnormally.

Class Modifiers: Saving throws are differentiated further by character class, as indicated at each class and subclass entry (e.g., a thief gains a +2 saving throw bonus to *device* and *avoidance* saves).

Magical Modifiers: Various magic items (rings, cloaks, etc.) provide saving throw bonuses.

Referee Stipulations: Providing an ad hoc bonus or penalty to any saving throw is within the referee's purview. For instance, if the target of a *cone of cold* spell enjoys the benefit of hard cover, the referee might allow a +2 or even +5 bonus on the saving throw, depending on circumstances. Furthermore, the referee might rule that only a natural *20* succeeds, or that a successful save that normally halves an effect instead negates it.

ITEM SAVING THROWS: In certain situations a saving throw may be needed for an inanimate object. Perhaps the party attempt to burn down an oaken door in a dungeon, or maybe a cleric holding a **potion of healing** is blasted by a *lightning bolt*. In general, if a character makes his saving throw versus some damaging effect, his items will remain undamaged. However, if the character fails his saving throw, and the referee feels one or more of his items might be at risk, an *item saving throw* may be necessary. If the item in question is magical, it gains a +2 bonus on the saving throw; furthermore, for each "plus" the item has, the saving throw is made with an additional +1 bonus (e.g., if a giant armed with a boulder attempts to smash a **+2 long sword**, the sword gains a +4 bonus on its *class 2* save).



Table 100: Item Saving Throws

	Item Saving Throw Class										
Item Material	1	2	3	4	5	6	7	8	9	10	11
Bone / Ivory	11	16	10	2	20	2	8	6	13	3	21
Ceramic / Earthenware	4	18	12	4	19	2	2	11	4	2	21
Cloth / Wool	12	6	3	2	20	2	18	2	18	13	21
Crystal / Phial	6	19	14	7	20	5	15	13	8	3	21
Glass	5	20	15	6	20	2	17	14	9	4	21
Leather / Book *(leather-bound)*	10	4	2	3	20	2	13	2	10	4	21
Liquid*	15	—	—	12	20	15	18	—	15	13	21
Metal, Hard *(iron, steel)*	7	6	2	2	17	2	11	2	4	2	21
Metal, Soft *(gold, silver, jewellery)*	13	14	9	2	19	2	16	4	16	5	21
Mirror**	12	20	15	6	20	2	18	13	12	5	21
Paper / Parchment	16	11	6	2	20	2	20	—	21	18	21
Stone *(statue, carving)* / Gem	3	17	7	2	18	2	14	4	5	2	20
Wood, Thick *(tree, hull)* / Rope *(1-inch)*	8	10	3	2	19	2	12	2	9	5	21
Wood, Thin *(chest, door)* / Rope *(½-inch)*	9	13	6	2	20	2	10	2	13	9	21

* Generally, liquid contents of a phial are affected when the container fails its save; however, in some instances when the container survives breakage, the contents may yet be adversely affected.
** Silvered glass. If mirror is composed of silver, refer to *metal, soft*; if composed of steel, refer to *metal, hard.*

Item Saving Throws Table Defined:

Class 1 (Acid): A large volume of corrosive acid in which the item is immersed.

Class 2 (Blow, Crushing): A blow of great force, such as a falling boulder.

Class 3 (Blow, Normal): A blow from a moderately heavy object, such as a weapon.

Class 4 (Cold, Magical): Cold, frost, and ice magic (e.g., *cone of cold*, *ice storm*).

Class 5 (Disintegration): The spell *disintegrate* and like effects.

Class 6 (Electricity): Electrical shocks and discharges magical and mundane.

Class 7 (Electricity, Lightning): Magical bolt of lightning (e.g., *call lightning*, *lightning bolt*).

Class 8 (Fall Impact): Item falls 10 feet and strikes a hard surface (stone). Save is at –1 for each additional 10 feet of falling distance; save is at +2 if impact is with a softer surface.

Class 9 (Fire, Magical): Sorcerous fire (e.g., *fireball*, *wall of fire*) or monster's breath weapon.

Class 10 (Fire, Normal): Non-magical fire (e.g., burning wood, oil) that consumes the item.

Class 11 (Lava): Molten rock erupted from a volcano or fissure; also includes subsurface magma.

The integers shewn in the preceding table indicate the sum that must be rolled on a d20 (with modifiers, if applicable) for an item to resist the stated effect. A "—" entry reflects that no save is necessary. Results greater than 20 can be achieved only with bonuses, and a natural 1 is always a failure.

SPELL RESISTANCE (SR): Some monsters have a supernatural immunity to spells, called *spell resistance*. Spell resistance is a potent ability that overrides saving throws; i.e., if a spell is cast at a spell-resistant creature, the spell fizzles on a given chance-in-twenty, and no saving throw is necessary. Thus, when a creature possesses spell resistance and is the target of a hostile spell, a spell resistance check (q.v.) must be rolled; if that fails, a standard saving throw follows (if applicable). Of course, if the spell is beneficial, and the spell-resistant recipient consents to its application, spell resistance need not apply. Spell resistance does not apply versus other forms of sorcery, such as magical devices (rings, scrolls, wands, etc.) or special abilities that are of sorcerous nature.

Spell Resistance Check: A creature with spell resistance has a stated chance-in-twenty to resist the effects of a hostile spell. This base probability applies versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1).

For example, suppose a dæmon has SR 7. If the dæmon is the subject of a 10th-level magician's *fireball* spell, it has a 9-in-20 chance to resist the spell; if the check fails, the dæmon is still entitled to a *sorcery* saving throw for half damage. If the magician tries a *magic missile* spell, the same spell resistance check applies; if the check fails, the dæmon suffers full normal damage, as *magic missile* does not permit a saving throw to reduce its effects. *N.B.:* Spell resistance applies solely to the spell-resistant creature; if an area effect spell (such as the aforementioned *fireball*) is cast at a creature with spell resistance, and the spell resistance check is successful, others in the area of effect still can be harmed by the spell as usual.

DAMAGE

Damage is apportioned via hit point (hp) loss. Hit points, as previously noted, are an abstract evaluation of one's ability to absorb and minimize damage through a combination of experience, fitness, physicality, skill, luck, and perhaps divine favour. Damage is sustained by means of combat (melee and missiles), spells, and other circumstances.

WOUNDS: Each time a combatant is struck, his hit points are lowered; however, damage reduction (DR) can mitigate results (see Vol. I, p. 114: Equipage, *armour*). Unless damage reduction is in effect, a successful melee or missile hit always should inflict at least 1 hp damage. Some attacks result in multiple damage dice, such as a horseman's *mounted charge* (see p. 249: Combat Actions, *melee*), or a thief's *backstab* (see Vol. I, p. 21: Classes, *thief*). Modifiers always are added after the damage dice are rolled.

DEATH and DYING: Once a character reaches 0 hp, he is unconscious. Spirits (brandy, gin, rum, whiskey, etc.) can revive a man to consciousness, allowing him to talk and move slowly, but he cannot fight or cast spells. If reduced to a range of from –1 to –3 hp, the character is seriously injured, though relatively stable. At a total of from –4 to –9 hp, he is in critical condition and suffers convulsions and/or blood loss at a rate of 1 hp per round, unless properly stabilized by an ally (e.g., binding wounds, resuscitation, sorcerous healing). If reduced to –10 hp, he is dead, though the referee might allow a dying hero to blink open his eyes and utter one brief, final sentence before passing.

Resurrection: Circumstances may arise in which a dead character has the opportunity to be resurrected. Unless otherwise noted, resurrection always should entail a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*). Furthermore, the resurrection may have other ramifications, such as permanent loss of a constitution point, or other perhaps mystical effects from experiencing death.

HEALING: The natural restoration of hit point loss. If a wounded character takes proper rest (minimum six to eight hours per day), hit point recovery is rolled using the character's HD type; this roll is modified by constitution *hit point adjustment* (if applicable), with a minimum of 1 hp per day (see Vol. I, p. 8: Attributes, *constitution*). For example, a wounded thief of 13 constitution gains 1d6+1 hp of healing per day, because his HD type is d6 and his *hit point adjustment* is +1. This natural healing may be accrued once per day.

Complete Bed Rest: Optimal rest and relaxation for 24 hours. This recuperation provides maximum hit point recovery, so the above 13 CN thief would gain a full 7 hp (the maximum result of 1d6+1). Complete bed rest necessitates no physical exertion and a peaceful setting (e.g., comfortable bed, water, nourishment).

Healing Negative Hit Points: A character stabilized at negative hit points requires complete bed rest conditions and regains but 1 hp per day, plus *hit point adjustment* if his constitution is 13+. Once 0 hp is achieved, healing resumes at the normal rate. Magical healing can return an ailing character to his feet straight away, no matter how close to death's door he has lingered. Mundane healing is not so miraculous: A man at –3 hp who spends three days resting is indeed now at 0 hp and can be roused to consciousness, but he should remain in poor condition for days thereafter, suffering the after-effects and soreness of the life-threatening injuries he survived.



Death and Dying

FALLING DAMAGE: When a creature falls an appreciable distance—whether down a pit, off a cliff, or from a tree—it sustains damage, typically 1d6 hp per 10 feet of descent. Sometimes an *avoidance* saving throw might be allowed to reduce falling damage. For example, if a PC falls from a tree lush with foliage, he may attempt to grab branches on the way down to slow his descent; if the referee judges this a fine reaction, he may allow an *avoidance* saving throw to reduce damage results by half. Note that falling damage, per referee discretion, might also include leg, arm, back, head, or neck injuries of variable significance. Lastly, unless padded with a decent amount of soft cloth, goose down, or the like, delicate items may break (see p. 260: Saving Throw, *item saving throws*).

Special Damage

Damage in *AS&SH* is not limited to the physical. An ill-starred adventurer could be choked to death by a **mountain ape**, have his life force drained by a **spectre**, or receive the poisonous kiss of a giant **black widow**. Likewise might he suffer the **werewolf's** curse, or succumb to utter delirium upon seeing The Thing That Should Not Be. The rules and guidelines that follow are presented to adjudicate such effects that transcend mere hit point loss.

ASPHYXIA: In any age it may come to pass that a rough-footed barbarian chieftain, a black-hearted savage from Hyperborea's northern wastes, leads a screaming horde of wild men over the walls of a civilized nation. After he smashes into the hall of the king and mounts the dais upon which the rotund monarch defiantly reposes, the savage clamps his iron-hard hands around the tyrant's soft, fleshy neck and chokes the life from him. Once the final, gurgling breath ebbs from betwixt purple, blood-slavered lips, the savage tears the crown from the king's gory head and sets it upon his own. The King is dead, long live the King!

Asphyxia is oft a violent and perturbing episode, characterized by the subject's loss of oxygen, resultant unconsciousness, and possible death. Asphyxia could be instigated by drowning, strangulation, suffocation, exposure to vacuum, or other less pleasant means—not the least of which include sorcery. Unless the victim escapes his dire predicament, the effects are intensifying and deadly.

When an air-breathing creature is deprived of oxygen, it must make a *test of constitution* at the end of every 3rd round. (If a man has the opportunity to take a deep breath first, such as before diving underwater, then he need only check every 6th round.) For a quasi-man or beast with no published constitution rating, the referee must either assign a score or dice for it (3d6, or 4d6 drop low). Once a *test of constitution* has been failed, the creature will begin to asphyxiate. No further *tests of constitution* are rolled; damage is automatic thereafter until the creature draws breath or perishes.

An asphyxiating creature sustains 1d6 hp cumulative damage per round until losing consciousness at 0 hp. It suffers 1d6 hp damage on the 1st round of asphyxia, 2d6 hp damage on the 2nd round, 3d6 hp damage on the 3rd round, and so forth, until reaching 0 hp. Once a creature has been reduced to 0 hp, asphyxia damage continues to accrue at a rate of 1 hp per round until air is introduced (i.e., the unconscious creature will die in 10 rounds unless resuscitated). For a hapless victim drowning in quicksand, death is inevitable absent outside aid, but one man may choose to throttle another unto unconsciousness and then release him, cataleptic but stable at 0 hp (see p. 261: Damage, *death and dying*).

ENERGY DRAIN: Some creatures in Hyperborea (particularly the undead) are infused with negative energy said to originate from the hoary depths of the Black Gulf. When these creatures touch a living being, they can effect an *energy drain*, absorbing and/or destroying a portion of the victim's life force. For player characters, energy drain is reflected in the loss of experience levels. The victim generally is allowed a *death* saving throw to resist; if this roll fails, he is drained to the halfway point of the resulting level (e.g., a 5th-level cleric drained to 4th level is at 12,000 XP).

When a character is drained of a level, the *level gain checklist* (see p. 267: Experience Points, *gaining levels of experience*) should be applied in reverse, deducting hit dice and abilities accordingly. A character drained below 1st level is killed (and oft arises as an undead himself). Lost levels can be regained normally through continued adventuring, or by the *restoration* spell; in the former case, the referee is advised to waive training requirements (q.v.) for pre-existing levels.

LYCANTHROPY: Lycanthropy is both a curse and a disease. It can be developed via the *cause lycanthropy* spell or contracted when one is bitten by a **lycanthrope**, such as a **werewolf**. Regardless, the change will manifest after 3d8 days. Until that time the victim will feel rather ill and will suffer terrifying nightmares.

Once the affliction fully manifests, a PC becomes an NPC to be run by the referee, who must then reference

the appropriate statistics in Vol. IV. Alternatively, the referee might provide private instructions to the player as to how the lycanthrope is to behave, so as possibly to dupe the other players. In rare cases, the referee might allow play to resume as normal with a PC lycanthrope, a sort of Jekyll-and-Hyde experience.

Immunity to Disease: No character is immune to lycanthropy; even paladins are subject to the effects of this dreadful condition.

Curing Lycanthropy: Curing lycanthropy is difficult, yet possible. A CA 9 sorcerer casting *cure disease* can eliminate the curse; similar class abilities possessed by monks and paladins likewise must be exercised by a 9th-level character. If such means are unavailable, a dried bunch of belladonna may be ingested, granting a 1-in-4 chance of successful cure—though carrying a 1-in-10 chance of fatality if a *death* (poison) save is failed.

MADNESS: Some otherworldly monsters instil madness in those who behold them, men's fragile minds flummoxed by exposure to these alien horrors. Sorcery can effect similar results, as can a bard's *mesmerize* ability (see Vol. I, p. 87: Thief Subclasses, *bard*). Both tap into and reveal occult truths of the bleak, nihilistic universe—truths that man was not meant to know, for these revelations can shatter a man's sanity. In some cases the nature of the resulting madness will be evident to the referee; when random determination is desired, the following forms of insanity are suggested:



The Thing That Should Not Be

1. *Catatonia:* Abnormal, repetitive movement or activity; or, *catalepsy*, complete lack of movement.
2. *Delusion:* Idiosyncratic beliefs or impressions that contradict accepted reality.
3. *Dipsomania:* Alcoholism in which the victim is prone to drinking until passing out.
4. *Hallucination:* Experiencing the perception of things that are not actually present.
5. *Hebephrenia:* Disordered thoughts and emotions; hallucinatory perceptions and bizarre behaviour.
6. *Homicidal Mania:* Pathological and uncontrollable obsession with killing and murder.
7. *Kleptomania:* Recurrent urge to steal for the sake of stealing, not for want or need.
8. *Lunacy:* Eccentric, foolish, violent, or irrational behaviour, manifesting oftest at the full moon.
9. *Mania:* Periods of great excitement, euphoria, delusion, and hyperactivity.
10. *Manic Depression:* Wild, alternating periods of elation followed by melancholy and despair.
11. *Megalomania:* Obsession with power and domination; delusion about one's importance.
12. *Melancholia:* Deep and persistent sadness and gloom, marked by hopelessness and unfounded fears.
13. *Monomania:* Obsessive enthusiasm or preoccupation with one thing or purpose.
14. *Paranoia:* Delusions of persecution; unwarranted suspicion and mistrust of others.
15. *Pathological Gambling:* Recurrent compulsion to wager at the highest possible stakes.
16. *Pathological Lying:* Recurrent compulsion to deceive about even the most mundane matters.
17. *Sadomasochism:* Deriving unhealthy pleasure from the pain of oneself and/or others.
18. *Schizoidism:* Emotional aloofness, detachment, and solitary behaviour.
19. *Schizophrenia:* Withdrawal from reality and into delusion, marked by mental fragmentation.
20. *Suicidal Mania:* Deep depression and unhappiness culminating in self-destruction.

The referee must adjudicate the development of madness in NPCs. A PC suffering such an affliction calls for superior role-play in which the madness is developed by the player; this change does not require thespian displays by the player so much as describing the actions of his character as he gradually slips into madness. Certainly no player wishes to have his beloved character commit suicide or suffer hallucinations that would compromise his effectiveness; however, some forms of insanity might be fun to role-play. (Imagine, if you would, a kleptomaniacal thief!)

POISON: Some referees may eschew the use of poison as a player character weapon in their campaigns. At the least, poison acquisition should be difficult, and its use by intelligent creatures is almost always an act of Evil. Of course, exceptions may apply: When the pre-eminent pulp fiction barbarian skewers a toxic fruit on the end of his spear and stabs a ferocious forest dragon in its open maw, alignment has no bearing, for this is an act of survival. Notwithstanding, a paladin must never use poison, no matter the circumstances.

Poison used to assassinate is typically *penetrative* or *ingestible*, though it might be encountered as a gas, powder, or spore. Some poisons are slow-acting, whereas others are rapid. Poison can cause blindness, death, nerve damage (intense pain), paralysis, or other serious harm to most men; effects can be reduced or negated by *death* (poison) saving throws, which may be modified by constitution (see Vol. I, p. 8: Attributes, *constitution*).

Poison usually is concocted by alchemists, necromancers, witches, and assassins. It is derived from toxic roots, berries, spores, and blossoms; the deadly venom of amphibians, reptiles, and insects; and rare, radioactive materials. More information on brewing poison is available for the referee in Vol. V. If poison is allowed and available for purchase, the following general classifications are recommended:



Poison Table Defined:

Poison Type: Penetrative types include envenomed blades, arrows, or crossbow bolts. The substance must be smeared on the weapon and used within 24 hours, or the poison's efficacy will expire. *Ingestible* types must be swallowed, usually mixed into food or wine. The mildest forms, if introduced daily, can be used to slowly poison the victim over several days or weeks; this scheme can create the illusion of the victim becoming ill and dying of natural causes.

Cost per Dose: The usual cost in gold pieces for a volume of poison sufficient to affect one Medium creature. At the referee's discretion, multiple doses may be required to produce similar results in Large creatures, and/or the standard dosage may have lessened effects (e.g., a **cave bear** consuming a standard dose of *ingestible IV* poison may suffer damage as if from *ingestible II*).

Time of Onset: How long before the introduced poison takes effect.

Chance of Detection: The chance-in-ten that the subject (if intelligent) will see, smell, taste, or otherwise deduce that a poisoning attempt is taking place. If the subject has 16+ wisdom, he gains a +1 bonus to this check.

Saving Throw Modifier: Weaker poisons are less effective, and thus subjects gain bonuses to their saving throws.

Passed / Failed Saving Throw: The damage sustained following a successful or unsuccessful saving throw.

N.B.: The poisons presented in Table 101 are those that injure or kill their victims. Other poison types exist, such as *curare*, a resinous substance used on blades or arrows that will paralyze a victim for 1d2 turns, unless a *death* (poison) saving throw is made; if the saving throw is successful, the wound site will be numb for a like number of turns. Curare may cost somewhere betwixt the cost of *penetrative II* and *penetrative III* types. In many cases it contains the venom of snakes, spiders, scorpions, or other horrors; in other instances it may contain the powdered pods of violet lotus. Some poisons simply may cause blindness; others still might have soporific or hallucinogenic effects, the most severe inspiring insanity (see *madness*).

Table 101: Poison

Poison Type	Cost per Dose	Time of Onset	Chance of Detection	Saving Throw Modifier	Passed Saving Throw	Failed Saving Throw
Penetrative I	50 gp	2d6 rounds	5:10	+2	—	2d6 hp
Penetrative II	100 gp	1d6 rounds	4:10	+1	—	3d6 hp
Penetrative III	500 gp	1d4 rounds	3:10	+1	—	4d6 hp
Penetrative IV	1,000 gp	1 round	2:10	±0	—	death
Penetrative V	2,000 gp	instantaneous	1:10	±0	—	death
Ingestible I	25 gp	2d6 rounds	5:10	+2	1d6 hp	2d6 hp
Ingestible II	50 gp	1d6 rounds	4:10	+1	2d6 hp	4d6 hp
Ingestible III	100 gp	1d4 rounds	3:10	+1	3d6 hp	6d6 hp
Ingestible IV	500 gp	1 round	2:10	±0	4d6 hp	death
Ingestible V	1,000 gp	1d6 turns	1:10	±0	5d6 hp	death

EXPERIENCE POINTS (XP)

The referee awards experience points (XP) to player characters for successful play (e.g., combat, adventure, problem solving). Characters begin with 0 XP. As challenges are met and overcome, the PCs gain experience points and hence the opportunity to achieve higher levels of experience.

GAINING EXPERIENCE POINTS: The following table is a referee's guideline to XP distribution. Tastes and styles will vary; thus each referee will settle into a system of XP awards with which he is comfortable.

Table 102: Awarding Experience Points

Achievement	Suggested XP Value
Slaying / Capturing Monsters	Variable per monster type
Gaining Treasure	1 XP per gp value (coins, gems, jewellery, etc.)*
Clever Use of Ability	25–50 XP
Problem Solving	100–500 XP
Adventure / Campaign Goals	500–1,000 XP
Attendance	25–50 XP per hour

* Note that magical treasures have separate XP values, as listed in Vol. V.

Awarding Experience Points Table Defined:

Slaying / Capturing Monsters: Experience points are gained when monsters are killed. Each monster is assigned an XP value. Generally, the more powerful the monster, the more XP will be awarded. When a defeated monster escapes, the PCs should not be awarded its full XP value; ½ XP is more appropriate. If it is later captured or killed, then the other ½ XP may be awarded. Some referees might also award ¼ XP when the PCs fight valiantly, though opt to flee for their lives.

Gaining Treasure: Winning treasure is as essential to traditional sword-and-sorcery RPGs as fighting monsters. Each gold coin won is worth 1 XP. Each item of treasure is worth as many XP as its gp value; e.g., a 1,000-gp diamond is worth 1,000 XP. Each magic item is assigned an XP value that is normally less than its gp value. Some gamers might balk at the idea of gold and treasure providing XP awards. Ideally, XP awards for treasure won may be considered abstract story awards; i.e., the characters win gold upon overcoming some difficult challenge, or perhaps avoiding the challenge by dint of sheer cleverness. On occasion, gold and treasure may seem to fall into the adventurers' laps through no challenge or effort at all; XP for such gains should be minimized or even negated.

Clever Use of Ability: All characters are expected to use their skills to the best of their abilities; e.g., fighters fight, magicians cast spells, clerics *turn undead*, thieves *open locks*. Sometimes, however, a player will direct his character to exercise a spell or an ability in a way that is exceptionally clever or innovative. Per referee discretion this resourcefulness might be deserving of an individual XP award, typically 25–50 XP.

Problem Solving: The referee might award XP for overcoming a challenging trick, trap, puzzle, or riddle, where problem solving, logic, and teamwork are applied. The XP award should be commensurate to the challenge and level of the characters, typically betwixt 100 and 500 XP.

Adventure / Campaign Goals: Some adventures may entail long-term goals or quests, and XP might be awarded when certain criteria are met. In many instances, the XP award is simply the gp or XP value of a treasure or magic item recovered. Some goals can be less definite (e.g., rescuing a princess, securing a hostile border, or delivering a message across hundreds of leagues of treacherous terrain), so the referee may wish to assign an XP award. If the completion of a goal or quest includes no monetary reward, the referee might award 500–1,000 XP. Another campaign goal worthy of an XP award is participation in Warfare and Siege (q.v.).

Attendance: Awarding 25–50 XP per hour of active game participation is not unreasonable, particularly during a session of game play that holds few battles and/or in which no treasure is won, yet the players have nonetheless exercised creativity and ingenuity.

XP Distribution: Experience point distribution can be a tricky subject, though only as complicated as the referee chooses.

Even Distribution: In the broadest sense, XP should be divided equally amongst the PCs, even when one character outshines the rest of the party.

Solo Distribution: Sometimes a player character will perform individual activity deserving of solo XP. *Example:* A thief sneaks ahead to scout the opposition and runs into a pair of **orc** guards. He fights them by himself and wins by dint of his blade before his allies arrive. In such an instance, the thief may be awarded solo XP. (As an aside, the author awards solo XP to the player who takes the burden of mapping a dungeon delve.)

NPC XP Shares: Henchmen who contribute to the overall success of the party should be awarded XP. (Simple hirelings who do not meaningfully contribute to the adventure do not receive any XP awards.) It is incumbent on the referee not to allow NPCs to outshine PCs during the course of adventure; an NPC should not solve the puzzle, complete the main objective of a quest, or the like. Some referees will divide XP into equal shares, with NPCs gaining a full share. Other referees may award one XP share for

every two gained by the PCs. *Example:* A group of 5 PCs and 1 NPC complete an adventure and are about to be awarded XP. The referee divides the total XP award by 11. He then awards 2 shares to each PC and 1 share to the NPC.

Bonus XP: The fighter, magician, cleric, and thief each have a prime attribute: strength, intelligence, wisdom, and dexterity, respectively. If the prime attribute is 16 or greater, the character gains a +10% bonus each time XP is awarded; e.g., if a 17 DX thief is awarded 550 XP, he gains a bonus 55 XP. Subclasses have two prime attributes, both of which must be 16 or more for the character to gain bonus XP.

When to Award XP: Referees will no doubt develop their own preferences as to when and how they award XP. Each of the following methods has its merits:

- At the end of a gaming session
- At the start of the next gaming session
- At the completion of an adventure
- After each battle or significant goal achieved

XP Limits: In a single session of game play, XP should not be awarded in such quantity as to advance the character more than 1 level of experience. If, for example, a magician were to earn 6,000 XP during his first adventure, he should not graduate to 3rd level; rather, his XP should be capped at 4,999 (1 XP short of 3rd level). However, such a character is not allowed to go out and, say, kill a rat to gain a level—he must adventure, do something of significance.

GAINING LEVELS OF EXPERIENCE: When a character gains enough XP, he becomes eligible to advance to the next level. Ultimately, attaining a new level of experience is within the purview of the referee. If the referee feels that the level gain is not justified, the player must respect his decision and inquire as to how he must proceed, which might entail the completion of a quest. The following methods of PC level gains are presented for referee consideration:

Training with a Master: The PC briefly excuses himself from the adventuring life to seek a master and train. The master is an NPC of like class who is of higher level than the PC, though at least 6th level in any case. If a PC is a member of a guild, he may have more than one master. Training with a master requires a number of weeks equal to the level gained, at a cost of 100 gp per week; e.g., a thief working to gain 3rd level needs 3 weeks of training and 300 gp. The gold cost may be reasoned as the trainer's fee, guild dues, materials, and similar expenses.

Training without a Master: The PC briefly excuses himself from the adventuring life to engage in solitary training. Sometimes the PC is in no position to train with a master because of his location, finances, or other circumstances. He can opt instead to train on his own. Training alone requires no master's presence and costs no gold; however, the time of training is doubled, requiring two weeks per level; e.g., a fighter training for 4th level needs eight weeks of solitary training.

No Training (Optional): Some referees may eschew training rules, preferring to have characters "level up" during the course of their various adventures. This method is fine, but some type of practice or training should be enforced betwixt adventures; otherwise, how and when does the thief learn to *read scrolls*, and how does the ranger develop his *sorcery* ability? In general, training should be assumed to occur at intervals betwixt adventures; otherwise, the referee might retard the development of new skills and abilities.

Level Gain Checklist: Once a character officially has gained a level of experience, the player should check the following:

- Determine additional hit points (hp) (see Vol. I, p. 130: Other Statistics, *hit dice*). Rolling in front of the referee or a fellow player is always an honourable practice.
- Adjust saving throw (SV) (see Vol. I, p. 130: Other Statistics, *saving throw*) if gaining an odd-numbered level.
- Character classes whose *favoured weapons* are not "Any" have the opportunity to learn unlisted weapons at 4th, 8th, and 12th levels; likewise for *weapon mastery* (see Vol. I, p. 112: Weapon Skill).
- Check to see if fighting ability (FA) has increased (every level for fighters and their subclasses; less quickly for other classes).
- Check the class description to see if any new skills or abilities have developed, as some are level dependent.
- Check the class description to see if any current skills or abilities have improved or changed; some may gain additional daily uses, and others might expand to more potent or advanced applications.
- If the class is a spell caster, determine the development of new spells. Also, review known spells to see if the level gain has improved their range, duration, and/or effectiveness.

AERIAL COMBAT

In games of sword-and-sorcery, many fantastic creatures are capable of flight, some of which might become tamed mounts ridden by airborne knights. Likewise, sorcery itself can provide otherwise terrene men and monsters with the astounding power of flight. Inevitably combat situations will arise in which one or both sides comprise aerial combatants.

Typically when one side has a flier and the other side does not, missiles and magic may be the only means of targeting the aerial opponent. Here also arise circumstances in which weapon class should take precedence, such as when a monster careens toward its prey, claws outstretched. A flying lizard may attempt to snatch up its quarry, but not before the fighting spearman sets his long spear to impale the soaring beast. What follows are some guidelines for adjudicating aerial combat.

AERIAL BOMB ATTACKS: Some fliers may opt to drop missiles, such as boulders or other heavy items, on their earthbound foes. Aerial bomb attacks are resolved as follows:

Table 103: Aerial Bomb Attacks

Altitude of Bomber	Attack Modifier	Typical Damage
30–100 feet	±0	1d6
101–200 feet	−2	1d6+2
201–300 feet	−5	1d6+4

Naturally situations may arise when a giant flying monster might attempt to bomb with a massive boulder, and so the damage must be adjusted accordingly, per referee discretion.

AERIAL CHARGE (Diving Attack): Aerial combat may involve a "charge" or *diving attack* in which one or both combatants seek violent collision in the air. In such cases, standard *charge attack* or *mounted charge* rules apply (i.e., double MV; 1/1 attack rate; +1 *higher ground* attack bonus versus an earthbound target; +2 damage bonus; loss of dexterity bonus to AC, or –1 AC penalty if no DX bonus applies); see p. 249: Combat Actions, *melee*. Obviously for lack of terra firma, an airborne target cannot set a spear to receive a charge; however, a grounded target may do so. Of course, the higher-class weapon gains *first strike* opportunity if the WC difference is 2 or greater (see p. 244: Combat, *initiative*). If the d20 attack roll versus an aerial mounted character (whether he be the charger or the charge recipient) is a natural *18–20*, and such a die roll qualifies as a hit, then the target must make an *avoidance* saving throw or fall from his mount.

AERIAL MELEE COMBAT: Aerial melee follows the same guidelines as standard melee combat with regard to attacking and counterattacking. If a flier passes by an opponent, each combatant has an opportunity to make his full complement of attacks on the combat phase in which contact occurs, in initiative order. The counterattack immediately follows, regardless of continued movement or momentum that subsequently separates the combatants; in short, each flier makes his full attack sequence before flight resumes. The means by which a combatant flies determines the type of melee weapon he can wield effectively (i.e., without penalty). Consult and if necessary extrapolate from the following table:

Table 104: Aerial Melee

Flight Method	Effective Weapon Size
Fly spell	any
Winged combatant	WC 2+
Wingless mount / vehicle	WC 2+
Winged mount	WC 4+

Aerial Melee Table Defined:

Fly *spell:* The *fly* spell provides superior manœuvrability, allowing the aerial combatant to soar up to his opponent and strike with any weapon type. Note that the *levitate* spell affords no such manœuvrability, and aerial melee should be practically impossible.

Winged combatant: Whether his wings are natural, the result of sorcery, or produced by a magical device, a winged combatant can wield WC 2+ weapons effectively; smaller weapons can result in collision and are wielded at –2 attack penalties.

Wingless mount / vehicle: A wingless mount or the use of a magical device such as a **carpet of flying** or **magic broom** requires greater range of attack, so weapons of WC 2+ are necessary; smaller weapons can result in collision and are wielded at –2 attack penalties.

Winged mount: Requires the use of WC 4+ weapons (typically lances or spears). A WC 2–3 weapon can be wielded at a –2 attack penalty, and a WC 1 weapon can be wielded at –4.

AERIAL MISSILE COMBAT: Firing a missile whilst flying can be challenging, as some mounts and modes of flight are quite unsteady. The following guidelines are suggested:

Table 105: Aerial Missile Fire Modifiers

Flight Method	Missile Modifier
Fly spell	±0
Levitate spell	−2
Winged combatant	−2*
Vehicle (e.g., **sky ship**, **carpet of flying**)	±0
Wingless mount	−2
Winged mount	−4

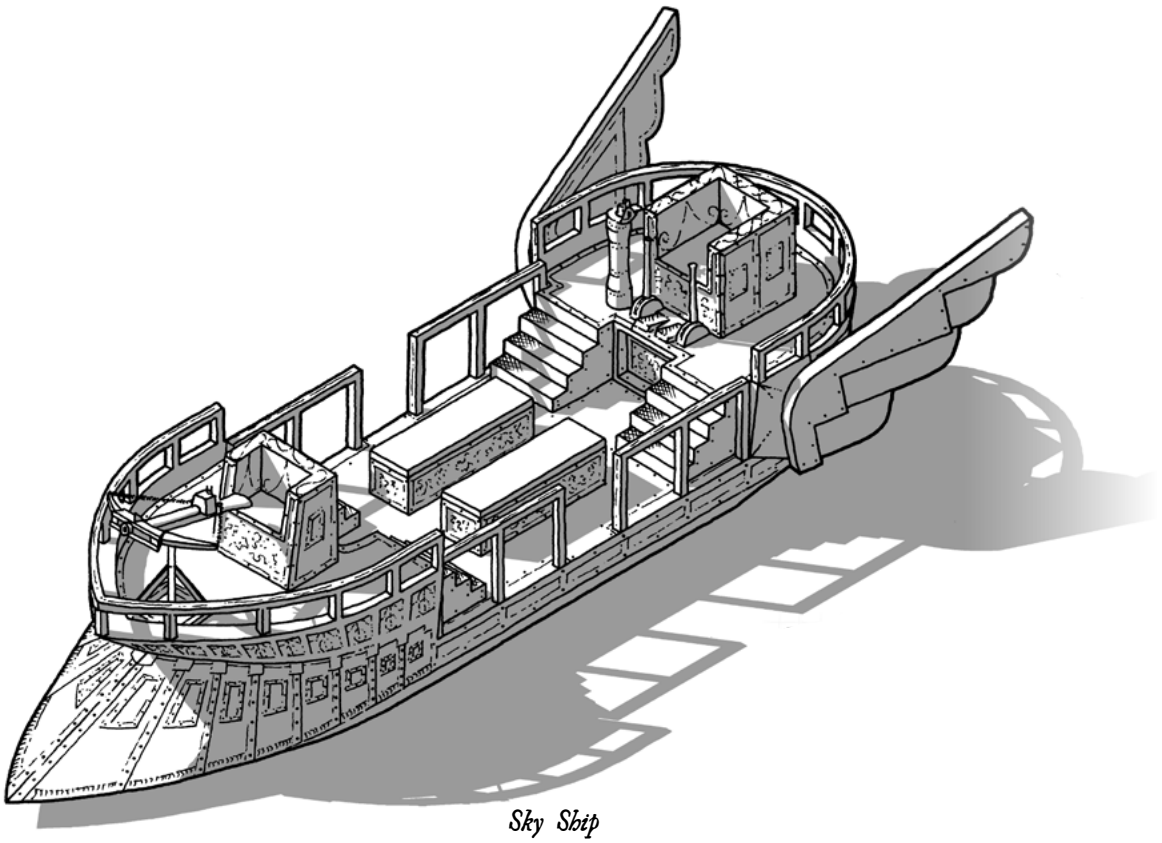
* Penalty applies to missile launchers only (e.g., bow, crossbow); hurled weapons (e.g., hand axe, javelin) fired at no penalty.

AERIAL SPELL CASTING: Spells such as *fly* or *levitate* and devices such as a **magic broom** provide spell casting opportunity from an advantageous position. If the sorcerer flies by virtue of magical wings or is saddled upon a winged mount, the unsteadiness is too much to overcome, the requisite hand gestures impossible to execute; shamanic humanoids may be an exception to this rule.

FLYING MONSTERS: A monster that strikes from the air may make a single attack on a flyby (using the same rules as noted under *aerial melee combat*; i.e., the opponent is afforded a chance to counterattack), or it may rear up in mid-air to make an attack routine such as a claw / claw / bite. Furthermore, some flying mounts may be trained to attack the same opponent as the rider (or, alternatively, the opponent's mount).

Aerial Swoop-and-Drop Attack: Some monsters might attempt to swoop upon their prey, fly up in the air, and drop it to its death. This manœuvre is similar to a *charge attack* (see p. 249: Combat Actions, *melee*), with higher weapon class gaining *first strike* (if WC difference is 2 or greater) and damage dice doubled if the swooping attack lands. This aerial attack method cannot be employed where the target enjoys substantial cover, such as that provided by a dense forest canopy.

If the d20 attack roll is a natural *16–20*, and this score qualifies as a hit, then the target must make an *avoidance* saving throw or be snatched up. If a target proves too heavy, the monster will release him straight away, the drop less than 10 feet. Of course, some creatures might not drop their targets; they might bring them to their nests to feed young, or perhaps attempt to effect some other unsavoury result.



Sky Ship

WATERBORNE EXPEDITIONS

Hyperborea's roiling seas are unpredictably windy and teem with frightful leviathans. The realm is flat, its seas perpetually spilling off the edge of the world in massive falls. Ice sheets consume many bays and inlets during winter; icebergs present ofter in spring; and in summer, storms at sea are more frequent.

In Hyperborea the enormous red sun never rises to a true zenith; rather, it wheels around the horizon, rising and falling in subtle degrees. Measurements are taken by employing a type of sextant, subtle differences in the sun's position relative to the horizon indicating heading (although skilled seamen can find their bearings without need of an instrument). On the open sea, celestial navigation generally is easier, though no less hazardous.

WATER VESSELS: Several types of vessels may be found in Hyperborea. Typically, they are available for purchase in port towns and cities. Of course, an Esquimaux fishing village may sell only canoes and kayaks, and a Viking settlement may sell primarily longships, *knörr*, and *færings*, whereas the City-State of Khromarium will have almost all types available for purchase. Viking and Amazon ships are esteemed the finest by most seamen; hence their technology oft is imitated by other cultures.

Table 106: Water Vessels

Type	Cost	Movement per Round (Feet)	Movement per Day (Miles)	Armour Class	Hull Points
Amazon Carrack	20,000 gp	90/150	21/90	7*	5d6
Barge, River	500 gp	30	12	9	1d6
Boat, River, Sailing	800 gp	60	36	7	3d4
Canoe	150 gp	60	24	7	1d4
Canoe, War, Large	8,000 gp	60	24	8*	7d4
Canoe, War, Small	2,000 gp	60	24	8	5d4
Coaster	5,000 gp	150	90	7	4d6
Cog	8,000 gp	120	72	8	6d6
Esquimaux Kayak	200 gp	90	36	6	1d2
Esquimaux Umiak	350 gp	60	24	7	1d2
Galley, Large	20,000 gp	90/120	18/72	8	6d6
Galley, Small	10,000 gp	90/150	18/90	8	5d6
Galley, War	30,000 gp	60/120	12/48	8*	7d6
Lifeboat (of galley or cog)	100 gp	30	16	7	1d2
Raft	100 gp	30	12/24	7	1d3
Rowboat	100 gp	30	12	7	1d4
Viking *Færing*	300 gp	60/90	18	7	1d6
Viking *Knarr*	10,000 gp	60/120	18/90	9	5d4
Viking Longship, Large	18,000 gp	90/150	21/90	7*	7d4
Viking Longship, Small	12,000 gp	90/180	21/90	7*	6d4

* Vessel gains +1 AC bonus if captain is 1st to 4th level, +2 AC if 5th to 8th level, or +3 AC if 9th to 12th level. Other vessels might be afforded similar bonuses if outfitted for war.

Water Vessels Table Defined:

Type: The basic vessel name, described hereafter.

Cost: The usual cost in gold pieces.

Movement per Round: Speed by the round may come into play when attempting to pursue or evade another vessel, or perhaps an aquatic beast. Where two values are listed (separated by a virgule), the first value is for rowing, and the second for sailing (assumes sailing with or across the wind in a *light* or *moderate breeze*; see *wind*, hereafter). Note that *backwater* speed (reversing oars) is at ½ movement.

Movement per Day: Where two values are listed (separated by a virgule), the first value is for rowing, and the second for sailing (assumes sailing with or across the wind in a *light* or *moderate breeze*; see *wind*, hereafter). *N.B.:* Rowers are assumed to rest 1 turn (10 minutes) for every 5 turns spent rowing.

Armour Class: The target for an attack by a ram, catapult, or ballista; likewise, certain spells, hazards, and of course leviathans of the sea are capable of damaging a ship's hull.

Hull Points: Similar to hit points, hull points represent how much damage a ship can sustain before the hull is breached, and the vessel takes in water. When a ship reaches 0 hull points, it will sink in 3d6 rounds. Also, at 0 hull points, a ship no longer can move or use any of its mounted weaponry. As concerns giant sea beasts, treat every 4 hp damage inflicted as 1 hull point.

Water Vessel Descriptions: Each vessel includes all the usual tackle, including rigging, sails, oars, a sextant, and so forth. If the sextant is lost, a new one may be obtained at most ports for 500 gp. Navigation in Hyperborea can be difficult without one.

Amazon Carrack: Large sailing ship of 90-foot length (70-foot keel), 20-foot hull width (25 feet with outriggers), and 20-foot depth from amidships rail to keel; double or triple mast, with lateen sails. It features a large aftcastle and a smaller forecastle, with a usual crew of 50–60 (40–50 sailors, 10 officers). A seaworthy vessel superior at tacking to windward, this is perhaps the most impressive presenting ship in all of Hyperborea, the pride of New Amazonia; it is rivalled only by the Viking *drekar* (q.v.).

Barge, River: Large, rectangular craft with flat bottom, used to transport freight on rivers.

Boat, River, Sailing: Four- or six-man sailing boat used on rivers and lakes.

Canoe: Narrow boat with no keel, propelled via paddles; typically built to convey 4–10 passengers.

Canoe, War, Large: Massive, Tlingit-style canoe used for waterborne expeditions and warfare. It seats 40 persons and generally is comparable to a *drekar* (q.v.).

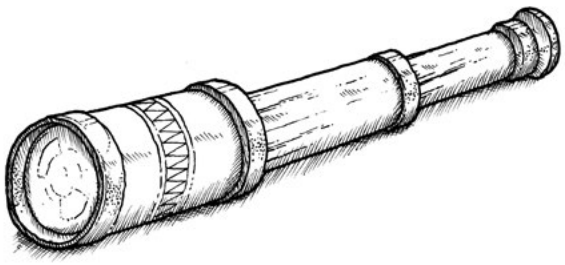
Canoe, War, Small: Tlingit-style canoe used for ocean-crossing raids. It seats 20 persons and is comparable to a *snekke* (q.v.).

Coaster: Small sailing ship with a single mast and square-rigged single sail, used to transport cargo along the coast, with a usual crew of 10 (9 sailors and 1 officer).

Cog: Large sailing ship of 50-foot length (16-foot keel), 14-foot hull width, and a single mast with a square-rigged sail. It features a forecastle and an aftcastle, with a usual crew of 20 (18 sailors and 2 officers). The cog is able to make ocean journeys, though not as reliable as the carrack or longship (q.v.).

Esquimaux Kayak: Light wood- or bone-framed, watertight (decked) boat wrapped in skins (e.g., elk, mammoth, seal). It oftest is piloted by a single rower who sits in a small hole, though kayaks for two are not uncommon.

Esquimaux Umiak: Open boat made of skins (e.g., elk, mammoth, seal) wrapped around a wooden or bone frame; seats 8–10 persons.



Galley, Large: Sailing ship that also can be propelled entirely by oarsmen; typical specifications are 120-foot length (90-foot keel), 25-foot hull width (30 feet with outriggers), and 30-foot depth from amidships rail to keel. It is equipped with 110 oars of about 20-foot length, with double rows at port and starboard. This vessel is seaworthy, though best suited for coastal expeditions because of cargo weight and low freeboard oar piercings. It features prominent forecastle and aftcastle and can be equipped with ballistæ, with a usual crew of 200 (130 rowers, 60 sailors, 10 officers). A large galley can be outfitted with a ram for an additional 5,000 gp.

Galley, Small: Sailing ship that also can be propelled entirely by oarsmen; typical specifications are 90-foot length (60-foot keel), 15-foot hull width (18 feet with outriggers), and 18-foot depth from amidships rail to keel. It is equipped with 60 oars of about 18-foot length. This vessel is seaworthy, though limited to coastal expeditions. It features prominent forecastle and aftcastle and can be equipped with ballistæ, with a usual crew of 120 (75 rowers, 40 sailors, 5 officers). A small galley can be outfitted with a ram for an additional 2,500 gp.

Galley, War: Same as *large galley*, except with a reinforced hull and outfitted with a ram, two or three ballistæ, and one or two light catapults for firing rocks or flaming pitch. War galleys also are built with detachable masts.

Lifeboat: Small boat kept on a galley or cog; used for emergencies, though sometimes to convey goods to or from a shore sans docks.

Raft: Small, rectangular craft with flat bottom used to convey freight along rivers; propelled by poles, oars, or sails. Oceangoing rafts, scarcely seen, are outfitted with single or double outriggers and single sails.

Rowboat: Small, keeled boat used for paddling rivers, lakes, and swamps; typically two- or four-oared.

Viking Færing: Small, open rowboat with two or three pairs of oars, each end of the boat coming to a point.

Viking Knarr: Single-mast cargo ship used for long journeys overseas (plural *knörr*). Typical size is 55-foot length and 15-foot beam (width). It can bear 24 tons of cargo, with a usual crew of 17 men (15 oarsmen, 1 coxswain, 1 master).

*Viking Longship, Large (*Drekar*):* Long, narrow, light ship with shallow-draught hull and 42 oars; double-ended with single, rectangular sail. Typical specifications include 98-foot length, 12½-foot beam (width), and 2½-foot draught. Every *drekar* features a prominently carved prow. Usual crew includes 60 men (54 oarsmen, 2 coxswains, 3 officers, 1 master).

*Viking Longship, Small (*Snekke*):* Long, narrow, light ship with shallow-draught hull and 24 oars; double-ended with symmetrical bow and stern for superior manœuvrability. Shallow draught allows for beaching. Typical specifications include 48-foot length, 8-foot beam (width), and 1½-foot draught. It has a single rectangular sail used to replace or augment rowing power, with a usual crew of 26 men (24 oarsmen, 1 coxswain, 1 master).

Open Sea Expeditions: Few vessels are appropriate for open sea expeditions. The finest seaworthy vessels in Hyperborea include the Amazon carrack and the large Viking longship (*drekar*); other sizeable vessels such as the cog and galley are fine seaworthy ships, though usually do not operate on the open sea.

WIND: The movement values for sailing vessels on p. 270: Table 106 are for *light* to *moderate breeze* winds. When winds *becalm*, galleys and longships will be dead in the water and must switch to oars. Stronger winds may increase sailed movement; extreme winds can capsize a vessel or spin it out of control.

Wind Direction: Roll a d8 for wind direction:

1 = North, *2* = Northeast, *3* = East, *4* = Southeast, *5* = South, *6* = Southwest, *7* = West, *8* = Northwest

Wind direction can shift at the referee's discretion. Furthermore, wind direction can enforce vessel movement, or, as best judged by the referee, hinder movement if tacking to windward (sailing into the wind).

Wind Force: Roll 3d6 and consult the following table to determine wind force. The referee may make one or more rolls per day, or he might adjust results over the course of several hours. When a vessel is betwixt the 18th and 36th parallels (River Okeanos), reroll any *1*s.

Table 107: Wind Force

3d6 Result	Wind Force	mph
3	Becalmed	0–2
4–6	Light breeze	3–12
7–12	Moderate breeze	13–21
13–14	Strong breeze	22–31
15	Gale	32–46
16	Strong gale	47–63
17	Storm	64–73
18	Hurricane	74–136

Wind Force Table Defined:

Becalmed: No sailed movement.

Light breeze: Sailing at normal movement; more attention to trimming (sail adjustments) required.

Moderate breeze: Sailing at normal movement.

Strong breeze: Sailing at +33% movement if moving with or across the wind. 5% chance of torn sail and/or fouled rigging.

Gale: High waves with breaking crests; considerable airborne spray. Sailing is at +50% movement if moving with or across the wind. 10% chance of torn sail and/or fouled rigging.

Strong gale: Heavy impact, tumbling waves, foam; heavy airborne spray reduces visibility. Sailing movement is doubled. 10% chance of torn sail and/or fouled rigging; 10% chance of *man overboard* (q.v.); 5% chance of broken mast and/or beams; 2% chance of capsizing.

Storm: Considerable waves and significant foam; severe airborne spray reduces visibility. 45% chance of torn sail and/or fouled rigging; 50% chance of man overboard (×1d2); 25% chance of broken mast and/or beams; 20% chance of capsizing.

Hurricane: Tremendous waves; blinding airborne spray. 65% chance of torn sail and/or fouled rigging; 70% chance of man overboard (×1d2); 45% chance of broken mast and/or beams; 40% chance of capsizing.

Man Overboard (Swimming): A man overboard has a 1-in-20 chance of drowning if unarmoured, 4-in-20 if clad in light armour, 16-in-20 if clad in medium armour, and a 19-in-20 chance if clad in heavy armour. If one's armour is magical, his chance of drowning is decreased by three (–3) for every "plus", to a minimum 1-in-20 chance. Each wind category above *strong breeze* increases the chance-in-twenty of drowning by a cumulative +4, so +4 for *gale*, +8 for *strong gale*, and so on, to a maximum 19-in-20 chance of drowning. (A natural *20* always permits survival, conditions notwithstanding.)

A swimmer has a 5-in-6 chance to remove light armour before drowning, a 4-in-6 chance for medium armour, and a 2-in-6 chance for heavy armour. Of course, any bulky items such as backpacks, longbows, large weapons, and the like also must be removed to tread water. Swimming for 6 turns (1 hour) requires a *test of constitution*; swimming for two or more hours requires an *extraordinary feat of constitution* for each additional hour (see Vol. I, p. 8: Attributes, *constitution*).

The chance of drowning must be checked every turn until the swimmer is rescued or gains purchase on a suitable flotation device. These checks assume the swimmer has basic natatorial knowledge. On a failed drowning check, refer to p. 263: Special Damage, *asphyxia*.



Storm at Sea

ICEBERGS: The Hyperborean Sea is scattered with icebergs, incredibly dangerous hazards with which mariners must contend. Icebergs may present as single mountains of floating ice, or 1d10+10 smaller masses clustered together and breaking away in pieces. In regions where the coast is glaciated, a ship has a 1-in-6 chance per day to encounter an iceberg; otherwise, the chance on the open sea is 1-in-10.

Even if a lookout is posted, an iceberg surprizes on a base 5-in-6 chance; with no lookout, impact is unavoidable. If an iceberg is espied, and contact is imminent, the captain may circumvent this hazard by rolling his wisdom score or lower on 3d6; for every five years' experience at sea, increase the captain's effective wisdom score by one (+1). Icebergs that are not evaded cause 1d6 points of hull damage per round of contact. Each hull point of damage effects a 1-in-10 chance that a hole is punched into the hull. (Treat as warship ramming damage; i.e., 7d4 hull points.)

WHIRLPOOLS: Betwixt the 18th and 36th parallels (River Okeanos) of the Hyperborean Sea, whirlpools can form at any time, quite unpredictably. Many ships are swallowed by these hazards, never to be seen again. On the River Okeanos, a whirlpool manifests near a vessel on a 1-in-6 chance per day. Roll a d4 to determine whirlpool size: *1–3* = small whirlpool (will swallow only vessels of no more than 50-foot length); *4* = large whirlpool (will swallow any vessel). The captain may avoid this hazard by rolling his wisdom score or lower on 3d6; for every five years' experience at sea, increase the captain's effective wisdom score by one (+1).

LOST AT SEA: Unless a coastline is in sight, a ship lacking a proper captain or master stands a 2-in-6 chance per day to become lost at sea. Notwithstanding, even the sharpest old salt still is subject to a 1-in-6 chance of failure without use of a sextant, or in stormy conditions. If indeed a vessel loses its way, the referee should roll a d6 on TABLE 108 to determine deviation from the intended course. Such deviation will progress for one day before a new check may be made to either correct the course or continue in error.

Table 108: Course Deviation (Waterborne)

d6 Roll	1	2–3	4–5	6
Deviation	90° left	45° left	45° right	90° right

ENCOUNTERS AT SEA: Encounters at sea may involve other ships (including **ghost ships** manned by skeletal pirates) or the beasts of the sea; too, otherworldly species such as the **fish-men** ("deep ones") inhabit the sea, as well as other eldritch horrors.

Visibility: Land can be seen at a distance of 24 miles in clear conditions, but fog or rain can severely limit visibility. Another vessel typically can be sighted at a range of 300–500 yards, depending on conditions; in the thickest of fog, a ship may not be espied until it is within 50 yards. Many sea monsters, per referee discretion, may be viewed at 4d6×10 yards distance; however, **giant squids** and the like might emerge from below.

Surprize: A ship can be surprized by monsters below on a typical d6 surprize check, a *1* or *2* indicating surprize. Unless a ship is immersed in fog and gliding quietly over the water, one ship usually cannot surprize another on open water.

Evasion: Evading a sea encounter is quite possible, particularly when a well-built craft seeks to escape the approach of pirates or the like. The likelihood of evading a pursuer is predicated on the difference betwixt vessel speeds. This chance, however, may be modified by wind and/or visibility, as adjudicated by the referee.

Table 109: Evasion at Sea

Movement Difference per Round	Chance of Evasion
Pursued vessel is **61+ MV** per round **faster**	19:20
Pursued vessel is **31–60 MV** per round **faster**	18:20
Pursued vessel is **1–30 MV** per round **faster**	16:20
Pursued vessel is **same MV** per round as pursuer	12:20
Pursued vessel is **1–30 MV** per round **slower**	10:20
Pursued vessel is **31–60 MV** per round **slower**	8:20
Pursued vessel is **61–90 MV** per round **slower**	7:20
Pursued vessel is **91–120 MV** per round **slower**	5:20
Pursued vessel is **121+ MV** per round **slower**	2:20

Evasion at Sea Table Defined:

Movement Difference per Round: The movement rate difference betwixt the pursuer and the pursued. Be certain to account for sailing versus rowing, when applicable, and also the effects of wind and weather.

Chance of Evasion: The chance a vessel has to elude its pursuer. If evasion is successful, the target has escaped the sight of the pursuer. Of course, this chance assumes the pursued and the pursuer each have a capable captain and crew; otherwise, the referee is at liberty to adjust the probability.



River Okeanos

NAVAL COMBAT: On the rivers, the lakes, and the great ocean known as the Hyperborean Sea, combat with other ships or aquatic beasts is a strong possibility. Combat with giant sea beasts is adjudicated normally, treating every 4 hp damage inflicted as 1 hull point. When naval combat involves one or more opposing vessels, the following guidelines are suggested.

Missiles: Missile fire typically occurs prior to ramming / boarding. Depending on the missile weapon and vessel, more than 1 round of missile fire may be exchanged prior to vessel convergence. *N.B.:* Missile fire in naval combat might suffer a –1 to –4 attack penalty because of rough seas.

Bows, Crossbows, Slings: Once an enemy vessel or monster moves into range, handheld missile launchers may be fired as normal, using outdoor ranges (i.e., measured in *yards*).

Ballistæ: Large crossbows built on pivoting mounts that shoot arrows of four- to five-foot length to a range of 150/300/450 yards (short/medium/long), at the typical range penalties of ±0/–2/–5. Ballistæ cost 150 gp to build. Rate of fire is determined by the number of men working the ballista:

Table 110: Ballista Crew Efficiency

Men in Crew	4	3	2
Rate of Fire	1/2	1/4	1/6

The d20 attack roll uses the ballista shooter's fighting ability and also may apply his *attack modifier*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*). The ballista inflicts 1d6+6 hp damage to enemy combatants, or 1d2 hull points of damage versus a vessel. It is possible for a fighter (or fighter subclass) to *master* the ballista; he gains the typical +1 bonus to attack and damage rolls (see Vol. I, p. 112: Weapon Skill, *weapon mastery*), but neither the increased rate of fire nor the point-blank range category.

Catapults: Light catapults (or stone-hurling ballistæ) mounted on ships can hurl stones or flaming pitch to distances betwixt 150 and 300 yards. The catapult features a large wooden framework with a "spoon" affixed by tension ropes. The spoon is loaded with shot that is fired when the tension ropes are released. A catapult cannot be used to target close targets (hence the 150-yard minimum range); neither can it be used to target a sea monster, unless the creature is the size of a ship and is not dipping below the water's surface. A crew of six men is required for the greatest efficiency; four is the smallest possible crew. Light catapults cost 250 gp to build.

Table 111: Catapult Crew Efficiency

Men in Crew	6	5	4
Rate of Fire	1/4	1/6	1/8

To determine a catapult hit, make an attack roll using the fighting ability of the weapon's finest artillerist (e.g., whilst a 9th-level fighter may be present on a vessel, if he has no skill or training with naval catapults, and a 5th-level fighter / artillerist is present, FA 5 applies, as logic should prevail). An artillerist who is a fighter (or fighter subclass) may develop catapult *mastery* (see Vol. I, p. 112: Weapon Skill, *weapon mastery*), in which case he enjoys the typical +1 bonus to attack and damage rolls, but neither the increased rate of fire nor the point-blank range category apply. Since most attacks affect a 10 × 10-foot area, the attack roll may apply to multiple adjacent targets. Weather and wind can penalize or even preclude the use of catapult fire, per referee discretion.

Hurled stones affect a 10 × 10-foot area, inflicting 3d6 hp damage versus men and monsters and 4 hull points versus ships.

Flaming pitch affects a 10 × 10-foot area, causing 3d6 hp damage, +1d6 hp per round for 3 rounds; also it inflicts 1d6 hull points damage per round for 3 rounds, and 1 hull point per round for a further 3 rounds. On average, 5 men can extinguish a pitch fire in 5 rounds, 10 men can douse the pitch fire in 3 rounds, and 15 men can quench the pitch fire in 1 round. If the target vessel's sails are lowered, they will ignite on a 2-in-6 chance, destroying them in 1d4+1 rounds unless doused as noted above (or, the referee may call for a *class 10* item saving throw; see p. 260: Saving Throw, *item saving throws*). A single shot of flaming pitch costs 150 gp to acquire and is a hazard to store on any ship.

Ramming: The war galley is outfitted with a ram, though other galleys (or even a carrack) also may be equipped thusly. To use a ram, the mast(s) first must be lowered; war galleys have detachable masts. Rams can be used to attack other ships or even the leviathans of the sea. An attack roll is made as an FA 1 combatant; note that weather can cause a –1 to –4 penalty on the ramming attack, depending on severity. Damage is as follows:

Table 112: Ramming Damage

Vessel Type	Damage vs. Sea Monsters	Damage vs. Other Vessels
Galley, Large*	5d6 hp damage	6d4 hull damage
Galley, Small	4d6 hp damage	5d4 hull damage
Galley, War	6d6 hp damage	7d4 hull damage

* or Amazon carrack outfitted with a ram

A small or large galley stands a 2-in-6 chance to sustain 2d4 hull points of damage if it delivers a successful ramming attack; a war galley has a 2-in-6 chance to sustain 1d6 hull points of damage. Regardless the outcome, the ramming ship must backwater (back up at ½ oared MV) at once, or risk going down with a sinking target (3-in-6 chance).

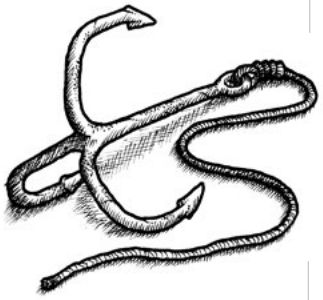


Leviathan

Grappling and Boarding: When both vessels wish to do so, grappling is automatic, though may require 1d4 rounds. If one ship tries to grapple and board whilst the other attempts to evade, grappling stands a 2-in-6 chance of success. Grapple attempts may be made each round, so long as the two vessels are adjacent.

Once grappling is established, man-to-man combat ensues as normal. However, those in the act of boarding suffer –2 penalties to their attack rolls and armour class (cf. *hindered*; see p. 242: COMBAT, *attack modifiers*). These modifiers apply only to the round in which boarding takes place, not subsequent rounds.

Oar Shearing: When any vessel passes alongside an oared vessel, the latter's oars on that side will be sheared. From 10% to 40% (1d4×10) of the applicable oarsmen will be lost as a result; if the oarsmen are slaves chained to their oars, casualties will be 50%. If both vessels are oared, each will suffer the same consequences, unless the oars are shipped.



Ship Damage and Repair: The damaged hull of a vessel can be repaired at a rate of 1 hull point per hour per five crewmen. Only half of the hull damage can be repaired at sea, with full repairs typically occurring at port. The cost of full repairs might total 10–40% of the ship's price. Other considerations are as follows:

Loss of Crew: A ship that loses a significant portion of its crew cannot maintain normal movement rate.

Loss of Oars: A vessel that loses half its oars will be dead in the water for 3 turns; afterwards, it may row at half speed. A vessel that loses all its oars must depend on sails for movement.

Loss of Sail: If a ship loses its sail, it will be dead at sea unless it is oared. Stranded thusly, the fate of the ship and her crew will depend on the tides.

UNDERWATER COMBAT: The realms of possibility in games of sword-and-sorcery are nigh infinite, and so too are the stages on which battles may take place. Fighting underwater is difficult, though not impossible. Such battles may be as brief as a man can hold his breath, or as long as any land-based combat if sorcery obviates the need to breathe air. Consider the following guidelines:

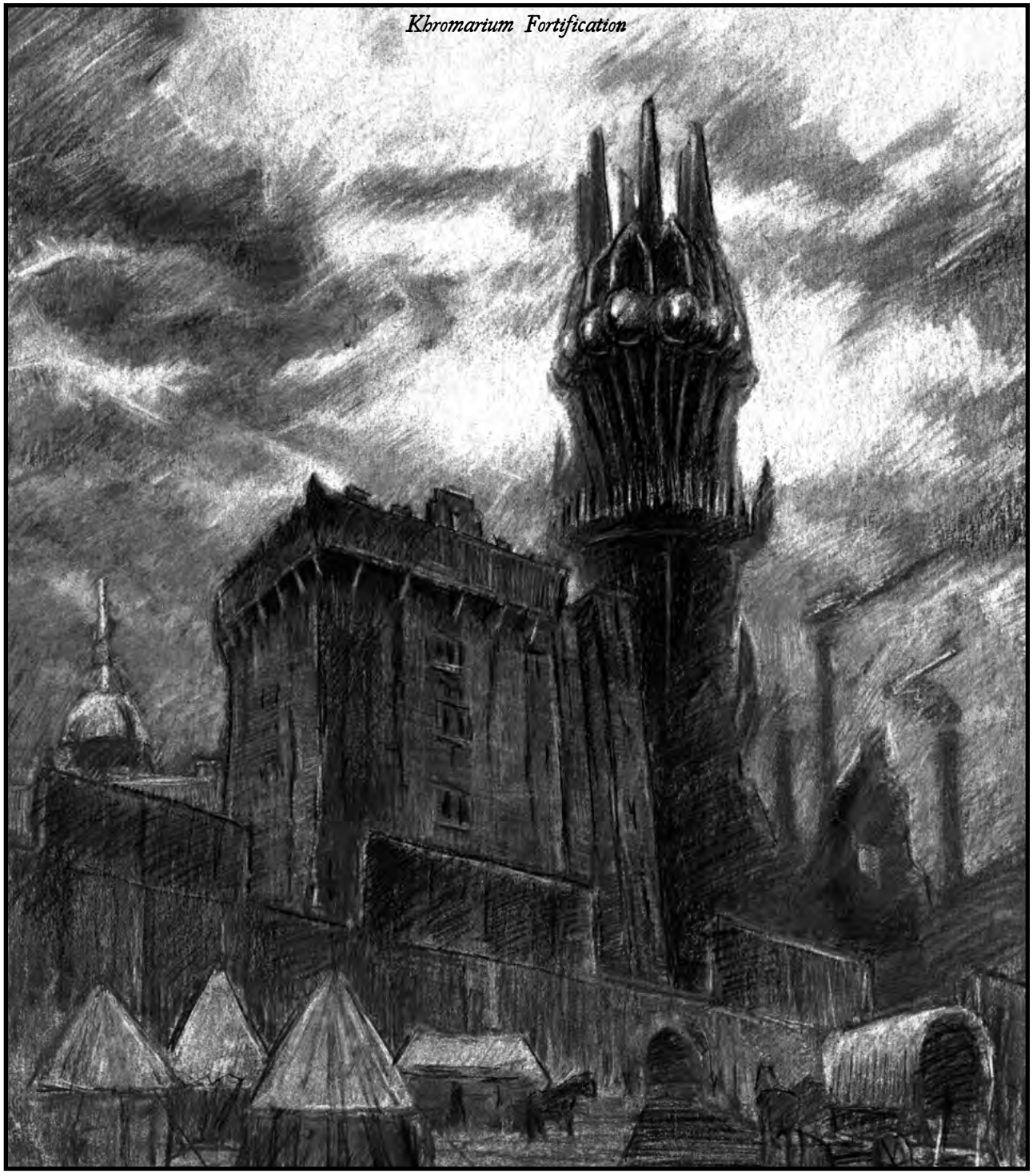
- Surface dwellers suffer –4 attack penalties when fighting underwater. This penalty may be reduced over time if the campaign features extensive underwater adventuring.
- Swords (other than short swords) are difficult to use. They suffer an additional –4 attack penalty and reduced damage dice: d8 becomes d6, d10 becomes d8, and so on.
- Hafted weapons (axes, clubs, flails, hammers, maces, etc.) are extremely difficult to swing, imposing an additional –8 attack penalty and halved damage dice (modifiers applied afterwards). Spears and other spear-like weapons (pikes, pole-arms, tridents, etc.), as well as thrusting weapons such as short swords and daggers, suffer no additional penalties (beyond the standard –4 attack penalty incurred by all surface dwellers).
- Missiles are ineffective except when launched outside of water into water, in which case their penetrative thrust is reduced to half of their shortest range (in feet), and a –5 attack penalty applies. *N.B.:* Some undersea denizens might have specially engineered missile weaponry.
- Spells cannot be cast unless some dweomer allows the caster to speak clearly his incantations. Spells associated with air and wind, or fire and heat, are ineffective regardless, but spells that are allowed may have enhanced, reduced, or alternative results as adjudicated by the referee. For example, a *lightning bolt* might spread in a radius away from the caster, not unlike a *fireball*. Referees should take a moment to consider the environment and the spell cast, and judge with logic and fairness.

STRONGHOLDS

Any character with proper resources can arrange for the construction of a castle, a fortified manor, a tower, or the like. Without sufficient experience and reputation, however, he may lack the right to build; neither will he automatically attract the service of men-at-arms or other followers. When most characters attain 9th level, they are considered *lords* eligible for feudal superiority and the right to dominion. The politics, rights, and military responsibilities involved with attaining this eligibility are oft determined through role-play. For example, land and title might be granted to lower-level adventurers should they complete a quest or deed, but their reputations as lords usually will not occur until 9th level is achieved.

Other instances may arise in which a lord, whose reputation is established in a city such as Khromarium or even Port Zangerios, might be granted a city block within which he may build a tower or manor house. As a lord granted land and title within the confines of the city, or perhaps outside the walls yet within its domain, certain rights and privileges may be granted. This contract is a form of feudal tenure in which the landholder is granted *knighthood* or *barony*, which may or may not include heritable rights, but almost always includes military responsibility.

If a lord should elect to build his stronghold in the hostile wilderness, he will not necessarily be subject to local approval. Beyond the borderlands, in the savage wilds, one may become an independent lord, perhaps choosing to be referred to as "king" or whatever title suits him. In Hyperborea, however, wilderness strongholds are oft beset by bestial horrors and countless further threats, some of otherworldly or netherworldly origin.



Khromarium Fortification

STRONGHOLD CONSTRUCTION: Erecting a stronghold is an involved and expensive proposition. Before construction begins, the land must be cleared of all monsters in a 6- to 12-mile radius around the construction site, which may imply either destroying indigenous beasts and monsters, or simply driving them away. Once the land has been cleared, construction may begin; only after construction is complete will eligible character classes attract settlers and (in many cases) men-at-arms. In alternative instances, a character might usurp control of an existing stronghold. Depending on the circumstances, this arrogation could lead to angry villagers or even a local revolt—though if the inhabitants had been oppressed, abused, or heavily taxed by the former regime, they might well embrace new leadership.

Construction Plans: A player who wishes to raise a stronghold must provide a rough sketch or plan of what he wishes to have built. This design will facilitate the determination of construction costs and also provide the referee with a strong idea of how to rate the castle during times of war (see p. 282: Warfare and Siege). The following table is provided as a guideline to construction costs:

Table 113: Stronghold Construction Costs

Structure Type	Cost
Barbican *(two 20-ft.-diameter, 30-ft.-high towers; includes drawbridge, gatehouse)*	40,000 gp
Bastion *(10-ft.-thick, 30-ft.-diameter semi-circular or angled projection)*	10,000 gp
Building, Stone *(120-ft. perimeter; two 10-ft. storeys, attic, cellar; two doors per floor)*	3,000 gp
Building, Wood *(120-ft. perimeter; two 10-ft. storeys, attic, cellar; two doors per floor)*	2,000 gp
Ditch *(100 ft. long, 20 ft. wide, 10 ft. deep)*	500 gp
Dungeon Corridor *(10 × 10 × 10 ft., dug to 50-ft. depth; stone walls, stone flagged)*	500 gp
Fortress, Wooden *(60 × 60 × 80 ft.)*	30,000 gp
Gatehouse *(20 × 20 × 30 ft.; includes gate, portcullis)*	7,500 gp
Keep, Quatrefoil, Stone *(90-ft. diameter, 50-ft. height; four-leaf clover shape)*	90,000 gp
Keep, Round, Stone *(60-ft. diameter, 80-ft. height)*	80,000 gp
Keep, Square, Stone *(60 × 60 × 80 ft.)*	80,000 gp
Moat *(100 ft. long, 20 ft. wide, 10 ft. deep)*	1,000 gp
Tower, Round *(20-ft. diameter, 30-ft. height; 3-ft.-thick walls, machicolated battlement)*	20,000 gp
Tower, Round *(30-ft. diameter, 30-ft. height; 3-ft.-thick walls, machicolated battlement)*	30,000 gp
Tower, Square *(30 × 30 × 30 ft.; 3-ft.-thick walls, machicolated battlement)*	30,000 gp
Wall, Stone, Curtain *(100 ft. long, 20 ft. high, 10 ft. thick, splayed; stairs, battlement)*	5,000 gp
Wall, Wooden, Stockade *(100 ft. long, 20 ft. high, 2–3 ft. thick; stairs, catwalk)*	1,500 gp

Obviously the preceding table is merely a guide for construction possibilities and costs. Will the castle be located atop a motte or plateau, or perhaps on an island? How far do the walls extend? How extensive are its wards or courtyards? Assuming the walls are joined by towers, how much wall is betwixt each tower? These considerations can likewise impact costs; e.g., an island castle with imported stonework may require three or four times the usual expenditure.

When calculating the construction of buildings, keeps, and towers with dimensions that deviate from the foregoing examples, a reasonable rule of thumb is to increase costs by 20% for every 1,000 cubic feet added and to decrease costs by 10% for every 1,000 cubic feet subtracted. If one wished to build a fortified manor house, one might combine the costs of a stone building with two or four bastions, perhaps adding a filled moat and a drawbridge (see Table 113). The referee also should consider the circumstances surrounding the construction of a stronghold. For instance, a local village recently liberated by the actions of the PC party might well work at a 40% discount on all costs; conversely, labourers from a neighbouring village might well charge 20% more if they wholly resent the presence of some "upstart lord" building in their region.

Purchasing Pre-existing Structures: Whether procuring a structure small or large in a town or city, or a stronghold outside of the settlement's walls, the sale price should be within 20% of the costs noted on Table 113. Of course, if one purchases not only a structure, but a thriving business, the expenditure may double or treble based on prevailing circumstances, as best determined by the referee.

Construction Time: Construction times may vary based on acquisition of labourers and materials and the distance betwixt the materials and the construction site. On average, construction requires about one day per 400 gp spent. If 50% is added to the expenditure (×1.5), the work can be completed in one-half normal time. If 150% is added to the expenditure (×2.5), the work can be completed in one-third normal time.

Construction Labour: For every 75,000 gp or fraction thereof spent in the construction of a stronghold, one engineer must be hired (see p. 228: Adventure, *hirelings*). The fees for all other labourers (masons, roofers, woodworkers, et al.) are subsumed in the cost of the project.

Construction Embellishments: Note that TABLE 113 includes the costs of interior and exterior doors, windows, loopholes, and so forth. However, should the need arise to refurbish a partially ruined castle or make additions, TABLE 114 hereafter lists a variety of embellishments that may be added to construction costs.

Table 114: Stronghold Embellishment Costs

Embellishment Type	Cost
Arrow Loop *(3 × 6-ft. vertical slit, with optional cross slit)*	50 gp
Door, Exterior, Iron or Stone *(5 × 7 ft.)*	350 gp
Door, Exterior, Wooden, Reinforced *(5 × 7 ft.)*	100 gp
Door, Interior, Iron or Stone *(3 × 7 ft.)*	100 gp
Door, Interior, Wooden *(3 × 7 ft.)*	15 gp
Door, Interior, Wooden, Reinforced *(3 × 7 ft.)*	25 gp
Door, Secret *(3 × 7 ft.)*	×5 cost*
Door, Trap *(3 × 4 ft., with iron ring)*	×2 cost*
Drawbridge *(12 × 20 ft., reinforced wood; chain windlass system)*	800 gp
Floor, Flagstone *(10 × 10 ft.)*	100 gp
Gate, Wooden *(10 × 20 ft.; barred, reinforced)*	1,000 gp
Murder Hole *(slit or hole in floor overlooking passageway or entrance below)*	50 gp
Portcullis *(10 × 20 ft., iron or reinforced grille; chain, winch, and counterweights)*	1,000 gp
Roof, Slate-tiled *(10 × 10 ft.)*	100 gp
Shutters, Wooden	5 gp
Stairs, Stone *(3 ft. wide, 10-ft. rise)*	100 gp
Stairs, Wooden *(3 ft. wide, 10-ft. rise)*	50 gp
Wall, Stone, Shifting *(10 × 10-ft. wall section; shifts on central pivot)*	1,000 gp
Window, Barred *(1 × 3 ft.)*	25 gp
Window, Open *(1 × 3 ft.)*	10 gp

* Based on material cost for standard door (iron, wooden, etc.)

STRONGHOLD PERSONNEL: Lords (e.g., knights, barons, chieftains) must retain the services of several worker types within and without the walls of the stronghold. Their number and composition will vary; typically, personnel are of similar race, alignment, and religion as the lord, though exceptions are possible. For example, within the domain of the City-State of Khromarium, a Keltic warlord from the Gal Hills might be granted the right to establish a stronghold whose personnel largely comprise mixed-lineage (common) men.

Free Settlers: When a sufficient land area has been cleared of threats, and when the land owner makes an effort to improve the area, settlers may be attracted. Settlers bring a host of skills and professions of which the land owner may take advantage. Some may seek to reside within the castle walls; others might establish a small thorp or village just beyond. Settlers become the backbone of the local economy, for they are the farmers, fishermen, hunters, millers, shoemakers, and so forth. Note that these are free persons who buy or rent and pay taxes to the lord (typically 5 sp per person per month).

Hirelings: The personnel of the stronghold comprise a variety of professions, from common workers to specialists. Whilst not exhaustive, the *secondary skills* list (see VOL. I, p. 111: BACKGROUND, *secondary skills*) provides a sampling of possibilities. They are compiled here for easy reference:

Animal trainer; *armourer*; *atilliator*; *baker / cook*; *barber / dentist*; *bar- / innkeeper*; *black- / metalsmith*; *boat- / shipwright*; *bookbinder*; *bowyer / fletcher*; *brewer / vintner*; *butcher / salter*; *carpenter*; *cart- / wainwright*; *chandler*; *charcoaler / peatman*; *clothier / dyer*; *cobbler / shoemaker*; *cooper*; *engineer*; *farmer*; *fisherman / whaler*; *fuller*; *furrier / skinner*; *gaffer / glazier*; *gaoler / turnkey*; *gardener*; *gem cutter / jeweller*; *grocer*; *guard / watchman*; *herdsman / pack handler*; *hunter / trapper*; *labourer / yardman*; *leatherworker / saddler / tanner*; *limner / painter / sculptor*; *linkboy / messenger*; *locksmith*; *logger / woodcutter*; *mason / slater*; *merchant / monger*; *miller*; *miner*; *minstrel / musician*; *mortician*; *navigator*; *potter*; *riverman / waterman*; *roofer / thatcher*; *roper*; *sailor / seaman*; *scribe / scrivener*; *stabler*; *stevedore*; *sword- / weaponsmith*; *tailor / weaver*; *teamster*; *tinker*; *wheelwright*; *wire drawer*.

Some of the above occupations are noted in the ADVENTURE, *hirelings* portion of this work, including wages, from which the referee may extrapolate to derive salaries for the other retainers noted above.

Mercenaries and Soldiers: The four principal character classes (*fighter*, *magician*, *cleric*, *thief*) and several of their subclasses automatically will attract mercenaries to serve them upon gaining 9th level and establishing proper fortifications. Other soldiers and mercenaries must be sought and hired (see p. 227: ADVENTURE, *hirelings*). Players and referee should together determine how many will reside within and how many will reside without the walls of the castle. Of course, in the hoary wilderness of Hyperborea, instances will arise in which outside villages are infeasible; for safety, all must live within or just beyond the walls of the fortress.

Peasant Workers: Peasant workers are neither slaves nor free men. They are bound to the lord and typically do not earn money; they work (as long as 12 hours per day) to provide shelter for their families, though the most productive examples sometimes earn enough

extra money to buy their freedom. In many cases the sons of peasants become peasants themselves, unless they are fortunate enough to apprentice under master craftsmen.

Most peasants plant, fertilize, and harvest crops; others herd animals. Just lords will continue to provide food and shelter to their peasant workers during the lightless year of Bat, as well as the nigh lightless years of Fox and Bear. It is during these leanest and most desperate years that men oftest are forced to indenture themselves to a lord.

Slaves: Slavery is not uncommon in Hyperborea, including farm workers, ship rowers, and domestic servants. The practice varies from culture to culture. For instance, in the City-State of Khromarium, slavery is legal, but frowned upon; in Scythium, slavery is commonplace; and in New Amazonia, it is forbidden.

RESOURCES: The dominion of a lord may generate income through diverse resources: mining (e.g., salt, copper, iron, lead, silver, gems, gold), hunting and fishing, farming (e.g., produce, poultry, dairy), herding, logging, milling, ship building, vinifying, and so forth. Swelling the coffers of the lord and his most notable subordinates certainly is possible, but perhaps not the stuff of heroic sword-and-sorcery gaming. It may suffice to say the stronghold's economy is prosperous, deficient, or breaking even. The details and figures, if deemed enjoyable for game play, may be developed by the referee; however, the referee may be disinclined to delve into this sort of minutiæ, preferring instead to gloss over the particulars.

ANGRY VILLAGERS AND MILITARY COUPS: When the lord oppresses his people, taxes them to penury, and/or is held responsible for famine, war, or other loss of life, the citizenry may turn against him. If, for example, the lord is a magician who has invoked the wrath of a dæmon, which proceeds to torture and torment the local populace, the people may revolt. In other instances, unrest may occur due to plague, natural disaster, violence, or corruption. Typically the lord's military will seek to protect him from his people, but when morale begins to slip, and the military views the actions of the lord as atrocious or unforgivable, a full-blown military coup might come to pass.

WARFARE and SIEGE

Although *ASƐSH* is derived from the original fantasy role-playing game, which in turn evolved from miniatures wargaming, it is not intended to be a full-fledged wargame that accounts for all the strategies, tactics, and variables appropriate to such play. Notwithstanding, determining the results of large-scale battles in this milieu may become necessary. Presented herein is a simple and robust system designed for just that purpose.

WARFARE AND SIEGE is designed to resolve large-scale battles. It can work with any number of troops, particularly when man-to-man combat resolution is too cumbersome for the referee to manage; typically this method is recommended when any force exceeds 20 combatants. This system requires the use of a pencil and paper; too, a calculator can be useful, though not necessary, as the arithmetic is simple. WARFARE AND SIEGE is predicated on (but not limited to) the following assumptions:

Capability: Experience (of leader and troops), outfitting (e.g., armour, weapons, mounts), and special abilities (e.g., flight, sorcery, science) all contribute to capability. The sheer size of an army is also a factor in its capability.

Environment: Terrain and weather can dramatically impact battles—and particularly troop movement. Defending a castle can be effected with a much smaller force, for example.

Health: Sustenance, fatigue, and troop morale all factor into the effectiveness of an army.

Luck: Sometimes luck can be an important dynamic.

This is a simple system mostly handled in the abstract. It does not require the player to have special knowledge of strategy and military tactics. Once all the relevant factors are calculated, the dice (i.e., the luck factor) have the final say.

Once forces clash, other factors can contribute to a battle's outcome: *troop ratio*, *terrain*, *fatigue*, and *morale*.



1. CALCULATE *BASIC WARFARE RATING*: To determine the *basic warfare rating* of an army, use a pencil and paper to calculate the following simple formula:

A + B + C + D = _____

Table 115: Basic Warfare Rating Calculator

A. Leader: (Level / HD + *reaction / loyalty adjustment*) × 2
A = _____
B. Average HD of Army:
+20 if force has average **HD <1**; or
+30 if force has average **HD 1–2**; or
+40 if force has average **HD 3–4**; or
+55 if force has average **HD 5–6**; or
+65 if force has average **HD 7–8**; or
+75 if force has average **HD 9+**.
B = _____
C. Army Composition:
+10 if force comprises **20%** or more **cavalry** (**+15** if **heavy**); and/or
+10 if force comprises **10%** or more **flyers**; and/or
+10 if force comprises **20%** or more **heavy infantry**; and/or
+10 if force comprises **20%** or more **missile shooters** (**+15** if **longbowmen**); and/or
+10 if force comprises **20%** or more **pikemen**; and/or
+5 for each **sorcerer** or **sorcerous monster** of **levels / HD 5–8**; and/or
+10 for each **sorcerer** or **sorcerous monster** of **levels / HD 9+**.
C = _____
D. Average Maximum Weapon Damage:
D = _____

Basic Warfare Rating Calculator Table Defined:

Leader: A feared and/or respected PC or NPC. If the leader should fall, his portion of the *basic warfare rating* must be subtracted, as well as any morale modifiers noted on p. 284: Table 116. In some instances a new leader might at once assume the role. Sometimes this change effects an improvement: Consider an insufferable general killed on the field to be replaced by his captain, a barbarian warlord who inspires his men to greatness.

Average HD of Army: Simply add all the troop HD types and average their levels. *Example:* An army with 500 troops of ½ HD, 600 of 2 HD, and 300 of 4 HD equals 2,650 HD total. Divide the HD total by the number of troops (1,400): 2,650 ÷ 1,400 ≅ 1.89. This quotient qualifies for **HD 1–2** (**+30** *basic warfare rating*).

Army Composition: These numbers are cumulative, so if the army comprises 20% or more heavy infantry and 20% or more pikemen, **+20** is added to the *basic warfare rating*. In regards to NPC sorcerers and monsters with magical capabilities, specific spells and abilities are not used to affect the outcome of the battle; rather, the respective bonus to the *basic warfare rating* is an abstraction that assumes these combatants exercise their abilities, whether hurling offensive spells, casting other spells that may enhance their allies, or the like. PCs may participate in individual combats within the larger battle (see *the role of the PCs in warfare and siege*).

Average Maximum Weapon Damage: This figure is calculated easily by taking the maximum damage of each of the army's weapon types and averaging them. *Example:* A force of 950 soldiers has 300 longbowmen (max. damage = 6), 325 spearmen (max. damage = 6), and 325 pikemen (max. damage = 8). The following steps should be resolved:

1. Multiply each troop type by its maximum weapon damage:
   300 longbowmen × 6 = 1,800;
   325 spearmen × 6 = 1,950;
   325 pikemen × 8 = 2,600
2. Total the weapon damage:
   1,800 + 1,950 + 2,600 = 6,350
3. Divide the weapon damage by the total number of troops:
   6,350 ÷ 950 ≈ 6.68
4. Round to the nearest whole number; hence, average maximum damage for this army = **7**.

2. DETERMINE CIRCUMSTANTIAL MODIFIERS: The *basic warfare rating* is a baseline figure that is modified further. Use the following formula to determine any circumstantial modifiers that may affect either force involved in the battle:

E + (F or G) + H + I = _____

Table 116: Warfare Rating Modifiers

E. Troop Ratio:
+20 if ratio is *at least* **3:2**; or,
+40 if ratio is *at least* **2:1**; or,
+50 if ratio is *at least* **3:1**; or,
+60 if ratio is *at least* **4:1**; or,
+70 if ratio is *at least* **5:1**; or,
+80 if ratio is *at least* **6:1**; or,
+90 if ratio is *at least* **7:1**; or,
+100 if ratio is *at least* **8:1**; or,
+125 if ratio is *at least* **9:1**; or,
+150 if ratio is *at least* **10:1**.
E = _____
F. Environment / Terrain: *(open battlefield only)*
+10 if battlefield environment is **favourable**; or,
+25 if battlefield environment is **exceptionally favourable**; or,
–10 if battlefield environment is **unfavourable**; or,
–25 if battlefield environment is **exceptionally unfavourable**.
F = _____
G. Siege Warfare: *(one side defends from advantageous position)*
+20 if **defending** on **higher ground** (e.g., hill, mountain); and/or,
+40 if **defending** against a **foe** that **must ford** a deep **river** or **stream**; and/or,
+50 if **defending** a **bottleneck** (e.g., bridge, defile, pass); and/or,
+10 if **defending** a **holding** (e.g., low-walled village, fort); or,
+50 if **defending** a **stronghold** (e.g., castle, fortress) with moat and **10-ft.-thick walls** (**+60** if well-stocked with **ballistæ**, **catapults**, and **trebuchets**); and/or,
+2 for every **1,000 gp** in **siege equipment** (used for attack or defence); and/or,
+10 if **attacking** a **stronghold** and **equipped** with **20+ ladders**.
G = _____
H. Fatigue:
–10 if force is **fatigued** (e.g., long march, hard labour); or,
–30 if force is **seriously fatigued** (e.g., forced march, brutal labour); and/or,
–10 if **provisions** are **rationed** to less than full normal amount; or,
–20 if **provisions** are **severely limited**.
H = _____
I. Morale:
+10 if force is **defending** or fighting to regain **native domain**; and/or,
+10 if force has **defeated this foe before**; and/or,
+10 if **leader** is **renowned** for past victories; and/or,
–10 if force comprises **20%** or more **mercenary troops**; or,
–15 if force comprises **20%** or more **levied troops** (semi-regulars); or,
–25 if force comprises **20%** or more **levied peasants**; and/or,
–20 if **venerated leader** is **killed** or **captured**.
I = _____

Warfare Rating Modifiers Table Defined:

Troop Ratio: The ratio of one army to the other must be calculated. The result can increase the *modified warfare rating* of the larger force. *Example:* A force of 4,600 barbarians faces a force of 1,675 knights and bowmen: 4,600 ÷ 1,675 ≈ 2.75. This quotient corresponds to a ratio of *at least* **2:1** (but less than 3:1), providing a **+40** *modified warfare rating*.

Environment / Terrain: Environment and terrain impact warfare on an open battlefield. The referee must adjudicate what constitutes favourable or unfavourable conditions. *Example:* If an army of horsemen confronts an army of **lizard-men** in shallow, marshy terrain, the **lizard-men** might enjoy **exceptionally favourable** circumstances (**+25**), whilst the horsemen might suffer **unfavourable** circumstances (**–10**). However, if in hills suited to a barbarian horde, the barbarians might enjoy **favourable** conditions (**+10**), whilst their enemies might not realize any modifiers. Referee discretion is required.

Siege Warfare: Battles in which one side protects a defensible position. The referee is at liberty to adjust the defence rating of a castle. Perhaps it has successive walls and a massive moat, or is set in an unassailable position; or perhaps its walls are crumbled, and it has no moat. Regarding unusually long sieges, the provisions of the besieged must be considered; a castle may be held for weeks, but once food supplies are exhausted, the defenders must storm out from their holding to attack, or starve to death. Siege warfare also may incorporate siege engines. To derive the modifiers associated with siege engines, all equipment and ammunition costs must be maintained. Refer to *siege equipment* hereafter for more information.

Fatigue: How well-rested and well-fed an army is.

Morale: Fervent troops fight with increased valour and ferocity, and demoralized troops fight with decreased courage. Troops of poor training or troops apathetic to a cause (levied peasants and the like) similarly degrade army morale. Conversely, troops emotionally invested in a cause and troops who venerate their leader enjoy certain advantages; so, if a **renowned** and **venerated** war leader is killed, not only is the **+10** bonus he provided lost, but also a **–20** penalty is suffered.

Other Warfare Rating Modifiers: In worlds of sword-and-sorcery and weird fantasy, any number of other factors can modify an army's *basic warfare rating*. Largely these modifiers must be determined by the referee, using the foregoing guidelines as a basis for adjudicating the unpredictable. Imagine, if you would, a force of mammoth-riding Esquimaux driving to meet a small army of Viking barbarians on a frozen plain. Depending on how many mammoths are involved, the referee might assign a **+40** circumstance modifier to the Esquimaux.

3. DETERMINE BATTLE RESULTS: Once the *basic warfare rating* has been determined, and all applicable modifiers have been calculated, each side in the battle must face off in a series of d% rolls. The following procedure determines the winner.

a. Each side rolls d% and adds the result to its *modified warfare rating*. The side with the higher total is victorious.
b. Subtract the losing side's total from the winning side's total. Using the difference, refer to Table 117 to determine casualties.
c. Determine battle length. A battle has its own *phases* that can play out over a day or two, or perhaps even a week or more. Each battle phase lasts 1d4+1 hours. The battle may continue, or each side temporarily may retreat, possibly to resume the next day. Fatigue should be considered if proper rest and recuperation are not taken betwixt battle phases.
d. Before the next phase of the battle commences, the *basic warfare rating* for each side must be recalculated (see p. 283: Table 115). Next, each side must recalculate circumstantial modifiers (see p. 284: Table 116).

Table 117: Warfare Casualties

Difference	Casualties	
	Winner	*Loser*
0–20	20%	20%
21–40	20%	30%
41–60	20%	40%
61–80	10%	40%
81–100	10%	50%
101–120	10%	60%
121–140	10%	70%
141–160	10%	80%
161–180	5%	80%
181–200	5%	90%
201+	5%	100%

Casualties: From 50 to 80 percent ([1d4+4]×10) of casualties reflect actual deaths; the remainder are seriously wounded, captured, or otherwise incapacitated. To subtract casualties from an army with more than one troop type, simply distribute losses as evenly as possible; e.g., if an army of 300 heavy infantry, 200 cavalry, and 200 longbowmen suffers 10% casualties, simply eliminate 30 heavy infantry, 20 cavalry, and 20 longbowmen. Similarly reduced is any siege equipment.



Morale Check: If the difference on p. 285: TABLE 117 was 101 or greater, the referee may call for the losing side to make a morale check. The leader's *reaction / loyalty adjustment* applies to the roll (see VOL. I, p. 9: ATTRIBUTES, *charisma*).

Table 118: Army Morale

2d6 Result	Army Morale
3 or less	*Routed:* force flees battle
4–5	*Shaken:* will not engage in another battle phase unless reinforcements arrive
6–8	*Unsteady:* **–10** *modified warfare rating*
9–10	*Valiant:* willing to face perilous danger
11 or more	*Fearless:* will fight to the last man

TROOP MOVEMENT: When an army moves across land, refer to the overland movement rules as presented on p. 236: MOVEMENT, *wilderness movement*. Do pay heed to terrain effects on movement (see p. 237: TABLE 81). Furthermore, any force comprising 500 or more persons achieves but two-thirds its normal movement rate in miles per day. *Example:* An army of 300 longbowmen, 250 medium infantry, 200 heavy infantry, and 200 slingers moves 8 miles per day, if the terrain is favourable. The army conforms to its slowest troop's movement rate (heavy infantry), which is 12 miles per day, minus one-third due to the army size exceeding 500 men.

Table 119: Troop Movement

Troop Type	MV	Miles per Day
Archers	40	24
Cavalry, Heavy	40	24*
Cavalry, Light	60	36
Crossbowmen	40	24
Halberdiers / Pikemen	30	18
Infantry, Heavy	20	12
Infantry, Light	40	24
Infantry, Medium	30	18
Slingers	40	24

* –3 miles per day in scale or chain barding.

Troop Type Descriptions:

Archers: Long- or shortbowmen who also wield light melee weapons and wear light armour.

Cavalry, Heavy: Medially or heavily armoured horse archers or lancers who also bear horseman's melee weapons. Their mounts are heavy warhorses, possibly barded in scale or chain armour.

Cavalry, Light: Lightly armoured horse archers or lancers who also bear horseman's melee weapons. Their mounts are light warhorses, possibly barded in padded or leather armour.

Crossbowmen: Light or heavy crossbow users who also wield light melee weapons and wear light armour.

Halberdiers / Pikemen: Medially armoured men wielding pole-arms or pikes and light melee weapons.

Infantry, Heavy: Heavily armoured footmen wielding axes, spears, swords, and the like.

Infantry, Light: Lightly armoured footmen wielding axes, spears, swords, and the like.

Infantry, Medium: Medially armoured footmen wielding axes, spears, swords, and the like.

Slingers: Unarmoured or lightly armoured rock hurlers who also wield light melee weapons.

PROVISIONS: Feeding an army costs about 1 sp per man per day. Provisioning must be planned in advance, with supply trains in tow (or in supply stores for a siege defender). Foraging and hunting become fruitless endeavours for an advancing army, as all game is driven several miles before it. If the army includes a fair number of clerics (or relevant subclasses), sustenance might be bolstered through sorcery.

Any army can go a day sans sustenance without suffering ill effects, "tightening their belts", as it were. Fatigue sets in on the second day (**–10** *modified warfare rating*) and grows worse on the third day (**–20** *modified warfare rating*). The army is starving by the fourth day without food, and the leader may face desertion or insurrection.

SIEGE EQUIPMENT: Siege equipment typically is utilized when attacking or defending a fortification. Unlike in naval combat (see p. 276: WATERBORNE EXPEDITIONS, *naval combat*), siege equipment in WARFARE AND SIEGE (i.e., ballistæ, catapults, and the like) is handled in the abstract. Siege equipment impacts the *modified warfare rating* as noted on p. 284: TABLE 116. No other statistics are necessary in this regard, but accounting for equipment and ammunition costs is crucial; otherwise, the bonuses derived from siege equipment cannot be realized.

Table 120: Siege Engine Costs

Siege Engine	Machine Cost	Ammunition Cost per Battle Phase
Ballista	150 gp	100 gp
Battering Ram*	100 gp	–
Bore*	500 gp	–
Catapult, Heavy	350 gp	300 gp
Catapult, Light	250 gp	200 gp
Trebuchet	500 gp	400 gp

* Bolsters *modified warfare rating* only if laying siege to a fortification.

Siege Engine Costs Table Defined: Each machine is listed with a capital cost and an ammunition cost per battle phase. The latter is another abstraction. As noted in Step 3, each battle phase requires from two to five hours to resolve. During this time, a ballista will use 100 gp in ammunition, a light catapult will use 200 gp in ammunition, and so on.

Siege Engine Descriptions:

Ballista: Large crossbow mounted on a wheeled carriage; fires arrows of four- to five-foot length.

Battering Ram: Long (10-foot minimum), heavy log with end shod in metal, exclusively used to attack a fortification. The log is supported by chains gripped by each man wielding the weapon.

Bore: Long, heavy log supported by a cradle and housed within a vehicle. At the end is a corkscrew used to drill into fortification gates.

Catapult: Large wooden framework with a "spoon" affixed with tension ropes. The spoon is loaded with shot that is fired when the tension ropes are released.

Trebuchet: Large wooden frame that features a wooden bar with sling affixed to one end. Using seesaw momentum, the shot is fired at a high trajectory.



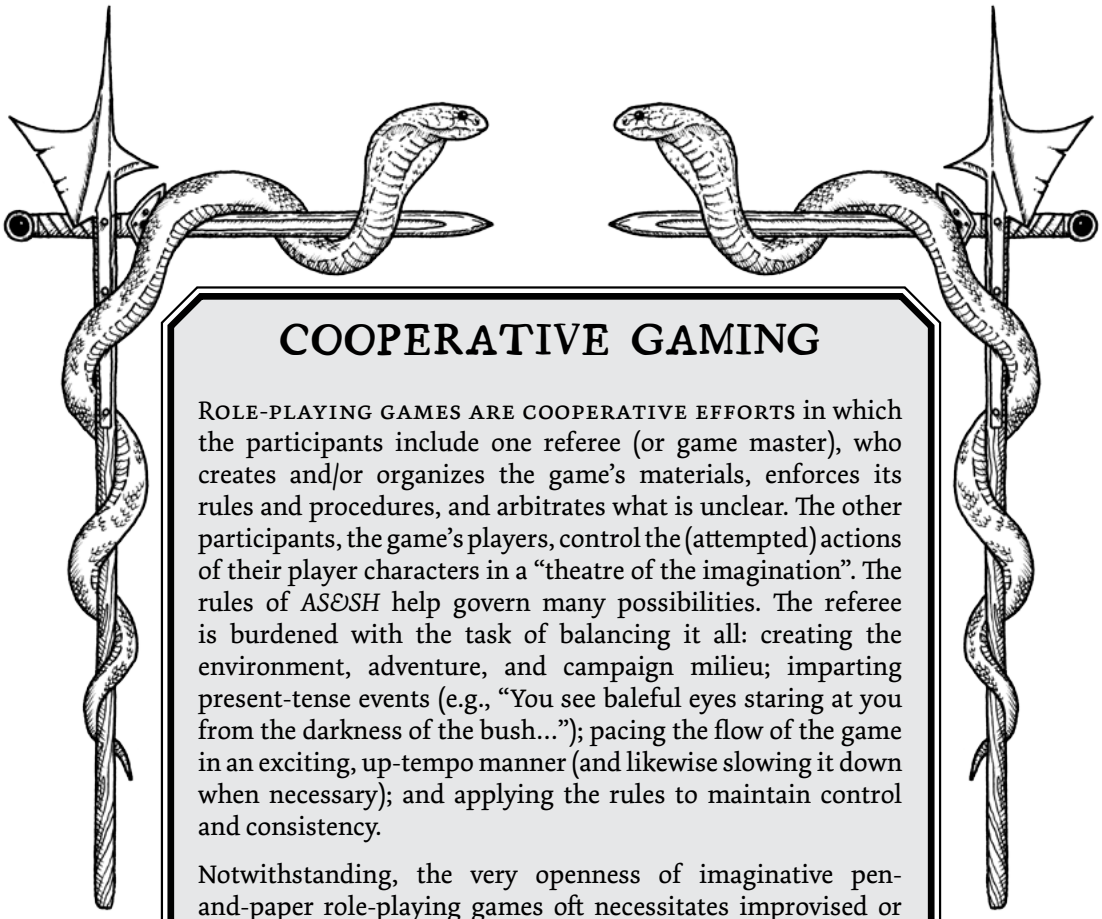
THE ROLE OF THE PCS IN WARFARE AND SIEGE: Often player characters become enmeshed in conflicts of warfare and siege. They might be soldiers (fighters, cataphracts, rangers, or scouts); clansmen of a barbarian horde or berserker shock troops; or perhaps sorcerers who stand back from the fray, throwing lightning from the sky or weaving great illusions to bewilder and confuse the opposition. Countless such possibilities exist. Through campaign development, other player characters will rise to positions of leadership, enjoying pivotal roles in the outcome of a battle or war.

PC involvement can be tricky. Often the referee will need to adjudicate with reason. Say, for example, your fighter has *mastery* in the longbow, and he intends to stand with 500 fellow longbowmen, firing a volley of arrows at the enemy. If the PC's side suffers 20% casualties, imposing a 20% chance that he has suffered injuries from enemy fire may be fair.

Some players may wish to play their characters actively during such a battle, engaging in man-to-man combat with specific or nonspecific enemies. This approach is fine, but man-to-man results will not sway the outcome of a battle that involves hundreds or even thousands of men. Also, the time at which the PC engages his enemy may not be straight away, as a single phase of battle can last from two to five hours.

PCs have a chance to impact the outcome of a battle by other means. They may find a way to attack the leader of the enemy force, or perhaps eliminate an horrific dæmon that provides **+10** to the enemy's *basic warfare rating*. Scouts and rangers, for example, might be able to provide special intelligence, compelling the referee to provide the PC's side with a **+5** or **+10** circumstance bonus to its *modified warfare rating*. A PC might wield some potent magical weapon, item, or artefact that has a weighty impact on the ebb and flow of the battle. Such employments should be brought to the referee's attention, who may, upon consideration, allow for a *modified warfare rating* bonus of from **+5** to **+20**.

Player characters never should be killed outright using the Warfare and Siege rules. Death should occur only as a result of man-to-man combat. If a PC elects to join the front-line infantry, and his side is wiped out, the PC might be considered seriously injured or captured, or perhaps he has suffered some other ruinous fate as imagined by the referee.



COOPERATIVE GAMING

Role-playing games are cooperative efforts in which the participants include one referee (or game master), who creates and/or organizes the game's materials, enforces its rules and procedures, and arbitrates what is unclear. The other participants, the game's players, control the (attempted) actions of their player characters in a "theatre of the imagination". The rules of *AS&SH* help govern many possibilities. The referee is burdened with the task of balancing it all: creating the environment, adventure, and campaign milieu; imparting present-tense events (e.g., "You see baleful eyes staring at you from the darkness of the bush…"); pacing the flow of the game in an exciting, up-tempo manner (and likewise slowing it down when necessary); and applying the rules to maintain control and consistency.

Notwithstanding, the very openness of imaginative pen-and-paper role-playing games oft necessitates improvised or arbitrary rulings by the referee. Ideally these are rendered with a sense of logic, fairness, and reason that strives to conform to the basic framework of the game's rules. The referee must judge his game with even-handedness and consistency; to do anything less may result in an unsatisfactory player experience and possibly the failure of the game.

Likewise, the players must understand that the referee works diligently to create, manage, and build campaign milieux that are enjoyable for all participants. This endeavour may entail making rulings that appear to be misinterpretations or misapplications; furthermore, some rulings might be deemed "unfair" or even "unrealistic" to the players. When such opinions surface, and a player feels compelled to address them, disagreements should be handled diplomatically. A tasteful approach is to not debate or argue with one's referee in the midst of game play or to "put him on the spot"; rather, discussing the issue after the gaming session or before the next one may be preferable.

Cooperation amongst all the game's participants should be striven for at all times; players should avoid arguing with one another. For example, if one player is bending a rule, failing to follow a rule, or conveniently ignoring a rule, his fellow players should respectfully inform him of the potential oversight, not blurt it out to the referee in the midst of play. *Astonishing Swordsmen & Sorcerers of Hyperborea* is intended to be a challenging and evocative role-playing game for all its participants. The primary goal, fellow gaming enthusiasts, is to have fun gaming with friends and/or family.


VOLUME IV

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



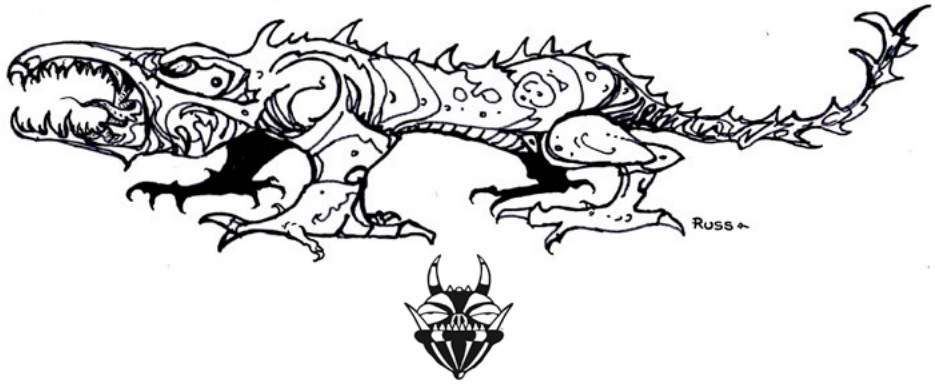
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AUTHOR'S NOTE: Players, take notice! The remainder of this book (VOLS. IV, V, and VI and the APPENDICES) includes a substantial amount of information intended solely for the eyes of the referee. A player looking up a monster's statistics or a magic item's properties during game play is not only in poor taste, but also will incite the fury of Xathoqqua.

BEAST and MONSTER STATISTICS

This volume details beasts and monsters typical of the Hyperborea campaign setting. Each monster's entry has a list of statistics pertinent to its capabilities in combat and otherwise. Explanatory text includes a physical description, behaviour, habitat, and (in some instances) historical notes.

No. ENCOUNTERED: The suggested number of creatures that may be confronted during the course of adventure. Higher ranges (parenthesized) are intended for monsters encountered in their lair, or amongst the pack, pride, or tribe.

ALIGNMENT (AL): The typical ethos of the creature encountered; exceptions are possible. Unintelligent beasts and monsters usually are Neutral.

SIZE (SZ): Typical height or length of the creature, mature and fully grown. Medium (M) implies a roughly man-sized example (from four to eight feet tall or long and of approximately manlike mass); Small (S) and Large (L) sizes are extrapolated from this baseline.

MOVEMENT (MV): How fast the monster can ambulate in feet per round. As some creatures have multiple forms of locomotion, these are indicated where appropriate. Like player characters, most monsters can double their movement; typically this increased speed is in short bursts, but referee discretion might allow for some monsters to maintain doubled movement for an extended period (see Vol. III, p. 254: Combat Actions, *movement*). When reckoning the average miles per day a creature can travel, use the following formula: **(MV ÷ 10) × 6 = miles per day**. So, if a monster has 50 MV, the result is (50 ÷ 10) × 6 = 30 miles per day.

DEXTERITY (DX): The monster's typical dexterity score (see Vol. I, p. 7: Attributes, *dexterity*). This value is used to break initiative ties; it is not intended to modify armour class, fighting ability, or saving throws. Some referees may eschew the use of DX in favour of simultaneous action (see Vol. III, p. 244: Combat, *initiative*). Though this volume presents typical DX values for the included monsters, in other cases (or if atypical DX scores are desired) the referee may generate dexterity on the fly by rolling 3d6 or 4d6 (drop low); if the monster is obviously slow or plodding, 4d6 (drop high) might be rolled instead.

ARMOUR CLASS (AC): The monster's capacity to absorb, avoid, divert, and withstand blows. It is based on the toughness of the monster's hide, its elusiveness, and other capabilities. For some humanoids, this value may represent armour worn.

Damage Reduction (DR): Applicable only to men and quasi-men who gird themselves in armour, this number is subtracted from damage rolls inflicted upon the creature via physical attacks (see Vol. I, p. 114: Equipage, *armour*).

HIT DICE (HD): The number of dice rolled to determine the monster's hit points (hp). Typically a d8 hit die type is used, though exceptions are possible. Some monsters have bonus hit points added to the base HD total; e.g., "4+2" equals the sum of 4d8, plus 2 extra hit points. Other monsters have but ½ or ¼ HD; these are hit point ranges of 1d4 and 1d2, respectively. When a monster's hit points reach 0, it is dead, but humanoids may be reduced to as low as –3 and remain unconscious; anything lower results in death.

Most monsters will attack at a fighting ability (FA) that equals their HD. Monsters of less than 1 HD are considered FA 0. As *AS&SH* fighting ability caps at 12, creatures of 13+ HD always will attack as FA 12 monsters, though other modifiers may apply. *N.B.:* A monster with a character class attacks at an FA equal to its base HD, or the FA granted by its class and level, whichever is greater. For example, a **snake-man** priest is FA 2 at 1st level and FA 3 at 7th level.

ATTACK RATE (#A): The monster's number of physical attacks per round. Following the attack rate is a parenthetical listing of the attack forms; e.g., claw / claw / bite. Many monsters possess special attacks, too.

DAMAGE (D): Hit points of damage rendered via standard physical attacks. These ranges are arranged to match the attack types: If a monster has a 3/1 attack rate (claw / claw / bite), and damage is listed as "1d4 / 1d4 / 2d4", then the first two damage ranges are for claw attacks, and the third damage range is for the bite. For some weapon-wielding creatures (particularly those of Large size), the listed damage is an abstraction intended to convey high strength and massive weapon size. Other damage types are detailed under *Special* where applicable; e.g., a monster may have a bite that causes 1d6 hp damage, and under *Special*, a *death* (poison) save may be noted that, upon failure, results in additional damage (or death!).

SAVING THROW (SV): The score needed to avoid, resist, or reduce harmful effects, both magical and mundane, based on the monster's HD. Some humanoids might enjoy class bonuses; e.g., an **orc** shaman may use a shaman's saving throw modifiers (see Vol. I, p. 78: Cleric Subclasses, *shaman*).

MORALE (ML): The monster's confidence and discipline (see Vol. III, p. 247: Combat, *morale*). Monsters have morale scores that range from 2 to 12. Creatures of the lowest morale (2) scarcely will fight, whereas creatures of the highest morale (12) never surrender. To make a morale check, roll 2d6. If the result is equal to or less than the monster's morale score, then it will continue fighting, pursuing, or engaging in whatever action it had been before the check, undaunted. If the result is greater than the monster's morale score, then it will attempt to flee or surrender.

EXPERIENCE POINTS (XP): The XP award for a killed or otherwise defeated monster. To calculate the XP value of monsters newly created or modified by the referee, consider the following procedure, in which a base value is established and then potentially modified by *minor* and/or *major abilities*. In many cases *minor* and *major abilities* will be evident, but in other instances a judgment call or modification must be made. (For example, the sting of the **giant bee** was valued at half a *major ability*, because the bee dies once it stings.)

Table 121: Experience Points for Monsters

Creature's Hit Dice (HD)	Base XP Value	Minor Ability Addend	Major Ability Addend
< 1	5	2	20
1	10	3	30
1+ to 2	20	4	40
2+ to 3	35	6	60
3+ to 4	75	15	90
4+ to 5	150	25	125
5+ to 6	300	40	200
6+ to 7	450	60	300
7+ to 8	600	80	400
8+ to 9	800	100	500
9+ to 10+	1,000	150	600
11 to 12+	1,500	200	800
13 to 14+	2,000	250	1,000
15 to 16+	3,000	300	1,200
17 to 18+	4,000	375	1,500
19 to 20+	5,000	500	2,000

Experience Points for Monsters Table Defined:

Creature's Hit Dice: The monster's hit dice total, plus bonus hit points (if applicable).

Base XP Value: Experience point award for defeating a monster of the given hit dice, assuming no special ability modifiers.

Minor Ability Addend: A modifier attributed to abilities that enhance the monster: 3–5 attacks per round, blood drain, flight, gore, hug, immunity to normal weapons or certain spells, missile discharge, poison (damaging), saving throw bonus, sorcery (spell levels 1–3, or equivalent spell-like abilities), surprize enhancement, *weapon mastery*.

Major Ability Addend: A modifier attributed to abilities that significantly augment the power of the monster: 6+ attacks per round, breath weapon, energy (level) drain, paralysis, petrifaction, poison (deadly or paralytic), sorcery (spell levels 4–6, or equivalent spell-like abilities), *spell resistance*, summoning, swallowing whole.

Experience Points (XP) for Non-Player Characters: In the course of adventure, NPCs may be encountered and defeated, resulting in an XP award schedule that differs from Table 121. Furthermore, it is not uncommon for two player characters to come to blows. Willingly slaying a fellow PC (i.e., not under enchantment) oft is frowned upon; notwithstanding, an XP award may be assigned if the referee deems it appropriate. Abstracted experience point awards for such characters are shewn in Table 122, below; as well, many NPCs possess an assortment of magic items, which also will provide XP to the victor(s). *N.B.:* Some monsters are considered *classed individuals*, thus netting XP from Table 122 in addition to their standard XP values.

Table 122: Experience Points for Non-Player Characters

Level	XP Value
1	20
2	30
3	50
4	100
5	200
6	400
7	800
8	1,200
9	1,500
10	2,000
11	2,500
12	3,000

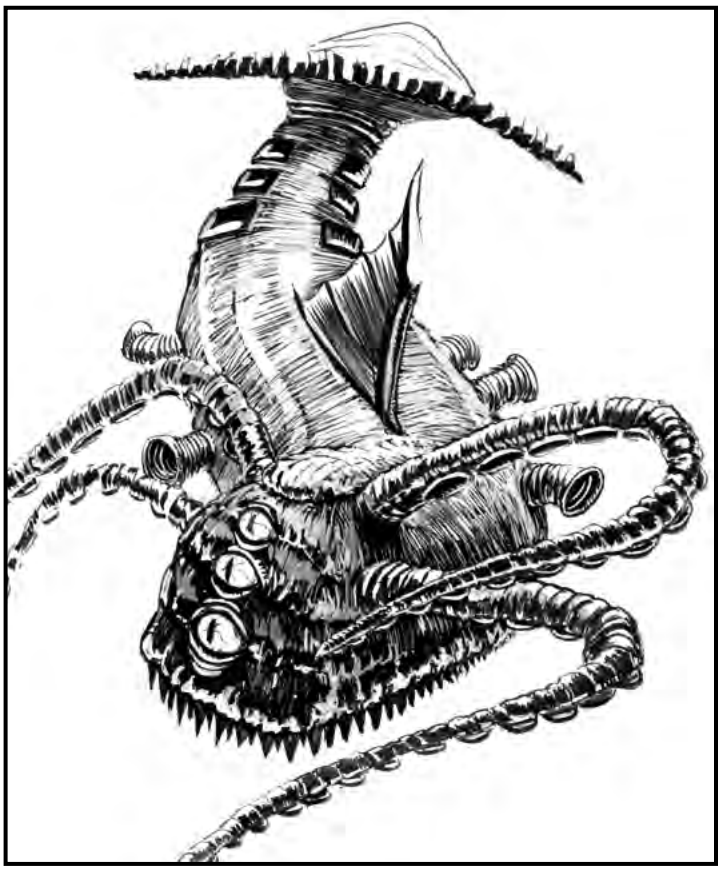
TREASURE CLASS (TC): Letter code(s) indicating the treasure typically located (or hidden) in the monster's lair (see Vol. V, p. 429: Treasure Determination). In some cases treasure classes are divided by a semicolon. The value(s) before the semicolon is for treasure found on the individual monster; the value(s) after the semicolon is for treasure in the lair. In other cases the TC includes a multiplier (e.g., ×2, ×3, ×5). If the given treasure class is found to be present (a d% roll on p. 429: Table 129), then the total is multiplied; e.g., if treasure class "T (×2)" is noted, there is a 50% chance that **2d4 scrolls** are amongst the monster's treasure (in place of the standard **1d4 scrolls** normally allotted to treasure class T).

SPECIAL: Many monsters possess one or more special abilities, including breath weapons, disease transmission, immunities, poison, *spell resistance*, and so forth. In some cases these abilities are akin to certain spells that the referee may need to reference in Vol. II. Unless otherwise stated, spell-like abilities function at a casting ability equal to the monster's HD, to a maximum of CA 12.

BEASTS and MONSTERS: A

ABOLETH

No. Encountered:	1 (1d4)
Alignment:	Lawful Evil
Size:	L
Movement:	10 (swim 60)
Dexterity:	11
Armour Class:	4
Hit Dice:	8
Attack Rate:	4/1 (lash ×4)
Damage:	1d6 (×4)
Saving Throw:	13
Morale:	10
Experience Points:	1,880
Treasure Class:	F



Aboleths are massive alien beasts, up to 10 feet tall and 7–8 feet thick, their scaly, blue-green bodies coated with mucous slime. They have thick, fluked tails of 12-foot length and four anterior, sucker-bearing tentacles, each about 10 feet long, which they use to drag their bulk when on land. Centred amongst the tentacles is a circular mouth lined with three rows of triangular teeth. Three violet eyes, narrow slits in succession, are set atop a bulky head.

This ancient race of intelligent amphibious monsters inhabits subterranean lakes and caverns. Aboleths hate other sentient life, slaying or enslaving men and humanoids. Hoarders of otherworldly knowledge, aboleths are enemies of **elder things**, the **Great Race**, and **mi-go**, but are known to ally with **fish-men**, fellow advocates of Kthulhu. Indeed, aboleths are said to receive dreaming Kthulhu's edicts when they take their yearlong slumber. Typically, few aboleths are encountered, but Atlantean sages speak of large colonies dwelling in subaqueous cities of alien architecture.

Special:

- At will, to a range of 240 feet, the aboleth can effect a vivid illusion of sight, sound, and smell (see *advanced spectral phantasm* spell); however, it must maintain concentration for the illusion to persist.
- Thrice per day, an aboleth can impose its *mind control* ability on all within 30 feet. Those who fail *sorcery* saves will serve and obey the aboleth; the saves are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. The enslaved will not bring harm to friends or former associates, but will abide other telepathic commands, so long as the monster is never more than one mile distant. *Dispel magic* or *remove curse* can terminate this enchantment.
- If tentacle hits, victim must make *transformation* save or skin mutates into slimy membrane in 1d4+1 minutes, unless *cure disease* is cast. Once metamorphosis is complete, victim must remain immersed or his skin will dry out, causing 2d6 hp damage per turn. *Heal* can end this affliction.
- In water an aboleth can release a mucous cloud three feet around its bulk. A victim pulled into the cloud must make a *death* (poison) save or thenceforth be unable to breathe air and subject to asphyxia if removed from water (see Vol. III, p. 263: Special Damage, *asphyxia*). Aboleths use this cloud to grant their slaves the ability to breathe water, albeit in smaller doses so as to effect amphibious humanoid slaves.
- Mutant aboleths are believed to exist with other, more insidious abilities.

ABOMINABLE SNOW-MAN (Yeti)	Abominable Snow-Man	Abominable Snow-Man Alpha
No. Encountered:	1d6 (6d6)	1:8
Alignment:	Chaotic Evil	Chaotic Evil
Size:	M	M
Movement:	50	40
Dexterity:	10	8
Armour Class:	4	3
Hit Dice:	4+4	6+4
Attack Rate:	2/1 (claw / claw) or 1/1 (weapon)	2/1 (claw / claw) or 3/2 (weapon)
Damage:	1d6+1 / 1d6+1 (or per weapon +1)	1d8+2 / 1d8+2 (or per weapon +2)
Saving Throw:	15	14
Morale:	9	10
Experience Points:	175	510
Treasure Class:	D	Q



These despicable, flesh-eating humanoids inhabit the coldest, least hospitable regions. They stand eight feet tall, weigh 350–400 pounds, and are covered in shaggy, grey-white fur. From the centre of this humanoid's head protrudes a single horn. Its hands are enormous taloned paws suitable for rending flesh and bone. The pelt of an abominable snow-man is considered a hunter's prize.

Abominable snow-men speak their own primitive tongue, can craft simple stone tools, and are known to tame **leaper camels**, much like their feared nemeses, the **men of Leng**. As no females of the species exist, abominable snow-men must take human women as their mates. This tragic, unspeakable union always results in the birth of an abominable snow-man infant and the death of the mother.

In the wild, small groups of abominable snow-men are encountered. In their mountain cave lairs, larger tribes abide together, finding strength in unity and raiding human settlements for mates. For every 8 abominable snow-men there is **1 abominable snow-man alpha**, a 500-pound brute.

Special:

- When moving afoot in snowy terrain, chance to surprize opponents increased by 2-in-6.
- +2 bonus to saves versus cold-related attacks.
- Vulnerable to fire: +2 hp per die of damage.
- If both claw attacks hit, the monster squeezes its victim in a bear hug for 2d6 hp damage.

AERIAL MINION	
No. Encountered:	1
Alignment:	Neutral
Size:	M
Movement:	0 (fly 80)
Dexterity:	18
Armour Class:	−1
Hit Dice:	12
Attack Rate:	1/1 (pummel)
Damage:	4d8
Saving Throw:	11
Morale:	12
Experience Points:	2,700
Treasure Class:	—

This species of **air elemental** is a semi-intelligent creature conjured by clerics or cryomancers of no small power (see Vol. II, p. 210: Spells: S, *summon aerial minion*). These creatures are naturally invisible; even if revealed (by sorcery or otherwise), they appear as dim, nebulous shapes of eight-foot height somewhat conforming to anthropoid dimensions. When bound to service they will not fight, for their function is to find and retrieve; they are strong and quick, able to bear as much as 1,000 pounds and move unencumbered. If bidden to retrieve a creature of Small or Medium size, the aerial minion will attempt to seize its quarry with force (a *grapple* attempt; see Vol. III, p. 248: Combat Actions, *melee*). Typically an aerial minion attacks only when it must defend itself, or if it is bewildered by its assignment, the latter case causing it to become insane and return to kill its summoner.

Special:
- ✶ Can follow any trail no more than two weeks old.
- ✶ Natural *invisibility* grants 3-in-6 bonus to surprize and +4 bonus to all attack rolls. If a target is not surprized, his hackles will rise, perceiving the unseen threat, but +4 attack bonus remains.
- ✶ An attacker with *true seeing* or like means to penetrate invisibility receives a +4 attack bonus versus an aerial minion.
- ✶ Destroyed by *dispel magic* versus the summoner's CA.
- ✶ Only an *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*) can break creature's hold if *grapple* is established.
- ✶ Goes insane and attacks summoner if unable to complete mission, typically if confused by objective or if spell's duration expires.

Air Elemental: see p. 342: Beasts and Monsters: E, *elemental*, *air*

ANIMAL, SMALL: Small animals are found throughout Hyperborea. Some will be hunted in the wild; others, tamed in urban areas. Here presented is a small sample of such creatures. Because of their commonness, full descriptions are unnecessary, excepting the following small animals that have discrete entries in this volume:
- ✶ **Archæopteryx** (see p. 301)
- ✶ **Bat** (see p. 306: Beasts and Monsters: B, *bat*)
- ✶ **Pegomastax** (see p. 381: Beasts and Monsters: P, *pegomastax*)
- ✶ **Rat** (see p. 383: Beasts and Monsters: R, *rat*)
- ✶ **Snake, Viper** (see p. 393: Beasts and Monsters: S, *snake*)
- ✶ **Toad, Ice** (see p. 404: Beasts and Monsters: T, *toad*)
- ✶ **Weasel** (see p. 411: Beasts and Monsters: W, *weasel*)

ANIMAL, SMALL (Bird)	Falcon / Hawk	Gull	Owl	Raven
No. Appearing:	1 (1d6)	1d20 (1d20×100)	1 (1d2)	1d20
Alignment:	Neutral	Neutral	Neutral	Neutral
Size:	S	S	S	S
Movement:	10 (fly 120)	10 (fly 80, swim 10)	10 (fly 80)	10 (fly 80)
Dexterity:	15	12	15	12
Armour Class:	5	9	7	9
Hit Dice:	½	¼	½	¼
Attack Rate:	3/1 (claw / claw / bite)	1/1 (peck)	3/1 (claw / claw / bite)	1/1 (peck)
Damage:	1 / 1 / 1	1	1 / 1 / 1	1
Saving Throw:	17	17	17	17
Morale:	4	5	4	4
Experience Points:	9	9	11	9
Treasure Class:	—	—	—	—

Special (falcon / hawk):
- ✶ Dive bomb attack (claws only) from 100+ feet at +2 bonus to attack and damage rolls.

Special (gull):
- ✶ Garrulous; can distract opponents for 1 round, causing a –1 penalty to attack rolls and AC.

Special (owl):
- ✶ Owls are silent fliers; chance to surprize opponents increased by 3-in-6 at night.
- ✶ Dive bomb attack (claws only) from 50+ feet at +2 damage bonus, with –1 AC penalty.

Special (raven):
- ✶ A natural *20* attack roll indicates the raven has struck an eye and may have plucked it out (base 2-in-6 chance; 1-in-6 if wearing a helm, no chance if wearing a great helm).

ANIMAL, SMALL (Mammal)	Cat	Fox	Hare	Squirrel
No. Appearing:	1 (2d6)	1d2 (1d4+1)	1d12	1d6
Alignment:	Neutral (or Lawful Evil)	Neutral	Neutral	Neutral
Size:	S	S	S	S
Movement:	50	50	90	40 (glide 30*)
Dexterity:	15	15	17	16
Armour Class:	7	7	5	6
Hit Dice:	½	½	¼	¼
Attack Rate:	2/1 (claw / claw)	1/1 (bite)	1/1 (bite)	1/1 (bite)
Damage:	1 / 1	1d3	1	1
Saving Throw:	17	17	17	17
Morale:	5	5	4	4
Experience Points:	7	7	7	5 or 7*
Treasure Class:	—	—	—	—

* Applies to **flying squirrels** only.

Special (cat):
- ✶ Cats are superior stalkers; chance to surprize opponents increased by 2-in-6.
- ✶ Certain black cats are known to exhibit Evil; sages posit that these felines are possessed by dæmons or ghosts.

Special (fox):
- ✶ Pelt turns white in winter years; camouflage provides 6-in-12 chance to *hide* in snow (see Vol. I, p. 21: Classes, *thief*).

Special (hare):
- ✶ Pelt turns white in winter years; camouflage provides 6-in-12 chance to *hide* in snow (see Vol. I, p. 21: Classes, *thief*).
- ✶ Can treble or even quadruple movement rate in short bursts.

Special (squirrel):
- ✶ Can climb and move along trees and other rough climbing surfaces at normal MV.
- ✶ A less common species of **flying squirrel**, native to New Pictland and the Savage Boreal Coast, can glide at 30 MV.

ANIMAL, UNDEAD	Small Undead Animal *(Undead Type 0)*	Medium Undead Animal *(Undead Type 1)*	Large Undead Animal *(Undead Type 2)*
No. Encountered:	1 (1d6)	1 (1d6)	1 (1d2)
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil
Size:	S	M	L
Movement:	30	30	30
Dexterity:	10	10	9
Armour Class:	8	7	6
Hit Dice:	½	1	5
Attack Rate:	1/1 (claw, bite, etc.)	1/1 (claw, bite, etc.)	1/1 (claw, bite, etc.)
Damage:	1d4	2d4	3d4
Saving Throw:	17	16	14
Morale:	12	12	12
Experience Points:	9	16	200
Treasure Class:	–	–	–

These are the risen skeletons of animal carrion, raised to serve the vile purposes of some wicked necromancer. They are fearless in their guardianship, but their comprehension of directives is dubious at best. They will attack using a means standard to their type, though limited to one such attack per round; too, undead animals no longer retain special abilities such as flight, musk, venom, and so forth. For more information, refer to the spells *animate carrion*, *animate carrion II*, and *animate carrion III*.

Special:
- ✶ Immune to poison, paralysis, fear, and cold.
- ✶ Edged and piercing weapons cause ½ damage against them (damage dice halved, with bonuses added afterwards), but blunt weapons inflict normal damage.

ANT, GIANT	Giant Ant	Giant Radioactive Ant
No. Encountered:	1 (3d6)	2d4 (1d6×3)
Alignment:	Neutral	Neutral
Size:	M	M
Movement:	60	60
Dexterity:	12	13
Armour Class:	3	3
Hit Dice:	4	4
Attack Rate:	1/1 (bite)	1/1 (bite)
Damage:	1d8	1d8
Saving Throw:	15	15
Morale:	8	8
Experience Points:	90	180
Treasure Class:	Q (×3), S	Q (×4)

Giant ants are black-and-red ants of from five- to eight-foot length, omnivorous and insatiably hungry for organic material (plant or animal, with a preference for flesh). Typically they lair in underground nests and will emerge to attack en masse, but encountering a solitary soldier returning to the nest is not unusual.

Giant radioactive ants are giant ants that have been irradiated by **green diamonds**. They present with pale grey, translucent exoskeletons, under which their internal organs glow iridescent green, most notably the metasoma (posterior). Giant radioactive ants are carnivorous and insatiably hungry.

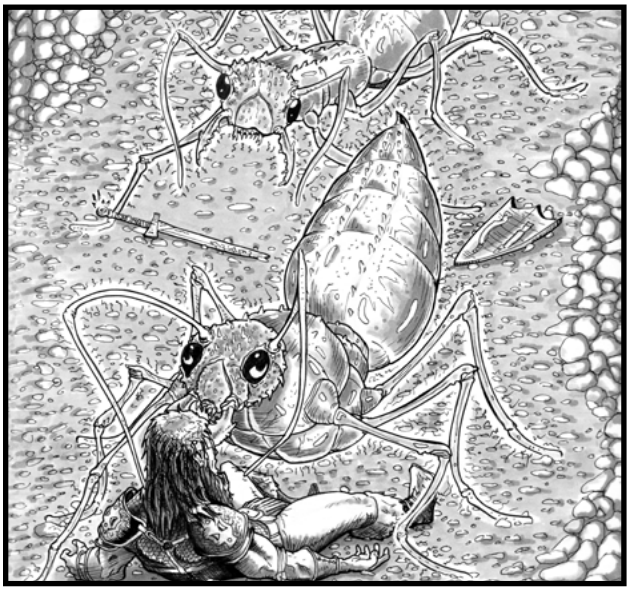
Unlike other giant ants, these creatures display limited intelligence, communicating over vast distances via a warbling whistle emitted by their vibrating antennæ. This sound also can produce a mesmerizing effect (see below). Giant radioactive ants oft will congregate in threes, head-to-head, antennæ taking to a brighter, pulsating green glow. The significance of this activity is not yet understood.

Special (giant ant):
- ✶ Upon successful mandible bite, 2-in-6 chance the creature will arch its metasoma to sting the target at +2 on the attack roll. If this attack hits, it causes 1 hp damage and delivers venom; make *death* (poison) save or suffer additional 2d8 hp damage.

Special (giant radioactive ant):
- ✶ Warbling whistle can be used to communicate with other giant radioactive ants within two miles, or it can

be modified to mesmerize a single mammal within 240 feet. The target must make a *sorcery* save or enter a trance, dropping anything held and blindly walking toward the whistler; he effectively presents a defenceless target to be devoured. The save is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

✶ Upon successful mandible bite, 1-in-6 chance the creature will arch its metasoma to sting the target at +2 on the attack roll. If this attack hits, it causes 1d3 hp damage and delivers a lethal dose of radiation; make *death* (radiation) save or die in 1d6 turns. Even if death is averted, the victim suffers complete loss of hair within 24 hours; recurrent nausea results as well.



APE, ALBINO (White Ape)	Albino Ape	Albino Ape Superior
No. Encountered:	1d2 (1d4+6)	1
Alignment:	Neutral	Chaotic Evil
Size:	M	L
Movement:	40	30
Dexterity:	10	8
Armour Class:	5	4
Hit Dice:	4+2	8+4
Attack Rate:	2/1 (claw / claw)	4/1 (claw ×4) or 2/1 (weapons)
Damage:	1d6+1 / 1d6+1	1d8+2 (×4) or 4d4 / 4d4
Saving Throw:	15	13
Morale:	9	10
Experience Points:	175	1,400
Treasure Class:	C	Q

The **albino ape** is a massive white simian dwelling in caves and caverns. Adult males grow up to seven feet high and weigh as much as 600 pounds; females are slightly smaller. Nocturnal and carnivorous, these gorilla-like beasts demonstrate limited intelligence through primitive tool use.

Typically they live in groups of 7–10, with one alpha male, two or three females, and the remainder young; otherwise, adult males will live solitarily, though a sibling pair is possible. If approached, the apes will pound their chests and roar. A man who carefully backs away might escape (3-in-6 chance); otherwise the apes will react violently. Albino apes are known to emerge in the black of night to chase Ythaqqa, "The Wendigo", across the Plain of Leng, howling and frothing in bestial rapture.

The **albino ape superior** is a rare specimen, always male. Born with six limbs—two pairs of massive arms and one pair of stout legs—it grows to nine feet and weighs as much as 1,100 pounds. These apes are much as their cousins, though they can manipulate weapons and are possessed of slightly elevated intelligence (and no small amount of wickedness); some have learnt to speak the Common tongue of man. They oft assume leadership of albino apes, brooding ape-kings.

Special (all):

✶ Acute sense of smell; chance to be surprized reduced by 1-in-6.

Special (albino ape superior):

✶ If all four claw attacks strike one opponent, strangulation ensues the next round, causing 1d8+2 hp damage per round. An *extraordinary feat of strength* can break the ape's grasp (see Vol. I, p. 7: Attributes, *strength*); serious damage also may compel the beast to let go. After 3 rounds of strangulation, the victim must make a *test of constitution* or asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*). Rare victims who survive this attack have been known to lose their voices forever.



APE, CARNIVOROUS

No. Encountered:	1d8
Alignment:	Chaotic Evil
Size:	M
Movement:	40 (fly 50*)
Dexterity:	11
Armour Class:	6
Hit Dice:	5
Attack Rate:	2/1 (claw / claw)
Damage:	1d6+1 / 1d6+1
Saving Throw:	14
Morale:	9
Experience Points:	200 or 225*
Treasure Class:	C

* Applies to winged types only.

These are massive, seven-foot-tall, flesh-eating gorillas of brutish, cunning intelligence. They have large fists with black-taloned fingers. Often carnivorous apes dwell in hidden places, such as caves, dungeons, or forests deep. They take great pleasure in eating the raw flesh of man and are keen to his scent; likewise, they hate and prey upon other ape species, though they rightly fear the four-armed **albino ape superior**. Carnivorous apes are notorious for their keen eyesight, hearing, and olfaction; they use these enhanced senses and their shrewd cunning to stalk enemies.



A rare variation of the carnivorous ape is said to dwell in the remote peaks of the Spiral Mountain Array. These simians conform to carnivorous ape appearance, except they have hollow bones and great, membranous bat wings. Clever and intelligent, these brutes revel in cruelty. They are said to capture human females and convey them to their wicked lairs.

Special:

- ✶ Acute senses; chance to be surprized reduced by 1-in-6.
- ✶ If both claw attacks hit one opponent, carnivorous ape rends its prey for additional 1d8+1 hp damage.

APE, MOUNTAIN (Ogre)

No. Encountered:	1 (1d6)
Alignment:	Chaotic Evil
Size:	L
Movement:	30
Dexterity:	8
Armour Class:	5
Hit Dice:	4+4
Attack Rate:	1/1 (weapon)
Damage:	1d10+2
Saving Throw:	15
Morale:	9
Experience Points:	200
Treasure Class:	M (×10); Q, R, S

These massive, manlike brutes of repulsive countenance and abhorrent odour stand 8–10 feet tall and weigh as much as 1,000 pounds. Their torsos are thick with black or red fur, but their arms and bowed legs are as those of **cave-men**; their misshapen heads are hairy of mane and beard, and their noses large and broad. Mountain apes typically wield clubs, stone axes, or stone-tipped spears, though some acquire the weapons of man. Others will hurl stones, or simply pound with their fists.

Mountain apes are greedy and oft store their wealth in cave lairs, though some fear leaving their treasure for others to plunder and so will carry it in large sacks. Most are thoroughly Evil, though a simpleminded, good-natured sort is not impossible. Often they dwell alone and are wont to kidnap human children (whom they will enslave and/or eat).

Special:

- ✶ Can hurl a large stone to a range of 50 for 1d10+2 hp damage.



APE-MAN	Ape-Man	Ape-Man Alpha
No. Encountered:	1d6 (6d6)	1:12
Alignment:	Neutral or Lawful Evil	Neutral or Lawful Evil
Size:	M	M
Movement:	30	30
Dexterity:	10	12
Armour Class:	8	7
Hit Dice:	1+2	3+4
Attack Rate:	1/1 (weapon)	3/2 (weapon)
Damage:	(per weapon +1)	(per weapon +1)
Saving Throw:	16	15
Morale:	9	9
Experience Points:	24*	90
Treasure Class:	L; C, Q (×2), S	M, Q (×2); Q (×5)

* Refer to p. 294: TABLE 122 for classed individuals.

These quasi-humans walk upright as men; males are from five to six feet tall, females from four to five feet tall on average. Ape-men have the base countenance and body hair of an ape and a body type that presents with human and simian characteristics, including opposable thumbs. Culturally they range from utter primitivism (fire and stone tool use) to mock sophistication and reason rivalling the lowliest of men. Ape-men communicate via a limited vocabulary of grunts and growls, hoots and trills.

Brutish and violent, ape-men are omnivorous, though preferring raw meat. Their warriors and hunters will wear the hides of beasts; some will don the armour of men when opportunity presents. Weapons include clubs, slings, and hand-hurled stones, unless the ape-men acquire the steel of man.

Ape-man tribes dwell in caves, mountains, and forests. About 1 in 12 is an **ape-man alpha**, a physically dominant humanoid. Also, most tribes of 20 or more individuals will have a **shaman**; these sorcerers typically hallow Yug or Xathoqqua.

N.B.: An advanced group of some 5,000 ape-men populates the City-State of Kor and serves as its ruling elite. These ape-men can read and write, forge weapons and tools of iron and steel, and assume the principle classes of fighter, magician, cleric, and thief. Some sages posit these elevated ape-men to be the beneficiaries of otherworldly sponsorship.

Special:

- ✶ *Climb* on 11-in-12 chance of success, at full movement rate (see VOL. I, p: 21: CLASSES, *thief*).
- ✶ Ape-man shamans can advance as high as 5th level; for each level beyond 1st, they add 1 hit die (d8) to their base 1+2 HD.

Aqua-Hydra: see p. 358: BEASTS AND MONSTERS: H, *hydra*

ARCHÆOPTERYX	
No. Encountered:	1 (1d6)
Alignment:	Neutral
Size:	S
Movement:	20 (fly 60)
Dexterity:	10
Armour Class:	6
Hit Dice:	½
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1 / 1 / 1d2
Saving Throw:	17
Morale:	5
Experience Points:	9
Treasure Class:	—

This crow-sized, antediluvian bird is of rare and colourful plumage. It has a lengthy reptilian tail with long feathers of blue, green, black, and pink. The archæopteryx's beak is lined with small, sharp teeth; also, three finger-like claws extend from the wing joints, used to climb trees and rocks.

Archæopteryges dwell in regions of high elevation that are volcanically active; also they have been observed on remote islands and in ancient forests. Typically they feed on carrion and small animals (amphibians, birds, mammals, and reptiles). Rare archæopteryges are attracted to sorcerers; the creatures can be trained as familiars, these examples demonstrating empathic understanding of their masters' wishes. Some have suggested that these rare specimens are dæmonically possessed.

Special:

- ✶ If both claw attacks hit one opponent, it uses wing claws to rend, each causing an additional 1d2 hp damage.

Asp: see p. 393: Beasts and Monsters: S, *snake*
Asp, Giant: see p. 394: Beasts and Monsters: S, *snake, giant*

AUROCHS

No. Encountered:	1 (4d6)
Alignment:	Neutral
Size:	L
Movement:	30
Dexterity:	9
Armour Class:	5
Hit Dice:	4
Attack Rate:	1/1 (gore)
Damage:	1d10
Saving Throw:	15
Morale:	6
Experience Points:	90
Treasure Class:	–

This massive species of ox stands six feet at the shoulder, weighs as much as 2,000 pounds, and is renowned for its wide spread of forwards-turning horns. Most aurochs have black fur, which is shaggier during cold periods. Temperamental and aggressive, these bovines will charge down men, including those who attempt to avoid them. Some castrated bulls, if taken as calves, may be used as draught animals. Solitary bulls might be encountered, or small herds.

Special:

- ✶ Initial gore as *charge attack* at +2 bonus and double damage dice (see Vol. III, p. 249: Combat Actions, *melee*).
- ✶ Can gore two adjacent foes on a single attack roll.

AUTOMATON (Golem, Living Statue)	Bronze Automaton (Minotron)	Clay Automaton
No. Encountered:	1	1
Alignment:	Neutral	Neutral
Size:	L	M
Movement:	30	20
Dexterity:	9	5
Armour Class:	2	7
Hit Dice:	10+2	11+2
Attack Rate:	1/1 (gore or weapon)	1/1 (pummel)
Damage:	2d8 or 4d6	3d10
Saving Throw:	12	11
Morale:	12	12
Experience Points:	2,200	2,700
Treasure Class:	–	–

	Flesh Automaton	Iron Automaton	Stone Automaton
No. Encountered:	1	1	1
Alignment:	Neutral	Neutral	Neutral
Size:	M	L	L
Movement:	20	20	20
Dexterity:	7	5	5
Armour Class:	7	3	5
Hit Dice:	9+2	16+2	14+2
Attack Rate:	2/1 (pummel)	1/1 (weapon)	1/1 (weapon)
Damage:	2d8 / 2d8	4d10	6d6
Saving Throw:	12	9	10
Morale:	11	12	12
Experience Points:	1,600	6,000	3,250
Treasure Class:	–	–	–

Automata are humanoid constructs of mad sorcerers and their ilk, the formulæ for the creation of which trace back to a bygone age when Atlanteans, Hyperboreans, and Lemurians commingled sorcery and science. Strange wires, conduits, batteries, cells, and circuits are installed in many of these creations, though no two **manuals of automaton creation** (see Vol. V, p. 482: Magical Treasure, *miscellaneous magic items*) describe precisely identical processes; alternative methods of creation were engendered by the ancients, but this is a lost science in rapidly decaying Hyperborea.

A **bronze automaton** is a massive 10-foot construct built to resemble a **minotaur**. A typical bronze automaton is fashioned to wield a great spear, halberd, or trident, composed entirely of bronze. The bronze automaton is ever obedient and under the command of



its creator, though it only responds to clear and loudly vocalized commands. *N.B.:* The golden heart of a felled bronze automaton, if extracted, has a 12,000-gp value.

A **clay automaton** is a manlike statue eight feet tall. The clay automaton is under its creator's command; typically the creature is appointed a task, such as guardianship. *N.B.:* Clay automata are prone to possession by dæmons.



A **flesh automaton** is built from the corpses of at least five men. Though the creature is impervious to most harm (unless magical), the creator might yet gird his golem in armour. The flesh automaton obeys the will of its creator; commands must be simple, for the brute retains limited intelligence.





An **iron automaton** is a 12-foot iron statue. Most are moulded bearing a weapon, such as an enormous sword or axe. The iron automaton is under the command of its creator.



A Hyperborean Prometheus

A **stone automaton** is a 10-foot-tall statue chiselled from granite or marble, oft with the likeness of a sword or an axe in hand. Stone automata are the least intelligent type, able to comprehend seven simple commands, which must be programmed during the creation process. Typical commands include "Attack!", "Capture!", "Follow!", "Stop!", and "Wait!" Ambiguous commands such as "Guard!" may be misunderstood; the monster might guard a place instead of a person, even if a person was the intent.



Special (all):

- ✶ +1 or better weapon to hit.

Special (bronze automaton):

- ✶ Immune to sorcery, except lightning, which functions as *slow* spell for 3 rounds.
- ✶ Fire attacks heal the monster instead of damaging it.
- ✶ Can deliver charging gore attack at +2 bonus and double damage.

Special (clay automaton):

- ✶ Immune to sorcery, except for *disintegrate* and *transmute rock to mud*, either of which necessitates a *death* save or the creature is destroyed.
- ✶ Unharmed by edged or pointed weapons; only blunt magical weapons (flail, hammer, mace, etc.) are effective.
- ✶ Damage from its attacks cannot be healed, save by the sorcery of a cleric or priest of 9th level or greater; otherwise, damage inflicted is permanent.

Special (flesh automaton):

- ✶ Immune to *charm*, *hold*, *sleep*, and other mind-affecting sorcery.
- ✶ Electrical attacks heal the monster instead of damaging it.
- ✶ 1-in-10 chance per round of combat that creature loses control, attempting to kill all in sight. It attacks berserkly at +2 to attack and damage rolls and then flees after 2d6 rounds. It thereafter will wander aimlessly, avoiding civilization; rehabilitation is no simple matter. Some flesh automata are said to manifest rudimentary intelligence and emotion after such episodes.

Special (iron automaton):

- ✶ Immune to sorcery, except lightning, which functions as *slow* spell for 3 rounds.
- ✶ Fire attacks heal the monster instead of damaging it.
- ✶ Every 7 rounds, can breathe poison gas cloud of 10-cubic-foot volume, as the *cloudkill* spell.

Special (stone automaton):

- ✶ Immune to sorcery, except *stone to flesh* (renders creature AC 8 and vulnerable to normal weapons for 1d4 rounds) and *transmute rock to mud* (functions as *slow* spell for 2d6 rounds).

BEASTS and MONSTERS: B

Babi-Ngepet: see p. 333: BEASTS AND MONSTERS: D, *dæmon, sublunary, babi-ngepet*

Bactrian: see p. 311: BEASTS AND MONSTERS: C, *camel*

Bandit: see p. 367: BEASTS AND MONSTERS: M, *man, bandit*

Banshee (or **Baobhan Sith**): see p. 348: BEASTS AND MONSTERS: G, *ghost, banshee*

BASILISK

No. Encountered:	1 (1d2)
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	9
Armour Class:	4
Hit Dice:	6+4
Attack Rate:	1/1 (bite)
Damage:	2d6
Saving Throw:	14
Morale:	9
Experience Points:	1,050
Treasure Class:	F

A magical beast of legendry, this large, eight-legged reptile typically dwells in caverns or thick, tangled forests. Those who meet its gaze or touch its hide

are turned to stone. The basilisk is about 10 feet long (not including tail), with dun-coloured scales and a yellow underbelly. Its jaws are lined with sharp teeth, and its eyes are large, blue-green, and somewhat lamp-like. With their eight short and powerful legs, basilisks can scale vertical surfaces to the caves within which they build their nests; oft these caves appear to be statuaries of the men and beasts that daringly (or unwittingly) entered the monsters' lairs.



Special:

- ✶ Meeting its gaze or touching its hide causes one to turn to stone unless a *transformation* save is made. Surprized combatants almost always (5-in-6 chance) look in the basilisk's eyes. Combatants in melee combat with the creature can look away, but doing so causes their attack rolls and armour class to be at –2 penalties.
- ✶ The basilisk can be turned to stone if it sees its reflexion in a mirror; of course, effectively using a mirror requires sufficient lighting. The base chance of success is 2-in-6, subject to the referee's discretion. The basilisk must make a *transformation* save to avoid the effect.

BAT	Bat	Giant Bat
No. Encountered:	1d% (1d10×100)	1d10 (1d10×10)
Alignment:	Neutral	Neutral
Size:	S	S
Movement:	10 (fly 80)	10 (fly 70)
Dexterity:	15	12
Armour Class:	5	6
Hit Dice:	¼	2
Attack Rate:	1/1 (bite)	1/1 (bite)
Damage:	1	1d4
Saving Throw:	17	16
Morale:	5	7
Experience Points:	9	64
Treasure Class:	–	–

A **bat** is the typical brown, black, red, or silver-haired variety that might be encountered in forests, caves, caverns, dungeons, and ruins. Bats are of course nocturnal creatures; during extended periods of complete daylight, many species will hibernate.

A **giant bat** is a bloodthirsty bat of four-foot wingspan. Continental species present copper-brown fur during high summer and white fur for the remaining calendar years; island species usually remain copper perennially. In Hyperborea, Xathoqquans hold this creature in high esteem, perhaps of spiritual import.

Special (all):

- ✶ 1-in-4 bats will carry a disease. A bite victim must make a *death* (poison) save or suffer pain and burning at the site of the infection, followed by headaches, muscle spasms, and difficulty swallowing. Death ensues in 2d6 days unless *cure disease* is cast.

Special (giant bat):

- ✶ Bite causes paralysis for 1d10 rounds unless *death* save is made; bat will then drain victim of blood, causing 1d4 hp damage per round for 2d4 rounds, before flying away. If victim survives, disease also must be checked, as above.

BEAR	Black Bear	Brown Bear	Cave Bear	Polar Bear
No. Encountered:	1 (1d3)	1 (1d6)	1 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral	Neutral	Neutral
Size:	M	L	L	L
Movement:	60	50	40	40 (swim 40)
Dexterity:	13	10	9	9
Armour Class:	7	6	5	6
Hit Dice:	3+3	5+5	8+5	7+5
Attack Rate:	3/1 (claw / claw / bite)	3/1 (claw / claw / bite)	3/1 (claw / claw / bite)	3/1 (claw / claw / bite)
Damage:	1d3 / 1d3 / 1d6	1d4 / 1d4 / 1d8	1d10 / 1d10 / 2d6	1d8 / 1d8 / 2d6
Saving Throw:	15	14	13	13
Morale:	8	8	9	8
Experience Points:	105	380	1,000	760
Treasure Class:	–	–	–	–

The **black bear** is the smallest of bear species, a swamp and woodland dweller that measures up to six feet long and weighs as much as 500 pounds. These scavengers are notorious for wandering into civilization to plunder food stores. They run quite quickly and are skilled tree climbers.

The **brown bear** is an aggressive beast that measures up to eight feet long and weighs as much as 600 pounds. Brown bears are aggressive, temperamental creatures with long claws that they use to dig out prey and to fight.

The **cave bear** is an enormous brown- or grey-furred bear that lairs in seaside caves and cavernous dungeons. Cave bears measure up to 15 feet in length and weigh as much as 1,400 pounds. They are ferocious carnivores with a taste for man. Some have been known to exhibit rudimentary intelligence, wandering to ancient shrines of Xathoqqua to howl and roar, their fur bristling.

The **polar bear** is a large white bear that inhabits glacial regions. Excellent swimmers, polar bears hunt fish and seals, but usually will not attack a man unless provoked. They measure up to 12 feet in length and weigh as much as 1,100 pounds.

Special:

- If **black bear** hits same victim with both claw attacks, it hugs for 2d4 hp damage.
- If **brown bear** hits same victim with both claw attacks, it hugs for 2d6 hp damage.
- If **cave bear** hits same victim with both claw attacks, it hugs for 2d10 hp damage.
- If **polar bear** hits same victim with both claw attacks, it hugs for 2d8 hp damage.

Beast-Man: see p. 410: Beasts and Monsters: V, *vhuurmis*



BEE, GIANT	Giant Bee	Giant Queen Bee
No. Encountered:	1d6 (5d8)	1
Alignment:	Neutral	Neutral
Size:	S	S
Movement:	10 (fly 50)	10 (fly 30)
Dexterity:	10	7
Armour Class:	7	5
Hit Dice:	½	1
Attack Rate:	1/1 (sting)	1/1 (sting)
Damage:	1d3	1d6
Saving Throw:	17	16
Morale:	12	12
Experience Points:	17	43
Treasure Class:	–	–

These incredibly aggressive, one-foot-long killer bees attack without provocation any individual within 50 feet of their nest. The **giant queen bee** is a two-foot-long creature that largely remains in the nest. Giant bees hibernate during the winter years.

Special (giant bee):

- ✶ Sting victim must make *death* (poison) save or suffer additional 2d6 hp damage, plus 2-in-6 chance of death in 1d4 turns due to intensely painful inflammation and organ failure.
- ✶ Giant bee dies when it stings.

Special (giant queen bee):

- ✶ Sting victim must make *death* (poison) save or suffer additional 2d6 hp damage, plus 2-in-6 chance of death in 1 turn due to intensely painful inflammation and organ failure.
- ✶ Giant queen bee can sting repeatedly.

BEETLE, GIANT	Bombardier Beetle	Fire Beetle (Jig)	Stag Beetle
No. Encountered:	1d4 (4d6)	1d6 (2d6)	1d2
Alignment:	Neutral	Neutral	Neutral
Size:	M	S	L
Movement:	30	40	20
Dexterity:	9	9	7
Armour Class:	4	4	3
Hit Dice:	2+1	1+1	6
Attack Rate:	1/1 (bite)	1/1 (bite)	3/1 (gore / gore / bite)
Damage:	1d10	2d4	1d10 / 1d10 / 2d8
Saving Throw:	16	16	14
Morale:	7	7	7
Experience Points:	95	20	340
Treasure Class:	–	–	–

The **bombardier beetle** is a five-foot-long insect that inhabits swamps and woodlands, feeding on carrion and dung. It uses the latter to build its nest: a dung tower of 30-foot height with a 30-foot-diameter base. It does not attack unless surprized or threatened; if so, it will turn to release its terrible *vapour bomb* (see *Special*).

The **fire beetle** is a giant insect of from 3- to 3½-foot length, with large, serrated pincers. Fire beetles are found in two distinct types: one, subterranean; the other, aboveground, nocturnal bog dwellers. (The latter oft are referred to as "jigs" because of the male's strange mating rituals: It will stand erect on its hind legs and perform a dance to attract females.) Two brightly glowing glands are located above the fire beetle's eyes, with a third by the abdomen. For the subterranean type, these glands radiate red light in a 10-foot radius; surface-dwellers present a more fulvous phosphorescence. If a fire beetle's glands are extracted carefully, they will continue to glow for 1d6 days.

The **stag beetle** is the most enormous of giant beetles, with a body of 12-foot length and horns that project another 8–10 feet. Heavily armoured and given little cause to fear most predators, these enormous insects are the bane of crop farmers, oft consuming an entire harvest in the course of one night (though they attack men only if incited). They typically travel alone or in pairs.

Special (bombardier beetle):

- ✶ Once per day, can release from its posterior a noxious *vapour bomb* 10 cubic feet in volume. The cloud is acidic and inflicts 2d6 hp damage to any creature in the area of effect. Furthermore, the release is coupled with a sonic boom that will stun any creature within 20 feet unless it makes a *transformation* save. If the saving throw fails, the victim is *stunned* for 1d6 rounds (see Vol. III, p. 242: Combat, *attack modifiers*) and deafened for an additional 1d6 turns. A deaf creature is surprized on a base 4-in-6 chance and suffers an individual initiative penalty of –2 (i.e., the deaf creature may lose initiative, despite its allies winning; see Vol. III, p. 244: Combat, *surprize* and *initiative*). Other penalties may apply, at the referee's discretion.

BEHIR

No. Encountered:	1 (1d2)
Alignment:	Chaotic Evil
Size:	L
Movement:	50 (swim 60)
Dexterity:	10
Armour Class:	4
Hit Dice:	12
Attack Rate:	7/1 (claw ×6 / bite)
Damage:	1d6 (×6) / 2d6
Saving Throw:	11
Morale:	9
Experience Points:	2,900
Treasure Class:	Q (×10), V

This 40-foot-long, serpentine dragon has 12 legs and a large, crocodilian head. It can fold its legs against its flanks to slither like a massive snake or to swim. The monster has thick scales of blue or blue-green, with a pale blue underbelly.

When hunting, the behir will bite and then enfold its prey, constricting as a python and thrashing. When facing fighting men or other creatures capable of defending themselves, the behir will rear up and attack with six claws and its bite. It also can discharge a powerful *lightning bolt* from its open maw. Behirs most always are encountered alone, unless a mating pair is chanced upon.

Special:

- ✶ Immune to electricity and poison.
- ✶ Once per day can discharge a 30-foot-long *lightning bolt* that inflicts 6d6 hp damage, with *avoidance* saves allowed for ½ damage.
- ✶ If bite and at least two claw attacks hit a single target, victim is wrapped and squeezed for additional 2d4 hp damage per round. If the behir is damaged to 50% of its total hit points, it will release the victim either to fight or retreat (subject to a morale check). Otherwise, an *extraordinary feat of strength* or *dexterity* (see Vol. I, p. 7: Attributes, *strength* and *dexterity*) might allow one to escape.

Berserker: see p. 368: Beasts and Monsters: M, *man, wild berserker*

Bird: see p. 297: Beasts and Monsters: A, *animal, small (bird)*



BIRD-MAN

No. Encountered:	3d4
Alignment:	Neutral
Size:	M
Movement:	50 (fly 120)
Dexterity:	15
Armour Class:	9
Hit Dice:	1
Attack Rate:	1/1 (bite)
Damage:	1d4
Saving Throw:	16
Morale:	3
Experience Points:	13*
Treasure Class:	J, K

* Refer to p. 294: Table 122 for classed individuals.

Bird-men have small, featherless heads, stout yellow beaks, and inquisitive black eyes. They stand upright and average seven feet tall, two feet of which comprise their long, featherless necks; however, because their necks droop, their full height scarcely is realized. Bird-men have long, scaly legs that end in three-toed talons, narrow upper bodies feathered in black, and powerful wings that span eight or more feet. Their wings are plumed in black, white, and brown (females) or red (males).



This race of semi-intelligent, humanoid birds rarely lives in autonomy; primarily bird-men exist in servility to other intelligent beings. This arrangement suits them so long as they are sheltered and fed (grains and small lizards, fish, or amphibians). Typically a small flock (including mated pairs) will serve a master. Solitary bird-men oft refuse to eat and will die of starvation, unable to carry on without the companionship of the flock.

Bird-men are notorious for both their cowardice and their incessant garrulity, for they speak the Common tongue of men. They can be obstinate (oft refusing to complete tasks), lazy, argumentative, and insulting (especially to one another), but when motivated they can be trained to fly collectively a basket of cargo that weighs no more than 200 pounds per bird-man. They almost always flee violence; however the threat of violence from their masters rarely inspires them to cooperation. Almost nothing can convince them to fly over a large body of water. In short, bird-men are a quirky, intractable species.

Special:

- Rumours speak of shamanic bird-men in the untamed wilds of the Spiral Mountain Array. These can advance as high as 7th level; for each level beyond 1st, they add 1 hit die (d8) to their base 1 HD.

BLACK PUDDING

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	10
Armour Class:	6
Hit Dice:	10
Attack Rate:	1/1 (touch)
Damage:	3d8
Saving Throw:	12
Morale:	12
Experience Points:	1,900
Treasure Class:	–

These large, amorphous blobs are dark grey to black in colour. Some sages believe they are a primitive subspecies of **shoggoth**, or "failed" shoggoths discarded by their erstwhile masters, the **elder things**. Black puddings typically measure 6–30 feet in diameter, shambling through subterranean caves and caverns constantly in search of nourishment; often one will ooze through some crack in the floor of a dungeon and seek its provender.

Black puddings can move across floors, walls, and ceilings, and they can pass through small apertures. They can eat through wood or metal and generally are corrosive to all forms of organic material, but they do not affect stone. Wisdom has it that only fire can destroy them; other attacks simply split them in twain.

Special:

- Immune to cold.
- When black pudding is struck by weapons or lightning, a smaller one is created (e.g., a 3-HD black pudding that causes 1d8 hp damage), whilst the main body quickly regenerates, its capacities not reduced.
- Harmed only by fire; other spells may adversely affect it, but those that are not fire-related and that normally inflict physical harm merely will split the creature in twain as noted above.
- Corrodes leather on contact and metal in 2d4 rounds (including weapons and armour, though magical metal survives 1 extra round per "plus").



Black Widow, Giant: see p. 397: Beasts and Monsters: S, *spider, giant*

Blink Dog: see p. 339: Beasts and Monsters: D, *dog*

Blue Whale: see p. 411: Beasts and Monsters: W, *whale*

BOAR	
No. Encountered:	1d6 (2d6)
Alignment:	Neutral
Size:	M
Movement:	50
Dexterity:	10
Armour Class:	7
Hit Dice:	3+1
Attack Rate:	1/1 (gore)
Damage:	2d4
Saving Throw:	15
Morale:	9
Experience Points:	90
Treasure Class:	–

This is a wild pig with large tusks and ferocious temperament. Omnivorous and typically nocturnal, adults stand four feet high at the shoulder and weigh as much as 500 pounds. During periods of extended darkness, these creatures enjoy a population explosion, a bane to travellers and outland settlements.

Special:

- ✶ Initial gore as *charge attack* at +2 bonus to attack roll and double damage dice.

Bog Mummy: see p. 372: Beasts and Monsters: M, *mummy, bog*

Bronze Automaton: see p. 302: Beasts and Monsters: A, *automaton*

Brown Jenkin: see p. 333: Beasts and Monsters: D, *dæmon, sublunary, brown jenkin*

BEASTS and MONSTERS: C

CAMEL	Bactrian Camel	Dromedary Camel	Leaper Camel
No. Encountered:	1 (5d6)	1 (5d6)	1 (6d6)
Alignment:	Neutral	Neutral	Neutral
Size:	L	L	L
Movement:	40	60	60
Dexterity:	8	7	11
Armour Class:	7	7	7
Hit Dice:	2+2	2+1	2+1
Attack Rate:	1/1 (kick)	1/1 (kick)	1/1 (kick)
Damage:	1d4	1d4	1d6
Saving Throw:	16	16	16
Morale:	6	5	5
Experience Points:	35	35	35
Treasure Class:	–	–	–

The **bactrian camel** is a two-humped pack or riding animal also used for its milk, meat, wool, and hide. Bactrians are shaggy, large-boned camels able to withstand the least forgiving Hyperborean climes. The **dromedary camel** is a one-humped pack or riding animal, similar to the bactrian, though faster, lighter-boned, and less furry.

The **leaper camel** is not a true camel; this kangaroo-like marsupial has powerful hind legs that it uses to bound. It has white-and-grey shaggy fur and can endure the harshest Hyperborean winters. Typically ridden by **abominable snow-men** and **men of Leng** on the frozen tundra of Hyperborea, these temperamental beasts can be controlled only by men of 16 or greater strength. They rarely are available for purchase and require special saddles that may cost twice the standard rate.



Carnivorous Ape: see p. 300: Beasts and Monsters: A, *ape, carnivorous*

Cat: see p. 297: Beasts and Monsters: A, *animal, small (mammal)*

CAVE-MAN (Neanderthal)	Cave-Man	Sub-Chief	Chieftain
No. Encountered:	1d6 (6d6 or 10d10)	1:10	1:30
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil
Size:	M	M	M
Movement:	30	30	30
Dexterity:	10	10	12
Armour Class:	8 (or per armour)	8 (or per armour)	8 (or per armour)
Hit Dice:	1+1	3+3	5+5
Attack Rate:	1/1 (weapon)	3/2 (weapon)	3/2 (weapon)
Damage:	(per weapon +1)	(per weapon +2)	(per weapon +3)
Saving Throw:	16	15	14
Morale:	8	9	9
Experience Points:	20*	90	340
Treasure Class:	L; C, Q (×10), S	M (×5)	M (×10)

* Refer to p. 294: Table 122 for classed individuals.

These are quasi-men of robust physicality, with squat, muscular bodies, thick bones, and apelike countenances of receding foreheads and pronounced brow ridges. Cave-men are well adapted to cold climes, but thrive in all environments. They possess rudimentary language skills (proto-Keltic), less refined than those of men, and their technology (tools and weapons) is notably inferior or even primitive by comparison.

Hunting parties may be encountered, but typically cave-men live in tribal groups, dwelling in caves, stone huts, or tents manufactured from animal skins; the last might be nomadic groups that follow animal herds. For every 10 cave-men, there will be **1 sub-chief**, and for every 30 cave-men there will be **1 chieftain**. A large tribe (such as those found on the isles of Narath and Tarath) likely will have one dominant chieftain, so other "chieftains" will have some lesser tribal rank, or they might be considered sub-chiefs with chieftain statistics.

Cave-men are more sophisticated than other men might regard them, with complex behavioural rules, religion, art, and social conventions. Cave and nomadic tribes alike employ stone-tipped spears, stone or crude iron axes, slings, and short bows with flint-headed arrows. In recent times, cave-men less uncommonly wander into human settlements to engage in trade, but generally they are not allowed in taverns, inns, and the like.

Special:

- **Sub-chiefs** are +1 to attack rolls and +2 to damage via *weapon mastery* and high strength.
- **Chieftains** are +2 to attack rolls and +3 to damage via *weapon mastery* and high strength; the most fearsome examples might be +3 to attack rolls and +4 to damage.
- Cave-man **shamans** (male or female) can advance as high as 6th level; for each level beyond 1st, they add 1 hit die (d8) to their base 1+1 HD.



CENTAUR

No. Encountered:	2d4 (4d6)
Alignment:	Neutral
Size:	L
Movement:	50
Dexterity:	10
Armour Class:	5
Hit Dice:	4+4
Attack Rate:	2/1 (hoof / hoof) or 3/2 (weapon)
Damage:	1d8 / 1d8 (or per weapon +2)
Saving Throw:	15
Morale:	9
Experience Points:	225
Treasure Class:	Q, X

A centaur has the head, arms, and torso of a man, and the body of a thick-boned mountain horse. The equine portion is covered in shaggy grey fur, matched by a massive shock of hair that forms a dense and tangled protective mane. Protruding from the head of a male centaur is a pair of stout, yellow horns, which he will use for sparring (possibly to establish mating rights).

Centaurs of Hyperborea typically dwell in the coldest and harshest environments, in the heart of the Spiral Mountain Array; scarcely do they reside elsewhere. They oft venerate Aurorus and Ythaqqa and make clandestine pilgrimages to Mount Vhuurmithadon. By and large, centaurs are wary of men and typically seek to avoid them. If encountered, however, they speak a dialect of proto-Hellenic that is about 65% compatible with Kimmerian. They are not immediately hostile unless threatened; however, they take a resentful viewpoint of Apollo and Artemis.

Special:

- Some will carry large shields; such centaurs have AC 4 vs. melee attacks and AC 3 vs. missiles.
- *Mastery* of two weapons (+1 to attack and damage rolls, increased attack rate, etc.; see Vol. I, p. 112: Weapon Skill, *weapon mastery*); most centaurs favour the longbow and long spear, though exceptions are possible.
- Can cast the following spells at will (though only one at a time): *charm person or beast*, *færie fire*, *find plants*, *goodberry*, *pass without trace*, *sanctuary from animals*, *starlight*.

CENTIPEDE	Giant Black Centipede	Giant Brown Centipede	Giant Pink Centipede	Monstrous Green Centipede
No. Encountered:	3d4 (3d12)	3d4	2d4 (4d4)	1d4
Alignment:	Neutral	Neutral	Neutral	Neutral
Size:	S	S	S	L
Movement:	20	20	20	40
Dexterity:	13	13	13	10
Armour Class:	9	9	9	3
Hit Dice:	½	½	½	10
Attack Rate:	1/1 (bite)	1/1 (bite)	1/1 (bite)	1/1 (bite)
Damage:	1d2	1d2	1d2	3d6+3
Saving Throw:	17	17	17	12
Morale:	7	4	7	10
Experience Points:	25	25	45	1,750
Treasure Class:	—	—	—	J, K, L, M, N, Q

Giant centipedes are multi-segmented arthropods, up to 2½ feet long and narrow, with a pair of legs projecting from each segment. They typically inhabit mild, moist environments, as well as caverns and dungeons deep. Many varieties of giant centipede exist (some of which are edible). Notorious species include the **giant black centipede**, a glossy black variety noted for its bands of orange and yellow; the **giant brown centipede**, noted for its light red underbelly; and the **giant pink centipede**, noted for its green spots. The black and pink centipedes' pincer bites inflict minimal damage, but their venom is potentially deadly; the brown centipede's pincer bite delivers acidic, skin-eating venom.

The **monstrous green centipede** is a myriapod from 30 to 40 feet long that dwells in the deepest subterranean caverns of Hyperborea. Its large mandibles inflict crushing damage, but its venom is less toxic than its smaller counterparts. This centipede is a surprisingly fast creature that aims to entrap its prey in an underbelly cavity; it then retreats to digest its victims' flesh and blood, ejecting any other remains in a spherical pile.

Special (giant black centipede):

- ✶ Bite delivers venom; make *death* (poison) save or suffer an additional 2d6 hp damage—a painful, blood-boiling sensation.

Special (giant brown centipede):

- ✶ Bite delivers venom; make *death* (poison) save or suffer an additional 1d4 hp damage from rapidly spreading necrotic acid. Damage persists cumulatively, causing 2d4 hp damage on round 2, 3d4 hp damage on round 3, and finally 4d4 hp damage on round 4. After delivering this bite (whether the save is successful or not), the creature withdraws, waiting for its prey to die so it can then feed on its flesh.

Special (giant pink centipede):

- ✶ Bite delivers venom; make *death* (poison) save or suffer blindness immediately and paralysis 1d6 turns later. In 1d2 days, an additional *death* (poison) save must be made or the victim dies; otherwise the paralysis will fade, but the blindness is permanent.

Special (monstrous green centipede):

- ✶ Bite delivers venom; make *death* (poison) save or suffer *slow* effect (as the spell) for 2d6 turns.
- ✶ Can entrap *slowed* victims: The centipede rears up, its underbelly exoskeletal plates swing open, and its legs scoop the victim into one of its two or three coffin-sized cavities. This manœuvre requires a separate attack roll (non-damaging), and an *avoidance* save is permitted. Inside the centipede, an acidic, digestive gel releases, causing 1 hp damage per turn until death or escape. The entrapped may attempt to push open the exoskeletal plates via an *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*). Alternatively, he can use a WC 1–3 blade to cut his way free, with an attack penalty equal to the weapon class; the entrapped must inflict 20 hp damage to break free.

CHIMÆRA	
No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	40 (fly 60)
Dexterity:	13
Armour Class:	4
Hit Dice:	9
Attack Rate:	5/1 (claw / claw / lion bite / hydra bite / goat horns)
Damage:	1d6 / 1d6 / 2d6 / 1d10 / 2d4
Saving Throw:	12
Morale:	9
Experience Points:	1,900
Treasure Class:	F

These horrific, treble-headed magical beasts are four feet at the shoulder and weigh as much as 700 pounds. A chimæra has the forequarters of a lion, the hindquarters of a goat, the membranous wings (25-foot span) of a giant bat, and the reticulated tail of a serpent.

The central head of the beast is that of a black-maned lion, with eyes reflecting wicked intelligence. The lion head is flanked by a goat's head and the serpentine head of a **hydra**. Chimæras are magical creatures that lair alone in cliff-side caves, woodland hills, and even dungeons. They speak an ancient tongue of the underworld, but also they can converse in the Common tongue of men.



Special:

- Thrice per day, in lieu of its other attacks, a chimæra can breathe from its lion head a cone of fire 50 feet long and 20 feet wide at the terminus, for 4d6 hp damage (*avoidance* save for ½ damage).

Clay Automaton: see p. 303: Beasts and Monsters: A, *automaton*

CLOAKER

No. Encountered:	1 (1d10×10)
Alignment:	Chaotic Evil
Size:	M
Movement:	10 (fly 50)
Dexterity:	13
Armour Class:	3 (1)
Hit Dice:	6
Attack Rate:	2/1 (lash / lash)
Damage:	1d6 / 1d6
Saving Throw:	14
Morale:	9
Experience Points:	460
Treasure Class:	C

These weird monsters of extra-dimensional origin dwell in deep dungeons and caverns. Possessed of alien intelligence, they speak their own sibilant tongue that some sorcerers can learn; also they communicate via telepathy. They are called "cloakers" because of their shape and appearance, resembling cowled cloaks, black on the outside and pale grey on the inside. A cloaker has two hidden, claw-like appendages edging the "cowl" and a forked tail (as a tuxedo) with barbed ends. An horizontal "seam" inside the cloak is actually a fang-filled maw, above which can open two eye slits of crimson red. On the back of the cloak are 12 black "buttons" that are in fact eyes.

In vast subterranean caverns, as many as 100 cloakers may roost like bats, but typically only one is encountered. A single cloaker may be discovered in a dungeon, *detected* as a magical cloak, and even perhaps *identified* as a **cloak of protection** (see Vol. V, p. 473: Magical Treasure, *miscellaneous magic items*). Cloakers can effect symbiotic relationships with men or other humanoids. If unsuspectingly "donned", they latch on, manipulating and feeding off of their hosts.

Special:

- Never surprized.
- AC 1 when fighting in darkness, or in dim or shadowy conditions.
- If both tail lashes hit, cloaker envelops victim and bites for 2d4 hp damage. It will continue to bite every round, hitting automatically. If the wrapped cloaker is attacked, damage is split evenly betwixt the monster and its victim (though area effect spells harm both normally). The victim can attempt



to break free with a *test of strength* (see Vol. I, p. 7: Attributes, *strength*).

- ✶ If a cloaker is unwittingly donned, it gently pricks its claw-like "hands" into the victim's neck. The referee should roll a secret *sorcery* save for the victim, modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If the save is successful, the victim realizes a monster is attached to him; pulling it off causes 1d4 hp damage. If the save fails, the victim is unaware, and the cloaker will manipulate his actions (ideally via notes passed betwixt referee and player). The victim and his allies will believe the cloaker is but a fine magical cloak, conferring a +1 AC bonus. If the victim receives any sorcerous healing, the cloaker (if wounded) always will take 1 hp of healing for itself.

Cobra: see p. 393: Beasts and Monsters: S, *snake, spitting cobra*

Cobra, Giant: see p. 394: Beasts and Monsters: S, *snake, giant spitting cobra*

COCKATRICE

No. Encountered:	1 (1d6)
Alignment:	Neutral
Size:	S
Movement:	30 (fly 60)
Dexterity:	15
Armour Class:	6
Hit Dice:	5
Attack Rate:	1/1 (bite)
Damage:	1d6
Saving Throw:	14
Morale:	7
Experience Points:	300
Treasure Class:	D

These small, magical creatures appear to be nothing more than large roosters at first glance; their serpentine, reticulated tails of some two-foot length, however, betray them as something else.



Too, their flight ability far outmatches that of a normal cock, their aerial speed significant. Despite their small size, their beaks are quite powerful, rending flesh as efficiently as a spear, and with deadly sorcerous consequences—for their touch (much like that of the **basilisk**) can turn one to stone.

Special:

- ✶ On a successful hit, victim must make *transformation* save or be turned to stone.

COLOUR out of SPACE

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	20
Dexterity:	12
Armour Class:	9
Hit Dice:	10
Attack Rate:	1/1 (touch)
Damage:	1d6
Saving Throw:	12
Morale:	12
Experience Points:	2,350
Treasure Class:	–

These vampiric phenomena originate from unearthly dimensions, typically arriving via meteor. When the meteorite breaks open, the colour emerges,



presenting as a thousand or more points of unhallowed phosphorescence, a multi-coloured swarm of dancing lights exuding palpable, nameless Evil. The colours dance like corpse-fed fireflies, touching living things and withering them, drawing their life essence.

That these creatures possess intelligence is undisputed by sages, but their motives are unfathomable to even the most learned of men. Typically they hide by day in dark, wet places and then emerge by night to feed, flowing like sickening, auroral clouds of 10–40 cubic feet in volume. They prefer to dwell in swamps or verdant woodlands, where organic material is abundant. Men, animals, and monsters are reduced to withered corpses at their touch, and plants wilt to brown, dry, lifeless things. The very sight of a colour out of space is reputed to effect madness in the viewer.

N.B.: In Hyperborea, human sacrifices have been made to colours out of space, believed to bring blessings from Aurorus, "The Shining One".

Special:

- ✶ Sight of this monster causes fear; make *sorcery* save or flee its presence, babbling, cursing, and frothing. The save is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. This effect lasts for 2d6 turns, though it is permanent for 0th-level characters.
- ✶ Harmed only by silver or magical weapons.
- ✶ Touch drains 1d2 levels of experience unless a *death* save is made (see Vol. III, p. 263: Special Damage, *energy drain*).

Cougar: see p. 362: Beasts and Monsters: L, *lion*

CRAB	Giant Crab	Monstrous Crab
No. Encountered:	1d4 (4d4)	1
Alignment:	Neutral	Neutral
Size:	M	L
Movement:	30	20
Dexterity:	11	6
Armour Class:	2	0
Hit Dice:	3	15
Attack Rate:	2/1 (pincer / pincer)	2/1 (pincer / pincer)
Damage:	2d4 / 2d4	3d6 / 3d6
Saving Throw:	15	9
Morale:	9	9
Experience Points:	41	3,000
Treasure Class:	—	—

Giant crabs are crustaceans with shells spanning as much as five feet in diameter. Typically they are red, green, or blue. Although aquatic, they thrive on land as well as in water (fresh or salt), digging shallow burrows. Giant crabs are voracious eaters and have a taste for warm-blooded creatures, rending them with their powerful claws. Although they lack intelligence, giant crabs sometimes are trained by **crab-men** to serve as guardians and trackers. Usually they are encountered at a sandy beach, swamp, or river delta.

Monstrous crabs have been reported, with shells that span 15–20 feet in diameter. Such horrors are believed to be hundreds of years old, and always they are encountered singly. They have been come upon in vast subterranean lakes, the ocean deeps, and beneath glacial ice.

Special (giant crab):

- ✶ When emerging to attack from a burrowed position, giant crabs enjoy a 1-in-6 bonus to surprize; monstrous crabs are too slow to gain the same advantage.

Crab Spider, Giant: see p. 397: Beasts and Monsters: S, *spider, giant*



CRAB-MAN	Crab-Man	Overlord
No. Encountered:	1d6 (4d6×10)	1:20
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	30	30
Dexterity:	9	12
Armour Class:	3	0
Hit Dice:	3+3	6+6
Attack Rate:	2/1 (pincer / pincer) or 3/1 (laser rifle)	2/1 (pincer / pincer) or 3/1 (laser rifle)
Damage:	2d4 / 2d4 or 3d6 (×3)	2d6 / 2d6 or 3d6 (×3)
Saving Throw:	15	14
Morale:	9	10
Experience Points:	75 (or 165 with laser rifle)	450 (or 750 with laser rifle)
Treasure Class:	N; I, O, P, Q (×10), X, Y	N (×5), Q

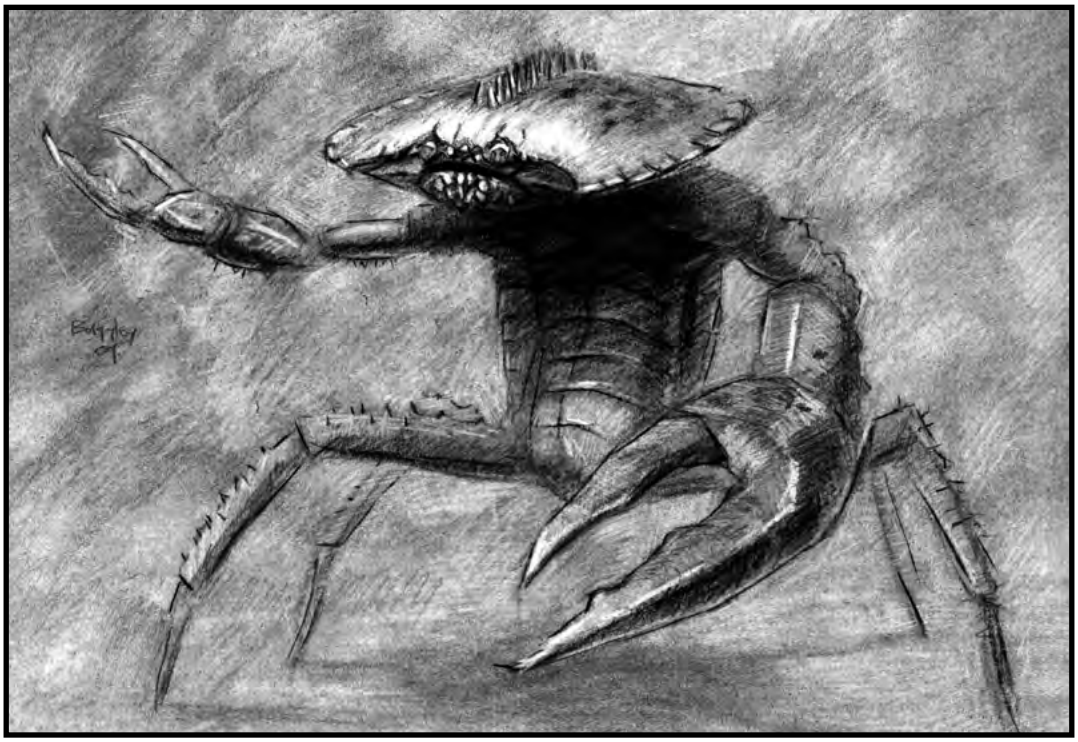
Reputed to originate from the ocean planet Poseidenos, this highly technological alien race builds cities from chitinous materials deep below the sea; likewise are their water-filled spacecraft constructed. Crab-men are aquatic, though resilient enough to thrive out of water for as long as three days. At the seacoast, crab-men typically are encountered in small hunting parties, but their undersea cities are said to contain hundreds. They speak a strange, clicking tongue, enhanced by limited-range empathy.

Crab-men are vaguely humanoid in shape. The head is a disc-shaped carapace from three to four feet in diameter. The abdomen is perpendicular to the head, vertically oriented like a humanoid torso, with exoskeletal arms extending from shoulder joints; the arms terminate in great claws capable of rending flesh and bone. Four exoskeletal legs project from the bottom of the abdomen, each treble-jointed and tapering to points on which the creatures balance themselves and ambulate sideways. **Crab-man overlords** are physically dominating examples that naturally assume positions of leadership in the crab-man hierarchy. These robust specimens are not only superior combatants, but they also possess thicker exoskeletons.

The motives of this strange species are unknown, but they are worshipped (in a sense) by certain Picts and Esquimaux, who dye their skin red or blue and don armour and headgear to appear more like crab-men. Curiously, these crab-Picts and crab-Esquimaux despise each other, each believing that they are the chosen of the crab-men. The more privileged of these idolizers understand the basics of crab-man speech, but cannot actually articulate it; hence they might be used as translators.

Special:

- Crab-man warriors and overlords each are fitted with a gauntlet-like laser rifle over one claw, built so that the claw is inserted, and the pincer ends manipulate the trigger mechanism (a function a man is unable to mimic). The laser rifle is shot at a +2 attack bonus, causes 3d6 hp damage, and may be fired thrice per round (each at a single target) to a range of 150 (sans range penalties). A typical laser rifle cartridge has 144 charges.



CROCODILE	Crocodile	Giant Crocodile
No. Encountered:	1d6	1
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	30 (swim 40)	40 (swim 50)
Dexterity:	10	9
Armour Class:	3	0
Hit Dice:	5	12
Attack Rate:	1/1 (bite)	1/1 (bite)
Damage:	2d8	3d12
Saving Throw:	14	11
Morale:	7	9
Experience Points:	275	2,300
Treasure Class:	–	–

Crocodiles are semi-aquatic, predatory reptiles with long jaws and tails, short legs, and horny, textured skin. Often they dwell in or near water (fresh or salt) and will submerse themselves so as to sneak up on prey. Typical specimens are of about 20-foot length. In Hyperborea, crocodiles scarcely are found about the main continent; they inhabit the tropical isles at the Rim of the World.

Giant crocodiles of 50-foot length lurk in the sea, though sometimes in coastal marshlands. They are notorious for tearing open the hulls of ships.

Special (crocodile):

- ✶ On any successful bite that delivers 9+ hp damage, a crocodile holds its victim and goes into a *death spin*, causing an additional 3d4 hp damage per round. In water waist deep or greater, the victim risks drowning (see Vol. III, p. 263: Special Damage, *asphyxia*). Escaping a *death spin* requires an *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*).

Special (giant crocodile):

- ✶ On a natural 19 or 20 attack roll, the giant crocodile swallows its victim whole, inflicting 1d6 hp damage per round thereafter; after 3 rounds, the victim may asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*). Swallowed prey can cut its way out with a WC 1–3 blade, with an attack penalty equal to the weapon class. If 12 hp damage is inflicted from within, a large enough rent is cut for escape.

CYCLOPS	
No. Encountered:	1 (2d4)
Alignment:	Chaotic Evil
Size:	L
Movement:	30
Dexterity:	7
Armour Class:	5
Hit Dice:	12
Attack Rate:	1/1 (weapon)
Damage:	4d6
Saving Throw:	11
Morale:	9
Experience Points:	1,700
Treasure Class:	C

Cyclopes are a race of giant, one-eyed humanoids, typically standing 20 feet in height. They savour the flesh of men, taking exceptional pleasure in cruelty and torment. The cyclops' single eye is large and centred in the middle of its forehead. Some present horned heads as well, typically with a single horn, but sometimes with two. Typically cyclopes will fight with massive clubs or spears, though they are also expert rock hurlers.

Cyclopes usually live alone or in small family groups, oft in a cave or on an island. Although of low intelligence and naïve to the tricks of men, they can raise cattle and grow vegetables. Most speak a proto-Hellenic dialect and/or the Common tongue.

Special:

- ✶ Can hurl a boulder to a range of 100 (or to 200 at a –2 penalty) for 3d8 hp damage.



BEASTS and MONSTERS: D

DÆMON: Dæmons are reckoned in three distinct groupings: **greater**, **lesser**, and **sublunary**. Most dæmons (greater and lesser) originate and largely dwell within the netherworldly realm of Underborea, emerging unbidden from volcanoes, glacial crevasses, and other rents in the earth, oftest under the cold, lightless skies of *Nightfall*. In other circumstances, temerarious sorcerers will *summon* dæmons from the abyss to do their bidding, regardless of consequences. In any case, unless bound, greater and lesser dæmons are transient visitors at best. In contrast, sublunary dæmons appear to be long-term inhabitants of Hyperborea, entrenching themselves in the affairs of men in both overt and covert ways.

Greater Dæmons: These are the most potent of dæmonkind. Most originate from netherworldly realms such as Underborea, but others are reputed to dwell on the small moon, Phobos. Unless a greater dæmon is destroyed within the confines of its Hadean realm, the dæmon's wicked spirit will return to be reborn, its black heart notched with hatred for its slayer—and a palpable desire for revenge (and if the perpetrator has passed, it is not uncommon for a vindictive dæmon to exact vengeance from that one's progeny or other kin).

DÆMON, GREATER, CLASS I *(Undead Type 13)*

No. Encountered:	1d3
Alignment:	Chaotic Evil
Size:	L
Movement:	40 (fly 60)
Dexterity:	10
Armour Class:	0
Hit Dice:	8
Attack Rate:	5/1 (claw ×4 / bite)
Damage:	1d8 (×4) / 1d6
Saving Throw:	13
Morale:	9
Experience Points:	1,640
Treasure Class:	B

This eight- to nine-foot-tall dæmon has a humanoid body, with the neck and head of a vulture and charcoal-grey wings that span 12 feet. Too, the dæmon's torso is a ruddy grey, girt in black feathers. Class I greater dæmons have large, clawed hands and enormous, taloned feet. Not the most intelligent of dæmonkind, they have a fondness for human flesh, and they are quite greedy, hoarding gold and gems. They only dwell in the world of men because someone (or something) has *beckoned* them forth.



Special:

- 7-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Can cast the following spells at will (though only one at a time): *darkness*, *detect invisibility*, *infrared vision*, *telekinesis*, *teleport* (without error).
- Once per day, can attempt to *beckon* another **class I greater dæmon** to fight alongside it (as reverse of *dismissal*), with 1-in-6 chance of success. Alternatively, it can attempt to *summon* **1d6 class i lesser dæmons** or **1d4 class ii lesser dæmons**, with 4-in-6 chance of success.

DÆMON, GREATER, CLASS II *(Undead Type 13)*

No. Encountered:	1d3
Alignment:	Chaotic Evil
Size:	L
Movement:	20 (swim 40)
Dexterity:	11
Armour Class:	−2
Hit Dice:	9
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d8 / 1d8 / 2d6
Saving Throw:	12
Morale:	9
Experience Points:	2,100
Treasure Class:	C

These abominable dæmons are vaguely humanoid in shape, though froglike of countenance, with slimy, warty skin, bulging black eyes, distended bellies, and batrachian legs upon which they stand upright. Their webbed fingers are taloned black, and their mouths are lined with double rows of shark-like triangular teeth. These dæmons are incredibly violent (including towards one another), and they relish the taste of human flesh. They only dwell in the world of men because someone (or something) has *beckoned* them forth.



Special:

- 8-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Can cast the following spells at will (though only one at a time): *cause fear* (reverse of *remove fear*), *darkness*, *detect invisibility*, *infrared vision*, *levitate*, *telekinesis*, *teleport* (without error).
- Once per day, can attempt to *beckon* another **class II greater dæmon** to fight alongside it (as reverse of *dismissal*), with 2-in-6 chance of success. Alternatively, it can attempt to *summon* **1d6 class ii lesser dæmons** or **1d4 class iii lesser dæmons**, with 4-in-6 chance of success.

DÆMON, GREATER, CLASS III *(Undead Type 13)*

No. Encountered:	1d3
Alignment:	Chaotic Evil
Size:	L
Movement:	30
Dexterity:	11
Armour Class:	−4
Hit Dice:	10
Attack Rate:	5/1 (pincer / pincer / claw / claw / bite)
Damage:	2d6 / 2d6 / 1d4+1 / 1d4+1 / 1d6+1
Saving Throw:	12
Morale:	10
Experience Points:	3,100
Treasure Class:	D

Standing 9–10 feet tall, this horrific, heavily muscled dæmon has a thick, wrinkled hide and a lupine head from which project two goat horns. Class III greater dæmons have four arms. Two are massive and simian, emerging from the typical shoulder area; these arms terminate in great homarine pincers. The secondary set of arms emerges from the pectoral area; these end in taloned hands. Class III greater dæmons are more intelligent than their **class I** or **II** kin. They dwell in the world of men because someone (or something) has *beckoned* them forth, or because they scheme to effect Evil.

Special:

- 9-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Can cast the following spells at will (though only one at a time): *cause fear* (reverse of *remove fear*),

darkness, *detect invisibility*, *infrared vision*, *levitate*, *polymorph self*, *pyrotechnics*, *telekinesis*, *teleport* (without error).

- ✶ Once per day, can attempt to *beckon* another dæmon to fight alongside it (as reverse of *dismissal*), with 2-in-6 chance of success; roll 1d3 to determine if a **class I**, **class II**, or **class III greater dæmon** is *beckoned*. Alternatively, it can attempt to *summon* **1d4 class iii lesser dæmons** or **1d3 class iv lesser dæmons**, with 4-in-6 chance of success.



DÆMON, GREATER, CLASS IV *(Undead Type 13)*

No. Encountered:	1 (1d3)
Alignment:	Chaotic Evil
Size:	L
Movement:	30 (fly 40)
Dexterity:	8
Armour Class:	−1
Hit Dice:	11
Attack Rate:	3/1 (claw / claw / gore)
Damage:	3d4 / 3d4 / 4d4
Saving Throw:	11
Morale:	10
Experience Points:	4,700
Treasure Class:	E

Massive and fearsome, these dæmons stand 10–12 feet tall and weigh as much as 1,000 pounds. They are quite furry, and their body shapes are vaguely simian, though with porcine countenances. They stand upon the heavy hooves of a boar, and from their shoulder blades project a pair of small, feathered wings that appear too small to provide the power of flight, yet do nonetheless.

Class IV greater dæmons are highly intelligent, though they possess the same appetite for human flesh as other dæmons. These scheming dæmons dominate their inferior kin, and in the netherworlds within which they dwell (such as Underborea), they oft dominate. Rarely do class IV greater dæmons dwell in the world of men unless they are *beckoned*, they are commanded by a more powerful dæmon, or they plot on their own. *N.B.:* If one attempts to *beckon* a class IV greater dæmon without knowledge of the specific dæmon's true name, the beast at once will seek to slay the summoner; otherwise it will listen to him, though not necessarily obey, perhaps performing a service if the reward is substantial.

Special:

- ✶ 10-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- ✶ Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- ✶ +1 or better weapon to hit.
- ✶ All attack rolls made at +2 bonus.
- ✶ Can cast the following spells at will (though only one at a time): *cause fear* (reverse of *remove fear*), *darkness*, *decipher language*, *detect invisibility*, *detect magic*, *improved phantasm*, *infrared vision*, *levitate*, *polymorph self*, *pyrotechnics*, *telekinesis*, *teleport* (without error).
- ✶ Once per day, can attempt to *beckon* another dæmon to fight alongside it (as reverse of *dismissal*), with 4-in-6 chance of success; roll 1d4 to determine if a **class I**, **class II**, **class III**, or **class IV greater dæmon** is *beckoned*. Alternatively, it can attempt to *summon* **1d4 class iii lesser dæmons** or **1d3 class v lesser dæmons**, with 5-in-6 chance of success.



DÆMON, GREATER, CLASS V *(Undead Type 13)*

No. Encountered:	1 (1d3)
Alignment:	Chaotic Evil
Size:	L
Movement:	40
Dexterity:	14
Armour Class:	−7
Hit Dice:	8
Attack Rate:	7/1 (scimitar ×6 / tail whip)
Damage:	1d8+2 (×6) / 2d6
Saving Throw:	13
Morale:	10
Experience Points:	2,840
Treasure Class:	U

Unspeakably cruel and domineering, this six-armed dæmon has the lower body of a reticulated snake, surmounted by the naked, curvaceous torso of a woman with a hauntingly beautiful face. Often these dæmons adorn themselves in jewellery of no less than 2,000-gp value. Class V greater dæmons stand from seven to eight feet tall, though their tails can extend to a length of 15–20 feet. With their six long arms they wield steel scimitars.



Less powerful dæmons—even **class IV**—rightly fear class V greater dæmons, for they are incredibly intelligent and manipulative. In netherworldly realms such as Underborea, they are served by hosts of **class I**, **II**, and **III greater dæmons**—and perhaps one or more **class IV greater dæmons**. Only the most powerful (or foolish) of sorcerers would dare *beckon* a class V greater dæmon.

Special:

- 12-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- +1 or better weapon to hit.
- All attack rolls made at +2 bonus.
- Can cast the following spells at will (though only one at a time): *cause fear* (reverse of *remove fear*), *charm person*, *darkness* (20-ft. radius), *decipher language*, *detect invisibility*, *infrared vision*, *levitate*, *polymorph self*, *project image*, *pyrotechnics*, *teleport* (without error).
- Once per day, can attempt to *beckon* another dæmon to fight alongside it (as reverse of *dismissal*), with 3-in-6 chance of success; roll 1d12: On a *1–3*, a **class I greater dæmon** is *beckoned*; on a *4–6*, a **class II greater dæmon**; on a *7–8*, a **class III greater dæmon**; on a *9–10*, a **class IV greater dæmon**; on an *11*, a **class V greater dæmon**; and on a roll of *12*, a **class VI greater dæmon** is *beckoned*. Alternatively, it can attempt to *summon* **1d4 class iv lesser dæmons** or **1d3 class vi lesser dæmons**, with 5-in-6 chance of success.

DÆMON, GREATER, CLASS VI *(Undead Type 13)*

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	20 (fly 60)
Dexterity:	17
Armour Class:	−4
Hit Dice:	13
Attack Rate:	2/1 (weapon) or 1/1 (whip)
Damage:	4d6 (×2) or 1d6+3
Saving Throw:	10
Morale:	11
Experience Points:	5,000
Treasure Class:	F

When (rarely) in their true forms, each class VI greater dæmon stands 12 feet tall, with a wrinkled black hide, 18- to 20-foot bat wings, and a terrible visage: caprine ears, a lion's black mane, a wolf's fangs, and dead white

eyes under a ridged brow. However, these beings prefer anonymity and oft take other forms. Class VI greater dæmons each usually wield an Evil-aligned **+3 long sword**, **battle axe**, or **war hammer**, which may have other properties (per referee discretion). In its other hand, the dæmon carries a barbed, nine-tailed whip. When it fights, the dæmon immolates itself, flames radiating five feet around it; it will use its whip to drag opponents into this fiery radius.



Six class VI greater dæmons are known to exist, each reputed to dwell in such locations as Saturn (or its moons), the netherworld of Underborea, and of course Hyperborea. Each is regarded as a dæmon prince in its own right, answering only to Thaumagorga. In æons past the dæmon princes warred against one another, but at length held a conclave and forged a nonaggression pact. Although they have distinct agendas and personalities, each is prone to greed, vanity, and a thirst for power. If *beckoned*, a class VI greater dæmon might join an adventuring party to obtain wealth or power, but it will seek to usurp control and eliminate opposition. Men who take orders from the dæmon in short order will become Evil themselves.

Special:

- 12-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- +1 or better weapon to hit.
- Any successful hit with whip draws target into dæmon's flames for 3d6 hp fire damage per round. Victim can escape with a *test of strength* or *dexterity* (see Vol. I, p. 7: Attributes, *strength* and *dexterity*).
- Can cast the following spells at will (though only one at a time): *cause fear* (reverse of *remove fear*), *darkness*, *decipher language*, *detect invisibility*, *detect magic*, *infrared vision*, *polymorph self*, *pyrotechnics*, *suggestion*, *telekinesis*, *teleport* (without error).
- Can *dispel magic* thrice per day, at CA 9 capacity.
- Once per day, can attempt to *beckon* another dæmon to fight alongside it (as reverse of *dismissal*), with 4-in-6 chance of success; roll 1d6: On a *1–4*, a **class IV greater dæmon** is *beckoned*; on a *5–6*, a **class V greater dæmon** is *beckoned*. Alternatively, it can attempt to *summon* **1d3 class xi lesser dæmons** or **1d2 class xv lesser dæmons**, with 5-in-6 chance of success.

DÆMON, GREATER, CLASS VII *(Undead Type 13)*

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	40
Dexterity:	14
Armour Class:	−7
Hit Dice:	15
Attack Rate:	4/1 (claw ×4)
Damage:	3d6 (×4)
Saving Throw:	9
Morale:	11
Experience Points:	8,700
Treasure Class:	H

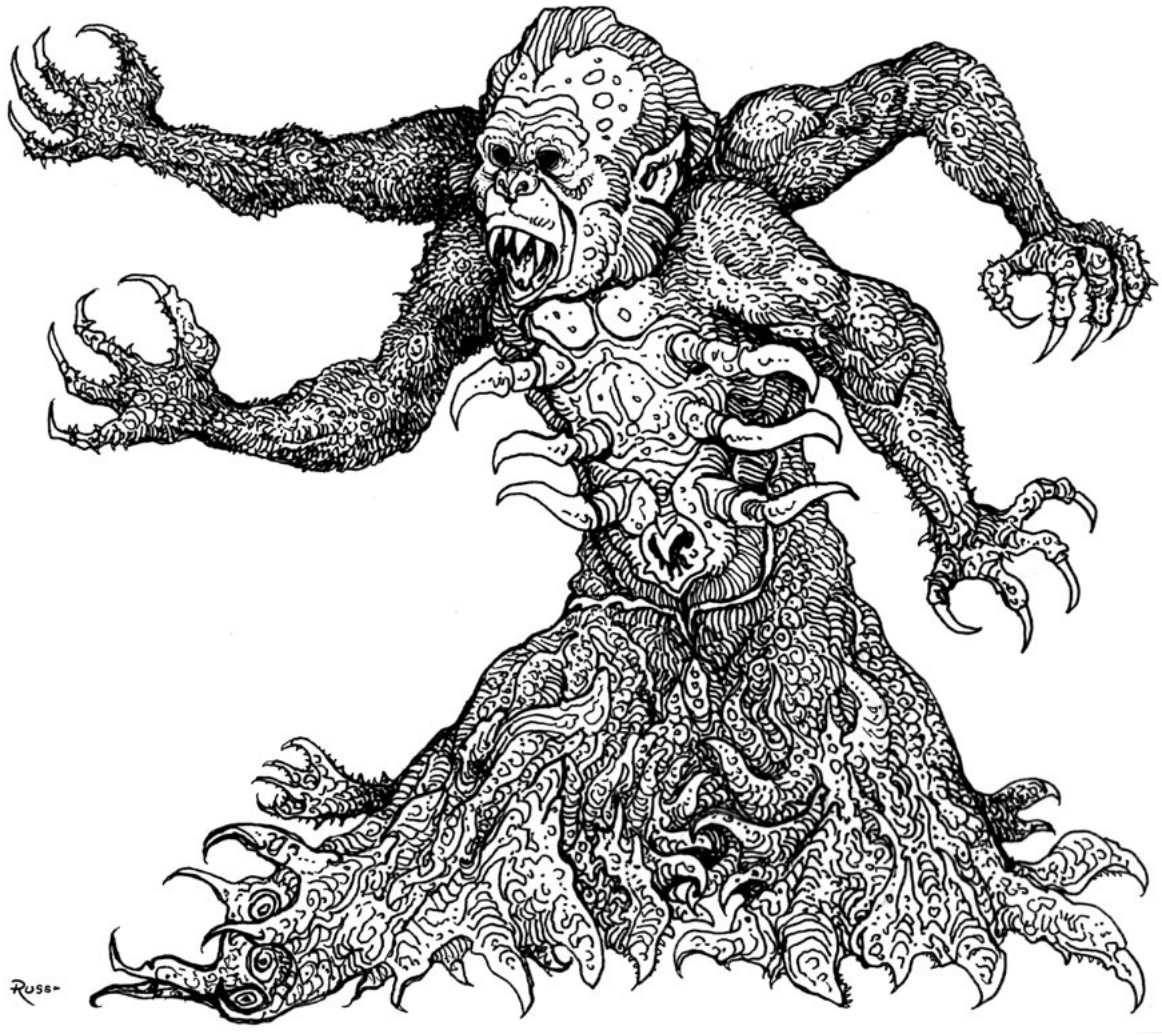
Class VII greater dæmons typically present as **ape-men** of large size, standing nine feet tall and heavily thewed. When rarely appearing in their true forms (typically when instigated or wishing to present an ostentatious display), each stands 14 feet tall, with the upper body of an enormous, four-armed ape and a sinuous, snail-like lower body that terminates in a series of short-taloned appendages. Perhaps most disturbingly, the abdomen of these netherworldly horrors is lined with articulated talons that surround a snapping, beaked maw.

It is postulated that at least five class VII greater dæmons exist—or, rather, five have been recorded. They are said to reside in the nethermost depths of Underborea, save perhaps one, which is believed to be the true overlord of the City-State of Kor. It is said that significant rancour exists betwixt the class VII greater

dæmons and the Dæmon Lord, Thaumagorga, but the diabolical struggles of the netherworld scarcely are understood by even the most learned men. Regardless, class VII greater dæmons despise mankind; they take great delight in torturing and devouring men at any opportunity. Class VII greater dæmons are known to champion the ape-man race; they are said to anticipate the fall of mankind and the rise of the ape-men.

Special:

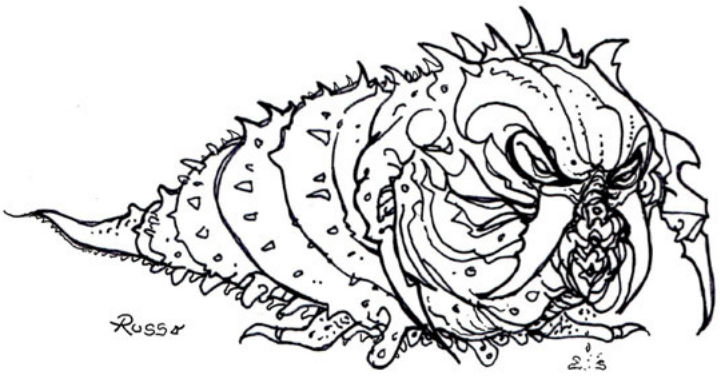
- 12-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- +1 or better weapon to hit.
- If all four claw attacks strike a single opponent, the victim is drawn immediately to the abdominal claws, which automatically pierce him for an additional 4d4 hp damage. This impalement is followed by an automatic, venomous maw bite for 1d6 hp damage, which requires a *death* (poison) saving throw to avert immediate death.
- Once per day this dæmon can make a *buzz saw* attack, spinning in place with tremendous rapidity, all four arms extended. This manœuvre is resolved with a single attack roll that results in eight actual hits if contact is achieved, rendering 16d6 hp damage.
- Can cast the following spells at will (though only one at a time): *cause fear* (reverse of *remove fear*), *darkness*, *decipher language*, *detect invisibility*, *detect magic*, *infrared vision*, *polymorph self*, *pyrotechnics*, *suggestion*, *telekinesis*, *teleport* (without error).
- Can *dispel magic* thrice per day, at CA 9 capacity.
- Once per day, can attempt to *beckon* another dæmon to fight alongside it (as reverse of *dismissal*), with 4-in-6 chance of success; roll 1d6: On a 1–4, a **class III greater dæmon** is *beckoned*; on a 5–6, a **class IV greater dæmon** is *beckoned*. Alternatively, it can attempt to *summon* **1d6 class vi lesser dæmons** or **1d4 class viii lesser dæmons**, with 5-in-6 chance of success.



Lesser Dæmons: Less potent dæmons are known to haunt the world of mankind, bidden and unbidden. These foul abominations disgust and revolt, visiting nightmares on those whom they encounter. Lesser dæmons are the most likely to be *summoned* by sorcery, but their ancillary status makes them no less hazardous to those who dare call them forth from the abyss.
If destroyed, lesser dæmons are not reborn in their netherworldly realm as **greater dæmons** are; they are in fact terminated.

DÆMON, LESSER, CLASS i *(Undead Type 13)*

No. Encountered:	1d8 (4d6)
Alignment:	Chaotic Evil
Size:	S
Movement:	30
Dexterity:	8
Armour Class:	6
Hit Dice:	1
Attack Rate:	1/1 (bite)
Damage:	1d4
Saving Throw:	16
Morale:	7
Experience Points:	46
Treasure Class:	–



The least of all dæmonkind, this creature appears as a pale, mandibulate grub from two to four feet in length, glistening with reeking slime. It is rather stupid and tends to attack anything not warded by a *protection from evil* spell. It is said that Underborea is honeycombed with the slimy tunnels excavated by these horrors.

Special:

- 1-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Because of its slippery hide, cannot be grappled, lassoed, or netted; likewise unaffected by ensnaring spells such as *entangle* or *web*.

DÆMON, LESSER, CLASS ii *(Undead Type 13)*

No. Encountered:	1d8 (4d6)
Alignment:	Chaotic Evil
Size:	S
Movement:	40
Dexterity:	12
Armour Class:	6
Hit Dice:	1
Attack Rate:	1/1 (bite)
Damage:	1d6
Saving Throw:	16
Morale:	7
Experience Points:	46
Treasure Class:	–

This lowly dæmon resembles a three-foot-long, deformed lizard of glossy burnt umber colouration. Its powerful legs allow it to make prodigious leaps, often in unexpected directions. With intent to devour it attacks any unprotected living creature. If unleashed on Hyperborea, a swarm of these dæmons will pick a region entirely clean of flesh.

Special:

- 1-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- At will, can make powerful leaps as per the *jump* spell.



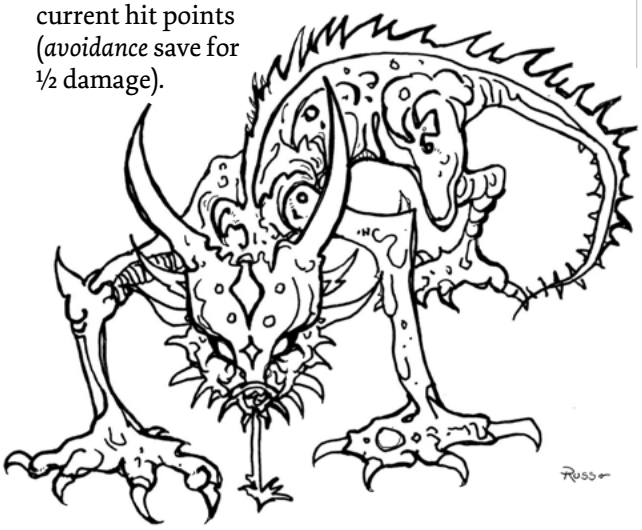
DÆMON, LESSER, CLASS iii *(Undead Type 13)*

No. Encountered:	1d8
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	11
Armour Class:	5
Hit Dice:	1+1
Attack Rate:	2/1 (claw / claw)
Damage:	1d4 / 1d4
Saving Throw:	16
Morale:	7
Experience Points:	108
Treasure Class:	–

This four-foot-long horned lizard is of deep red colour and sulphurous reek, with caustic spittle that can be directed with great accuracy from the narrow tube that serves as its mouth. In battle it continually fades in and out of reality in the manner of a **blink dog**, and an especial hatred seems to exist betwixt those creatures and the class iii lesser dæmons. These fiends are known to lair in lava tubes and barely dormant volcanoes, whence they sally to gather the human hearts they prize above all other provender.

Special:

- 1-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- In combat they *blink* in front of their enemies, claw, and then *blink* away to a distance of (1d4+1)×10 feet. Attacking a class iii lesser dæmon requires precise timing; one first must make a successful *test of dexterity* (see Vol. I, p. 7: Attributes, *dexterity*) to time a blow possibly to hit this dæmon.
- Thrice per day, can spew to a range of 50 a glob of acid that causes damage equal to the dæmon's current hit points (*avoidance* save for ½ damage).



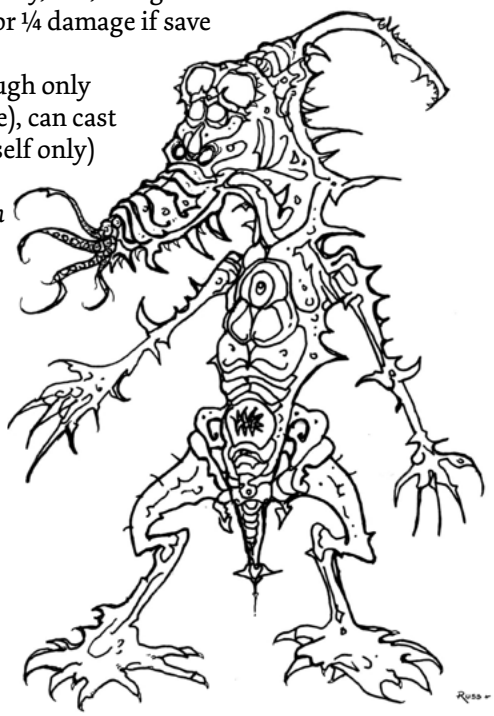
DÆMON, LESSER, CLASS iv *(Undead Type 13)*

No. Encountered:	1d8
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	11
Armour Class:	5
Hit Dice:	2
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d3 / 1d3 / 1d4
Saving Throw:	16
Morale:	7
Experience Points:	112
Treasure Class:	C

Resembling nothing so much as a four-foot-long, skeletal dog that walks on its hind legs, this dæmon is of gruesome jaundiced colour and sardonic demeanour. At will it can fade from view, save for its smirk and gleaming beady eyes. Unlike most lesser dæmons, it can speak Common, albeit in a mocking whisper squirming with maggots. Because they can converse with ages-lost spirits of the dead, these dæmons oft are *summoned* for such a purpose by necromancers and other desperate fools. However, they scarcely can be trusted to relay accurate information except under severe duress—or when the truth is worse than a lie.

Special:

- 2-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- At will (though only one at a time), can cast *invisibility* (self only) and a form of *speak with dead* that functions much like the *divination* spell, too.



DÆMON, LESSER, CLASS v *(Undead Type 13)*

No. Encountered:	1d6
Alignment:	Chaotic Evil
Size:	M
Movement:	60
Dexterity:	13
Armour Class:	6
Hit Dice:	2
Attack Rate:	1/1 (bite)
Damage:	2d4
Saving Throw:	16
Morale:	7
Experience Points:	112
Treasure Class:	Q

Appearing somewhat as a grisly, hairless hound with powerful rear legs and rudimentary hands instead of front paws, this dæmon is a faultless tracker and tireless pursuer. It is cunning enough to focus on its quarry and not raise alarm through senseless carnage. If no prey has been designated, this dæmon will run amok much like its brethren. Sorcerers have been known to *summon* these beasts as trackers and killers, though care need be taken lest they turn on their masters.



Special:

- Can *track* in any environment at 11-in-12 chance of success (see Vol. I, p. 26: Fighter Subclasses, *barbarian*). Prey warded by a *protection from evil* spell cannot be tracked.
- Can *hide* and *move silently* at 11-in-12 chance of success (see Vol. I, pp. 21–23: Classes, *thief*).
- 2-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Once per day, can vomit a 10-foot stream of acid that causes damage equal to the dæmon's current hit points (*avoidance* save for ½ damage).

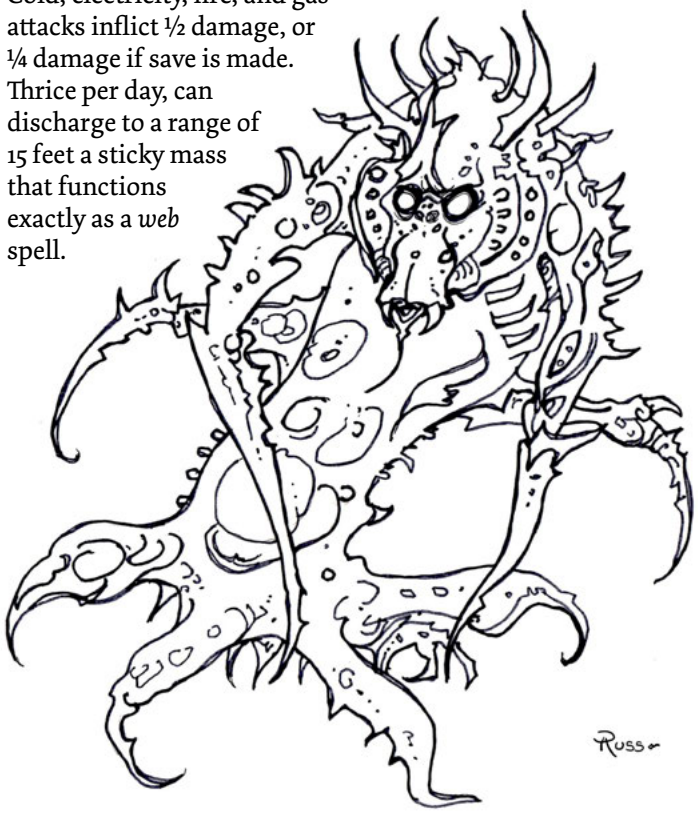
DÆMON, LESSER, CLASS vi *(Undead Type 13)*

No. Encountered:	1d6
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	12
Armour Class:	5
Hit Dice:	3
Attack Rate:	4/1 (lash ×4)
Damage:	1d4 (×4)
Saving Throw:	15
Morale:	7
Experience Points:	119
Treasure Class:	C

This grotesque entity appears as a gigantic starfish topped by a humanoid body with four bony tentacles, the whole being a nauseous green colour. It can move with surprizing speed across any surface, even walls and ceilings. The proboscis of this dæmon can spew a sticky mass akin to a sorcerous *web*. It is said that these dæmons prefer to make their worldly lairs beneath desecrated Lawful temples, where the *webbed* bodies of their victims are suspended in perpetual darkness and cold.

Special:

- Emits freezing cold; any creature within 10 feet suffers 1d6 hp damage per round.
- 3-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Thrice per day, can discharge to a range of 15 feet a sticky mass that functions exactly as a *web* spell.



DÆMON, LESSER, CLASS vii *(Undead Type 13)*

No. Encountered:	1d6
Alignment:	Chaotic Evil
Size:	M
Movement:	30
Dexterity:	10
Armour Class:	4
Hit Dice:	3
Attack Rate:	1/1 (bite)
Damage:	1d10
Saving Throw:	15
Morale:	7
Experience Points:	173
Treasure Class:	Q

This dæmon appears as a mandibulate dragon some five feet in height, with electric blue hide and chartreuse crest. Its body radiates heat that can be felt some distance away, and it can expel a cloud of white-hot ashes. Class vii lesser dæmons are particularly notorious as slayers of Lawful clerics and despoilers of Lawful temples, either of which they are wont to set ablaze.



Special:

- Emits intense heat; any creature within 10 feet suffers 1d6 hp damage per round.
- 3-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- +2 attack bonus versus Lawful clerics or priests.
- Can expel scorching ashes thrice per day in a 10-foot-long cone, 5 feet wide at the terminus, causing damage equal to the dæmon's current hit points (*avoidance* save for ½ damage).

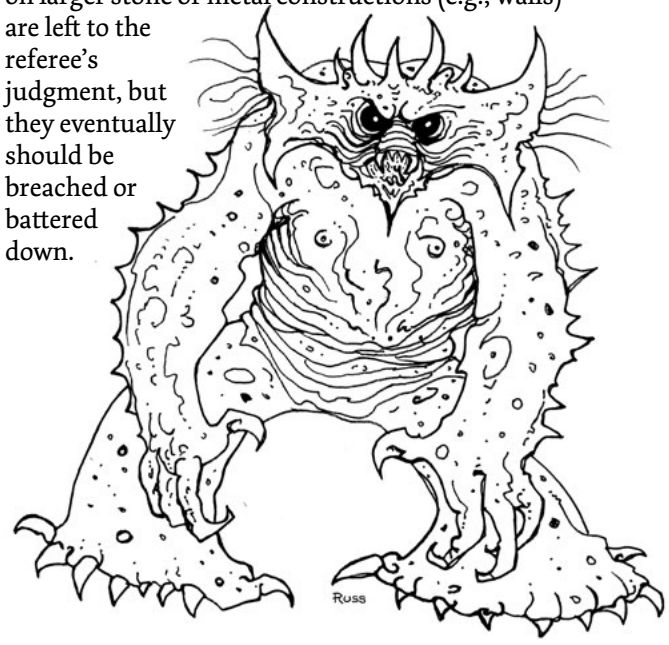
DÆMON, LESSER, CLASS viii *(Undead Type 13)*

No. Encountered:	1d6
Alignment:	Chaotic Evil
Size:	L
Movement:	40
Dexterity:	11
Armour Class:	3
Hit Dice:	3+3
Attack Rate:	2/1 (smash / smash)
Damage:	1d10 / 1d10
Saving Throw:	15
Morale:	8
Experience Points:	195
Treasure Class:	C

This nine-foot-tall, hunchbacked, bowlegged mockery of a man has a warty, red-violet hide and horrible bloodshot eyes. It carries out any enterprise of destruction with zeal, emitting booming laughter all the while. Even stone eventually will yield to its horny fists. Evil witches are wont to *summon* these violent dæmons for carnal relations. What progeny may be born from these unnatural unions is a subject far too revolting to contemplate.

Special:

- 3-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Fists can inflict 1d4 hull points per round to a ship, or smash a wooden door to flinders with a single blow. Any stone or metal object struck must make a *class 2* item saving throw or be destroyed. Effects on larger stone or metal constructions (e.g., walls) are left to the referee's judgment, but they eventually should be breached or battered down.



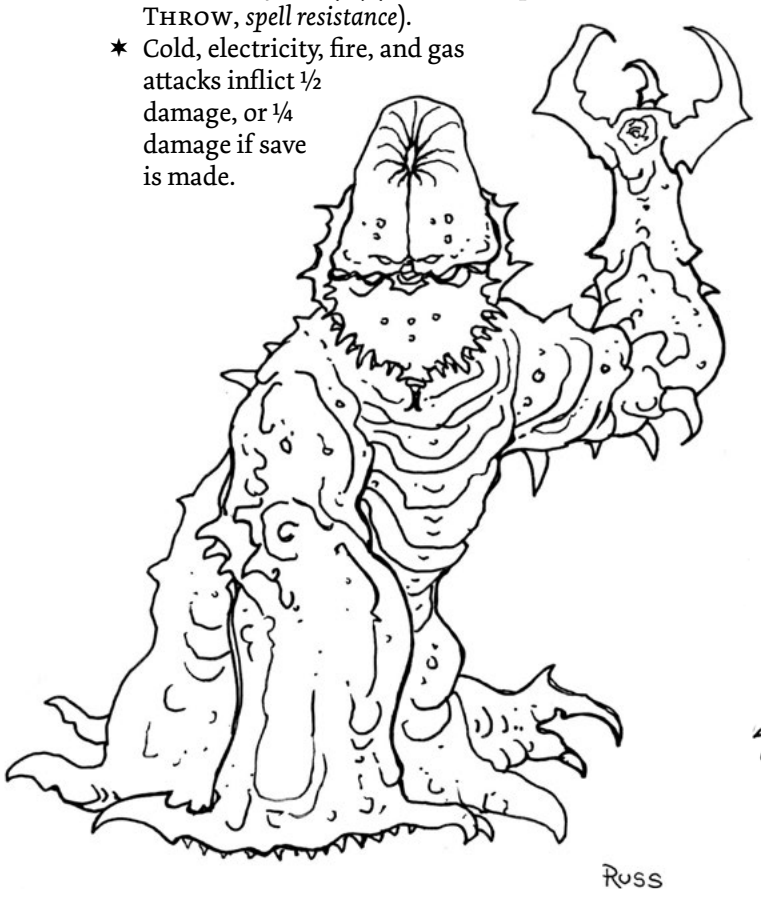
DÆMON, LESSER, CLASS ix *(Undead Type 13)*

No. Encountered:	1d6
Alignment:	Chaotic Evil
Size:	M
Movement:	30
Dexterity:	8
Armour Class:	4
Hit Dice:	4
Attack Rate:	2/1 (pummel / pummel)
Damage:	1d8 / 1d8
Saving Throw:	15
Morale:	7
Experience Points:	300
Treasure Class:	C, Q

Appearing as a somewhat manlike figure of ghastly white fungoid composition, this creature exudes a strong odour of earth and loam. It speaks Common in a hollow voice that seems to emanate from the very depths of the earth. Because of their vast knowledge of things subterranean (including buried treasures), these dæmons oft are *summoned* by those seeking after such prizes. They invariably will demand a blood price in return for their aid.

Special:

- 4-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Any wood that contacts this dæmon will rot instantly and fall to pieces; wooden magic items are allowed *class 5* item saves to avoid destruction (see Vol. III, p. 260: Saving Throw, *item saving throws*).
- Any creature struck must make a *death* (poison) save or contract a form of leprosy that proves fatal in 1d6 weeks.
- May use *legend lore* at will, but only for matters related to the earth and subterranean locales; results are immediate (not 1d10 days later).



DÆMON, LESSER, CLASS x *(Undead Type 13)*

No. Encountered:	1d6
Alignment:	Chaotic Evil
Size:	M
Movement:	50
Dexterity:	12
Armour Class:	4
Hit Dice:	4
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d6 / 1d6 / 1d8
Saving Throw:	15
Morale:	7
Experience Points:	315
Treasure Class:	C

Of grisly leonine form with blood-red hide and mane of fire, this dæmon is fully as large as a man. It can track faultlessly when a quarry is named, but otherwise will destroy and devour living creatures wherever it finds them. Nothing hidden can escape its burning gaze. Similar but superior to **class v lesser dæmons**, these more cunning beasts frequently are called upon by sorcerers to find and slay their enemies.



Special:

- At all times, has the power of a *true seeing* spell.
- Can *track* in any environment at 11-in-12 chance of success (see Vol. I, p. 26: Fighter Subclasses, *barbarian*). Prey warded by a *protection from evil* spell cannot be tracked.
- 4-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Once per day, may roar and *cause fear* (as the spell) to all within 20 feet.

DÆMON, LESSER, CLASS xi *(Undead Type 13)*

No. Encountered:	1d4
Alignment:	Chaotic Evil
Size:	M
Movement:	60
Dexterity:	14
Armour Class:	3
Hit Dice:	5
Attack Rate:	5/1 (claw ×4 / bite)
Damage:	1d4 (×4) / 1d6
Saving Throw:	14
Morale:	8
Experience Points:	475
Treasure Class:	C, Q

Eight-limbed and with slavering maw, this jet-black abomination moves with startling speed given its eight-foot length. Like most lesser dæmons, it is incapable of true speech, but can mock sounds it has heard with uncanny accuracy; it favours mimicking small children and pets to lure victims. Sages aver that these dæmons dwell in caverns deep beneath the earth, where the slumbering forms of their victims hang amongst the stalactites, saved for some inscrutable purpose.



Special:

- 5-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Bite victim must make *death* (poison) save or suffer the effects of a *sleep everlasting* spell.
- Can cast *ventriloquism* at will.

DÆMON, LESSER, CLASS xii *(Undead Type 13)*

No. Encountered:	1d4
Alignment:	Chaotic Evil
Size:	L
Movement:	40
Dexterity:	11
Armour Class:	2
Hit Dice:	5
Attack Rate:	1/1 (bite)
Damage:	2d8
Saving Throw:	14
Morale:	8
Experience Points:	575
Treasure Class:	C, Q

Appearing as a deformed dragon with insectan legs, this dæmon is of dead-grey colour and sickening miasmal odour. In addition to biting with the deadly fangs in its malformed jaws, it can spew forth a stream of revolting septic fluid. True to their stomach-turning appearance and scent, these dæmons prefer to make their lairs in swamps and sewers, where the bloated corpses of previous victims oft are found floating.



Special:

- Any living creature with 10 feet must make *death* (poison) save or suffer nausea, causing –2 attack penalty for 1 turn.
- 5-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Bite carries deadly bacteria; unless *cure disease* cast, bite victims suffer infection, fever, and weakness. After 2d4+1 days, they must make *death* (poison) saves to recover, or die.
- Thrice per day, may vomit nauseous acid on a target within 10 feet. The victim must make an *avoidance* save or suffer an additional 1d6 hp damage and become a source of revolting odour (with nauseating effects as above) for one hour.

DÆMON, LESSER, CLASS xiii *(Undead Type 13)*

No. Encountered:	1d4
Alignment:	Chaotic Evil
Size:	L
Movement:	30 (swim 60)
Dexterity:	11
Armour Class:	2
Hit Dice:	5
Attack Rate:	3/1 (lash / lash / bite)
Damage:	1d8 / 1d8 / 1d10
Saving Throw:	14
Morale:	8
Experience Points:	600
Treasure Class:	B, Q (×2; always black pearls)

This dæmon manifests as a monstrous pink-and-yellow invertebrate with two ridged tentacles, the whole topped by a snarling wolf's head. The burning eyes of this horror can emit deadly beams of pale fire. These fiends prefer to dwell in subaqueous depths. It is said they gather the wealth of sunken ships into troves of great value, oft conscripting the dead crews of such ships to guard the treasures.

Special:

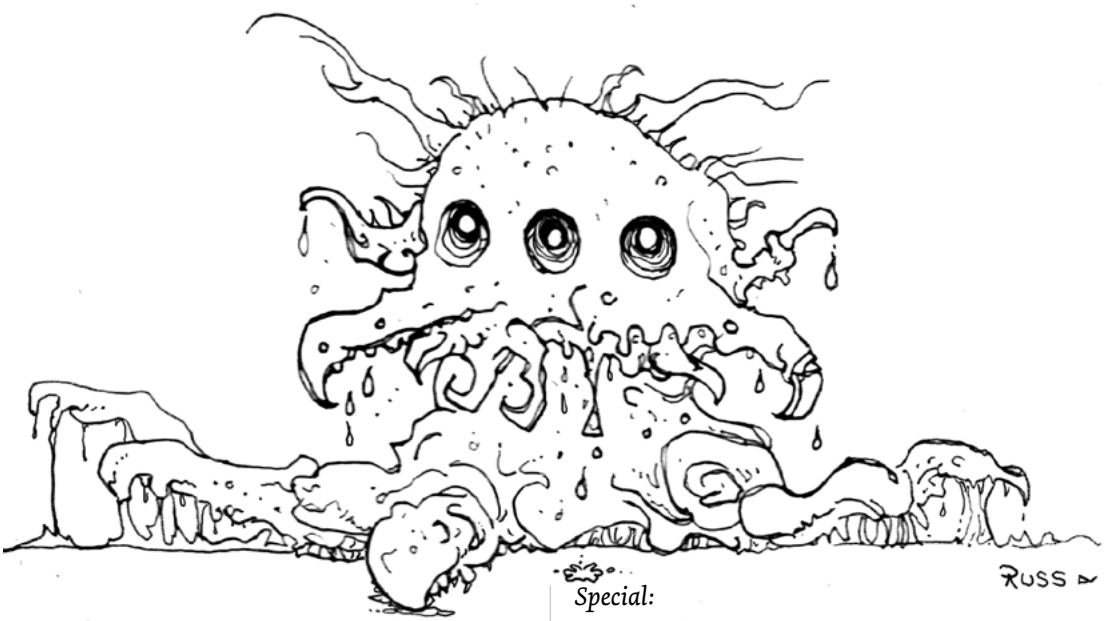
- 5-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Bite victim must make *death* (poison) save or die, rising three days later as an **aquatic ghoul** (*lacedon*).
- Can cast the following spells once per day each: *animate dead*, *death ray of immolation*.



DÆMON, LESSER, CLASS xiv *(Undead Type 13)*

No. Encountered:	1d4
Alignment:	Chaotic Evil
Size:	L
Movement:	30
Dexterity:	8
Armour Class:	3
Hit Dice:	6
Attack Rate:	4/1 (lash ×4)
Damage:	1d4 (×4)
Saving Throw:	14
Morale:	8
Experience Points:	820
Treasure Class:	C, T

Perhaps the strangest of all dæmons in appearance, this entity manifests as a sickly blue globe ringed with glaring red eyes, which creeps about on a mass of livid purple tentacles. It can converse in any language via its *tongues* ability, in a buzzing inhuman voice that wounds the soul. Sorcerers oft *summon* these beasts for questioning, as they possess great wisdom, but the dæmons prefer to reveal secrets that will cause misery and suffering for as many living things as possible.



Special:

- 6-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Harmed only by silver or magical weapons.
- Can cast the following spells at will (though only one at a time): *contact otherworldly being* (no chance of insanity), *legend lore*, *tongues*.

DÆMON, LESSER, CLASS XV *(Undead Type 13)*

No. Encountered:	1d4
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	11
Armour Class:	1
Hit Dice:	6
Attack Rate:	2/1 (fist / fist)
Damage:	1d10 / 1d10
Saving Throw:	14
Morale:	8
Experience Points:	820
Treasure Class:	C

Mightiest of the lesser dæmons, this entity is a humanoid some eight feet in height with profuse strange blades and spikes. Its midnight-blue form appears more mechanical than organic, and its eyes burn with orange fire (as do any rents made in its body by weapons). It can speak any human tongue, but rarely deigns to do so. These dæmons sometimes are called forth from the netherworld by sorcerers and bidden to provide transport to other parts of Hyperborea, or even to open the way to shadowy realms beyond. The chance of being stranded is very real when dealing with these enigmatic beings.

Special:

- 6-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Harmed only by silver or magical weapons.
- Can cast the following spells at will (though only one at a time): *dimension door*, *silence*, *tongues*.
- Once per day each, can cast *plane shift* and *teleport* (without error). Unlike mortal sorcerers, the dæmon can *teleport* itself with a willing passenger.



Sublunary Dæmons: These dæmons defy classification, their places of origin oft ambiguous or inconsistent, and their objectives equally abstruse. Sublunary dæmons dwell about Hyperborea, seemingly as permanent residents of their own accord. Sages posit that though these vile beasts can survive and multiply in the most unhallowed corners of the realm, they still are subject to *dismissal*.

DÆMON, SUBLUNARY, BABI-NGEPET
(Swine Dæmon) *(Undead Type 13)*

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	10
Armour Class:	3
Hit Dice:	9
Attack Rate:	1/1 (gore)
Damage:	2d6
Saving Throw:	12
Morale:	9
Experience Points:	1,500
Treasure Class:	E

From some frightful netherworld hail these shape-shifting dæmons that prey on man wherever he is most vulnerable. Babi-ngepet are devourers of human flesh, able to assume the forms of giant hogs five feet long, three feet at the shoulder, and weighing as much as 650 pounds; or they may take the shape of enormously fat men of ruddy porcine countenances. Their dæmonic powers allow them to shape-shift freely at night, but once dawn breaks they are cursed to maintain until dusk whichever form they last selected. In Hyperborea (and perhaps elsewhere), babi-ngepet have engaged in unspeakable relations with dæmon-worshipping Picts, and so was born the **orc** race.

Special:

- 7-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).



- Harmed only by silver or magical weapons.
- Can cast *charm person* thrice per day; *sorcery* save at –2 penalty.

DÆMON, SUBLUNARY, BROWN JENKIN
(Dæmonic Familiar) *(Undead Type 13)*

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	S
Movement:	60 (leap 60)
Dexterity:	18
Armour Class:	0
Hit Dice:	2+2
Attack Rate:	1/1 (bite)
Damage:	1d4
Saving Throw:	16
Morale:	7
Experience Points:	191
Treasure Class:	—

A brown jenkin is sent by Thaumagorga (or one of his six dæmon princes) to serve only the wickedest sorcerers. Its mandate is to encourage its master to greater deeds of depravity and Evil. A brown jenkin appears as a small animal (such as a cat, lap dog, piglet, or rat), but it will have disturbingly human characteristics as well: upright posture, hands instead of paws, and a subtly human cast to its face. In fact, some sages believe that a brown jenkin is, in some revolting way, the child of the sorcerer it serves.

Once the brown jenkin is accepted as a familiar by the sorcerer, its master gains all the benefits of 1 additional level and the same *spell resistance* as the familiar itself. These powers are lost if the familiar and master are separated by more than one mile. If the brown jenkin dies, then the master immediately will lose 2 levels of experience, with XP reduced to the halfway point of the resulting level.

Once per day (typically at midnight) the brown jenkin must be fed the blood of its master in the same manner that an infant suckles, biting the master's arm or leg and causing 1 hp damage. Should this need be neglected, the familiar will go at large in search of blood, victimizing the most helpless creature it can locate. A brown jenkin feels no true loyalty to its master and readily will betray him in order to serve a wickeder or more powerful sorcerer instead, should the opportunity arise.

N.B.: A brown jenkin does not replace the standard *familiar* associated with magicians and witches; however, the brown jenkin may prove jealous of other familiars. In fact, the brown jenkin is wont to play cruel (potentially deadly) tricks on the magician's or witch's familiar.



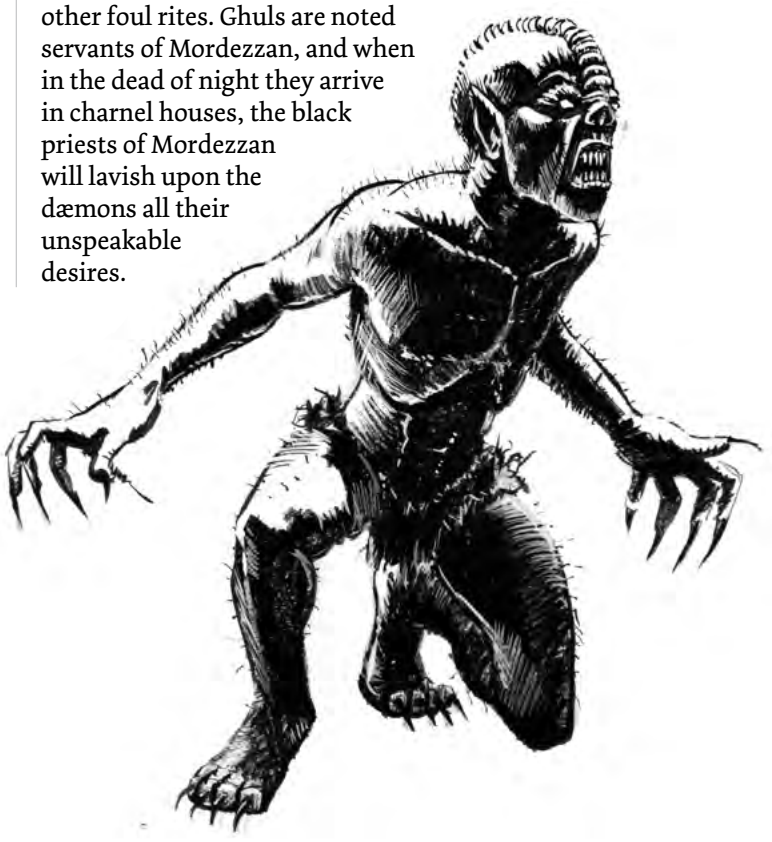
Special:

- Can *hide* and *move silently* on 11-in-12 chance of success (see Vol. I, pp. 21–23: Classes, *thief*).
- Can make preternatural leaps of up to 60 feet and climb any surface with no chance of falling.
- 5-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or no damage if save is made. Because of its partly mundane nature, holy oil / water inflicts only ½ damage on a brown jenkin.
- +1 or better weapon to hit.
- Drains victim of blood for 1d4 hp damage per round following a successful hit; after 12 hp are drained, the sated brown jenkin will slink away.
- Can cast the following spells at will (though only one at a time): *detect good*, *detect invisibility*, *detect magic*.
- Can cast *suggestion* once per day.
- Once per month, the brown jenkin can *contact otherworldly being* (as the spell) and ask as many as three questions. The answers may or may not be true, but always will be calculated to inspire some Evil course of action by the brown jenkin's master. This connexion carries no risk of insanity.

DÆMON, SUBLUNARY, GHUL
(Desert Dæmon) *(Undead Type 13)*

No. Encountered:	1
Alignment:	Lawful Evil
Size:	L
Movement:	50
Dexterity:	17
Armour Class:	2
Hit Dice:	9+6
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d4+4 / 1d4+4 / 2d6
Saving Throw:	12
Morale:	9
Experience Points:	3,400
Treasure Class:	E

In their natural state, these shape-shifting dæmons present as emaciated humanoids of from seven- to nine-foot height, with cadaverously pale skin, stringy hair, and black, sunken eyes. Their long arms end in blood-red talons, and their double-rowed teeth triangulate like those of a shark. Ghuls dwell in deserts and tundra; highly intelligent and manipulative, they oft assume positions of leadership over lesser species such as **hyæna-men**, **orcs**, and **vhuurmis**. Ghuls are loathed by most men, notorious for robbing graves from which they either take their provender or, in some cases, utilize a cadaver for baleful necromancies and other foul rites. Ghuls are noted servants of Mordezzan, and when in the dead of night they arrive in charnel houses, the black priests of Mordezzan will lavish upon the dæmons all their unspeakable desires.



Special:

- 4-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Immune to death magic.
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Harmed only by silver or magical weapons.
- Can *command undead* at TA 9 capacity (see Vol. III, p. 252: Combat Actions, *magic*).
- Once per day, can *summon* **1d6 ghouls**, arriving 1d4 rounds later, with 1-in-6 chance that one is a **ghast**.
- A ghul has the *sorcery* ability of a 9th-level necromancer. The referee can select spells accordingly (5 × level 1, 4 × level 2, 3 × level 3, 2 × level 4, 1 × level 5), or use the following default selections:
  - Level 1: *animate carrion*, *command*, *locate the dead*, *protection from good*, *scare*
  - Level 2: *darkness*, *forest of bones*, *ghoul touch*, *ray of enfeeblement*
  - Level 3: *dispel magic*, *lightning bolt*, *slow*
  - Level 4: *animate dead*, *black tentacles*
  - Level 5: *gelatinize bones*



DÆMON, SUBLUNARY, GNOPH-YIKK
(Ice Dæmon) *(Undead Type 13)*

No. Encountered:	1d3
Alignment:	Lawful Evil
Size:	L
Movement:	40
Dexterity:	10
Armour Class:	0
Hit Dice:	8
Attack Rate:	1/1 or 2/1 (bite and/or sting)
Damage:	2d6 and/or 2d4+2
Saving Throw:	13
Morale:	9
Experience Points:	2,040
Treasure Class:	B

This dæmon presents as a 20-foot-long, 5-foot-diameter segmented worm, with a three-foot-long tail stinger and a round maw lined with three rows of fangs. Gnoph-yikk are leprous beasts, pallid white in colour and lined with pale blue ridges. They typically burrow in glaciers, creating vast networks of tubes in the ice.

Gnoph-yikk are said to be the spawn of Yikkorth, "The Ashen Worm", who is held to have impregnated the great glaciers of Hyperborea with ice dæmon eggs. Men of learning hypothesize that as more gnoph-yikk hatch and mature, they will galvanize Hyperborea's glaciers to thicken and once more mantle the whole of the realm in ice. Certain cryomancer societies prognosticate this time as "The Great Cleansing of Barbarism and Chaos".

Special:

- 7-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Immune to cold.
- Electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- Typically attacks with bite only, unless flanked, in which case it can bring its sting to bear.
- Can cast the following spells at will (though only one at a time): *cone of cold*, *darkness*, *detect invisibility*, *infrared vision*, *wall of ice*.
- Once per day, can attempt to *beckon* another gnoph-yikk to fight alongside it (as reverse of *dismissal*), with 2-in-6 chance of success.



DÆMON, SUBLUNARY, LAMIA
(Witch Dæmon) *(Undead Type 13)*

No. Encountered:	1d2
Alignment:	Chaotic Evil
Size:	M
Movement:	50
Dexterity:	14
Armour Class:	3
Hit Dice:	9
Attack Rate:	3/1 (dagger / dagger / bite)
Damage:	1d4 / 1d4 / 1d3
Saving Throw:	12
Morale:	9
Experience Points:	2,100
Treasure Class:	D

In deserts and other places of isolation dwell the lamiæ, mythic witch dæmons that present as beautiful, curvaceous women with vacuous eyes. They wear loose-fitting gossamer gowns, through which the astute might observe their round thighs sheathed in snakeskin; furthermore, some conceal thin, serpentine tails that emerge from the bases of their spines. Lamiæ prefer to prey on men, seducing them and then drinking their blood for sustenance. Lamiæ arm themselves with curved daggers of exceptional quality (forged of diamond-hard glass). They are cruel, sadistic, Evil creatures who delight in the pain and suffering of their victims.



Special:

- 2-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Can cast *hallucinatory terrain* thrice per day.
- Voice charms all within 60 feet who hear it, unless *sorcery* saves are made. The saves are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Charmed individuals stand dumbly, allowing the lamiæ to do as they will, even kill them.
- Bite victim must make *death* (poison) save or die in 1d4 rounds; if save is successful, 3d6 hp damage sustained (a terrible blood-burning sensation).

DÆMON, SUBLUNARY, SUCCUBUS
(Enchantress Dæmon) *(Undead Type 13)*

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	40 (fly 60)
Dexterity:	17
Armour Class:	0
Hit Dice:	6+6
Attack Rate:	2/1 (claw / claw)
Damage:	1d6 / 1d6
Saving Throw:	14
Morale:	9
Experience Points:	1,590
Treasure Class:	I, Q

These dæmons control men through seduction. Typically they ensorcel men of greatness, as they crave power, fame, and wealth. Succubi present as beautiful women, strikingly voluptuous, with pale skin, silken hair, and eyes to melt the will of men. In their true forms, they have vampiric fangs, ophidian tails, taloned fingers, and pteropine wings of eight or more feet extending from their shoulder blades. Rarely will succubi reveal their true forms, typically when greatly offended, attacked, or uncloaked for what they are.

Often succubi will infiltrate the dreams of their victims, tantalizing with coy and elusive glimpses of their rare beauty. When at length the enchantment takes hold, nonchalantly the succubus will appear in the waking life of the ensorcelled (the woman of his dreams, as it were). The victim will fawn over the woman and lavish upon her gifts rare, exotic, and expensive—until she tires of him. (Some sages posit the existence of **incubi**—male counterparts that lie with women to spawn their dæmonic progeny—but such speculation remains unverified.)

Special:

- 11-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- +1 or better weapon to hit.
- Can become *Æthereal* at will, insubstantially traversing interstices betwixt particles of matter.
- Can *shapechange* to any humanoid form at will (see Vol. I, p. 65: Cleric Subclasses, *druid*).
- Can cast the following spells at will (though only one at a time): *charm person*, *clairaudience*, *darkness*, *extrasensory perception*, *infrared vision*, *suggestion*, *teleport* (without error).
- Once per day, can attempt to *beckon* a dæmonic servant (as reverse of *dismissal*), with 2-in-6 chance of success. Roll 1d4: On a 1–3, a **class IV greater dæmon** is *beckoned*; a roll of *4 beckons* a **class VI greater dæmon**.
- When a target for beguilement is selected, the succubus must obtain a personal possession from that one. The spell is cast whilst the target slumbers. The target, who must be no more than one mile away, must make a *sorcery* save or come under the succubus' spell. The save is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.



Dæmon-Pict: see p. 379: Beasts and Monsters: O, *orc*
Deep Dweller (or **Deep One**): see p. 344: Beasts and Monsters: F, *fish-man*

DEER	Red Deer	Reindeer	Giant Elk
No. Encountered:	5d6 (2d10×10)	5d6 (2d10×10)	1d2 (2d6)
Alignment:	Neutral	Neutral	Neutral
Size:	M	M	L
Movement:	70	60	60
Dexterity:	13	10	7
Armour Class:	8	7	7
Hit Dice:	1	2	4
Attack Rate:	1/1 (gore)	1/1 (gore)	2/1 (antler / antler)
Damage:	1d4	1d6	1d8 / 1d8
Saving Throw:	16	16	15
Morale:	3	5	7
Experience Points:	13	24	90
Treasure Class:	—	—	—

Red deer have a coat of red in the four years of summer, or grey in the other nine years of the 13-year Hyperborean cycle. They stand from three to four feet at the shoulder and weigh 250–350 pounds. They flee from most everything, though a cornered hart can butt with its antlers.

Reindeer are larger, standing four or more feet at the shoulder and weighing as much as 400 pounds. Too, the spread of their antlers is much larger, and they are generally furrier, thriving in tundra regions. Reindeer are herded by Esquimaux, utilized for their meat, milk, and hides. They can be domesticated and trained in teams to pull sleds. Some nomadic Esquimaux, particularly those with strains of Lapp in their blood, are known also to saddle and ride reindeer.

Giant elk are an enormous species of deer with the largest spread of antlers in all of Hyperborea. They stand 10 feet at the shoulder, weigh as much as 3,000 pounds, and present an antler spread of as much as 15 feet. In forests, plains, tundra, and wetlands, solitary stags or a sibling pair may be encountered, as well as small herds. Generally giant elk avoid conflict—they merely will bristle their fur, snort, and face down potential threats—but some bucks can be uncharacteristically violent during mating season. *N.B.:* Though most giant elk are brown of fur, the rare *white stag* is a prized hunting trophy; in some cultures it is venerated as a holy creature, oft associated with Yoon'Deh.

Special (all):

- Charging gore attack results in double damage dice.

Special (giant elk):

- Can attack two adjacent opponents with a single *charge attack*, doubling damage dice for each victim (see Vol. III, p, 249: Combat Actions, *melee*).

Dire Wolf: see p. 413: Beasts and Monsters: W, *wolf*

DOG	Blink Dog	Hunting / Sled Dog	War Dog	Wild Dog (Dhole, Jackal)
No. Encountered:	1d6 (1d10+10)	1d6	1d6	2d8
Alignment:	Lawful Good	Neutral	Neutral	Neutral
Size:	S	S	M	S
Movement:	50	50	40	50
Dexterity:	17	13	13	14
Armour Class:	5	7	6	7
Hit Dice:	4	1	2	1
Attack Rate:	1/1 (bite)	1/1 (bite)	1/1 (bite)	1/1 (bite)
Damage:	1d6	1d4	1d6	1d4
Saving Throw:	15	16	16	16
Morale:	9	7	9	7
Experience Points:	120	13	24	13
Treasure Class:	C	—	—	—

Canine-like **blink dogs** originate from realms Æthereal. They thrive in cold deserts, hunting in packs and competing with other carnivores. Although not physically imposing, they compensate via their intelligence and supernatural ability to *blink* (*teleport* short distances).

Blink dogs stand from two to three feet at the shoulder, with furry white legs and thick golden coats, sometimes spotted brown. They do not bark; rather they communicate by means of a complex howling language, though some sages posit that they possess empathy or telepathy. Blink dogs are thought to comport to a strict moral code, suggested by their apparent opposition to Chaotic Evil creatures of otherworldly origins. Their packs are believed to be matriarchal.

Hunting dogs include several domesticated canine species that can be trained to a variety of tasks, such as fetching a bird or pursuing a rabbit from a burrow; others are utilized strictly for their ability to track prey. **Sled dogs** are thick-furred animals, able to withstand subfreezing environments and trained to pull sleds across the tundra. **War dogs** are heavier, stronger dogs trained to fight and kill on command; typically they are accoutred in leather harnesses. **Wild dogs** will roam in packs, ferocious scavengers and predators.

Special (all):

- ✶ Perspicacious to otherworldly horrors and the undead; may bark or howl in their presence, even if unseen (or disguised).

Special (blink dogs):

- ✶ When combating Chaotic Evil, they gain +4 damage bonuses due to enhanced ferocity (and perhaps divine or otherworldly favour).
- ✶ In combat they *blink* in front of their enemies, bite, and then *blink* away to a distance of 1d6×10 feet. Attacking a blink dog requires precise timing; one first must make a successful *test of dexterity* (see Vol. I, p. 7: Attributes, *dexterity*) to time a blow possibly to hit a blink dog.
- ✶ When faced with unassailable odds, entire packs can disappear to parts unknown.

Donkey: see p. 357: Beasts and Monsters: H, *horse*

DRAGONFLY, GIANT	
No. Encountered:	2d4
Alignment:	Neutral
Size:	S
Movement:	10 (fly 70)
Dexterity:	10
Armour Class:	6
Hit Dice:	1
Attack Rate:	1/1 (bite)
Damage:	1d4
Saving Throw:	16
Morale:	6
Experience Points:	13
Treasure Class:	—

A giant dragonfly is a swift-flying, carnivorous insect of two-foot length and three-foot wingspan. These brightly coloured insects dwell about the fœtid waters of swamps and marshlands. They most commonly are found in the wetlands of the outer islands of Hyperborea, such as New Amazonia and the Floating Island of Paradoxon, though it is not unusual to encounter giant dragonflies in the forest depths of New Pictland and the Savage Boreal Coast. Giant dragonflies mostly subsist on small animals, such as mice, voles, frogs, and fish. Although they do not actively seek to attack men, they are vigorous defenders of their territory.

Draught Horse: see p. 257: Beasts and Monsters: H, *horse*
Dromedary: see p. 311: Beasts and Monsters: C, *camel*

DWARF

No. Encountered:	1d6 (1d10×10)
Alignment:	Lawful Evil
Size:	S
Movement:	20
Dexterity:	13
Armour Class:	7 (or AC 3, DR 2 in plate mail)
Hit Dice:	3+2
Attack Rate:	1/1 (weapon)
Damage:	(per weapon +1)
Saving Throw:	15
Morale:	9
Experience Points:	90
Treasure Class:	M (×10); G, Q (×20), R, X

Dwarfs are a subterranean race of degenerate humanoids from three to four feet tall, with stubby legs, heavily muscled torsos, and long, thewy arms. Seeded by Ymir, they begin life as foot-long, sickly yellow maggots, "worms of the earth" that at length metamorphose into horribly misshapen pygmy brutes (cf. **worm of Ymir**). They lair in the deepest places of Underborea, in vast caverns where dwell nameless monsters. Dwarfs speak the Old Norse language and (less often) the Common tongue.

Dwarfs are possessed of strange powers and wicked inclinations. They are cunning, grasping, venal, and lecherous. Equally they are tireless forgers and dweomercræfters of nigh limitless capacity, but they are unable to utilize the weapons and devices they create; hence, dweomercræft is both their blessing and their curse. Availability of dwarfish forgings is the purview of the referee; always their demands for compensation are greedy or perverse.



Special:
- ✶ +4 bonus to *device* saves.
- ✶ Can see in complete darkness.
- ✶ –2 attack penalty when exposed to bright light.

Dweller in the Boreas: see p. 376: Beasts and Monsters: N, *night-gaunt*

BEASTS and MONSTERS: E

EAGLE, GIANT

No. Encountered:	1d6 (3d6)
Alignment:	Neutral (or Lawful Good)
Size:	L
Movement:	10 (fly 160)
Dexterity:	13
Armour Class:	6
Hit Dice:	4+2
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d6 / 1d6 / 2d6
Saving Throw:	15
Morale:	8 (or 12)
Experience Points:	325
Treasure Class:	—

Large, diurnal birds of prey with 25-foot wingspans, giant eagles are fast, powerful hunters seeking game as large as a man. Captured prey might be conveyed to a nest where hatchlings the size of dogs await. The giant eagle will immobilize its prey whilst the hatchlings peck flesh. *N.B.:* In the remote peaks of Hyperborea dwells an ancient strain of giant eagles possessed of keen intelligence, aligned with Lawful Good, and of fearless morale (12).

Special:
- ✶ On a dive attack of at least 60 feet, they make two claw attacks at a +2 bonus and inflicting double damage. If the eagle's intent is to carry prey to its nest, an *avoidance* save must be made to escape its clutches.
- ✶ Captured prey may be borne to the nest and pinned. Victim must make a *test of strength* or *dexterity* to escape (see Vol. I, p. 7: Attributes, *strength* and *dexterity*); if unable to escape, hatchlings will commence feeding, pecking the victim for 1d4 hp damage per round.

EEL, ELECTRIC

No. Encountered:	1d4
Alignment:	Neutral
Size:	L
Movement:	0 (swim 50)
Dexterity:	15
Armour Class:	6
Hit Dice:	5
Attack Rate:	1/1 (bite)
Damage:	2d6
Saving Throw:	14
Morale:	7
Experience Points:	275
Treasure Class:	—

This is a giant, serpentine fish of from 30- to 60-foot length, with poorly developed fins and slimy skin of brown colour. Electric eels inhabit freshwater lakes, ponds, rivers, streams, and wetlands. They use their ability to generate electricity to shock their prey and then devour it; in Hyperborea, such prey includes men.

Special:

- ✶ Once per turn, can discharge an electric shock affecting all within a 15-foot radius for 3d8 hp damage (*sorcery* save for ½ damage, modified by *defence adjustment*, if applicable; see Vol. I, p. 7: Attributes, *dexterity*); assumes victims are in water of at least ankle depth.

ELDER THING (Elder One, Old One)

No. Encountered:	1d8
Alignment:	Chaotic Evil
Size:	L
Movement:	40 (fly / swim 60)
Dexterity:	11
Armour Class:	2
Hit Dice:	6+6
Attack Rate:	5/1 (pummel ×5)
Damage:	1d4+4 (×5)
Saving Throw:	14
Morale:	12
Experience Points:	870
Treasure Class:	Q (×10)

This alien being has a perpendicular, cylindrical body of eight-foot height. Its dark grey torso of three-foot diameter (tapering to one foot at the ends) is vertically ridged, with thick, leathery skin. A pair of seven-foot, membranous wings (for flight and aquatic locomotion) extends from betwixt the vertical ridges. From amongst the ridges of the equator project five thin, flexible arms that can stretch up to three feet; each arm has five sticky tentacles of eight-inch length.

From the top of the torso extends a bulbous, gilled neck. The starfish-shaped head is covered with prismatic cilia, and from each point of the star projects a yellow tube capped with a large, glassy eye. At the bottom of the torso depend five powerful, greenish tentacles, each terminating in a triangular fin or pseudo-foot.

Elder things thrive on land or water—even in the vacuum of space. They were the first otherworldly race to arrive on Old Earth when it was a steaming, volcanic husk; some sages speculate that these aliens, by accident or design, sowed its primordial seas with the first cells of life. The elder things built vast stone cities on land and in the ocean depths. At length they factionalized and warred with one another (and also with the **crab-men**, **fish-men**, **Great Race**, and **mi-go**), but their own genetically created slaves, the **shoggoths**, rebelled against the elder things and nearly obliterated them. Over millennia the remaining elder things regressed to insane savagery. Some sages posit that they became infected with a disease causing a sharply regressed mental state.

Presently few elder things remain in Hyperborea; occasionally they thaw from ancient glacial ice, or wake from ages-long hibernation. When they emerge they present as wroth beasts, savage and bloodthirsty, completely bereft of their previous super-intelligence. Typically they emit horrific piping sounds whilst spinning like tops and flailing with their five base tentacles.



Special:

- ✶ Immune to cold and airless vacuum.
- ✶ Once per turn, can release a terrifying piping sound that inspires a *fear* effect (as the spell); *sorcery* save to resist. Once the *fear* ends, a second *sorcery* save is required; if it fails, 1d3 forms of insanity manifest (see Vol. III, p. 264: Special Damage, *madness*). Both saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

ELEMENTAL: Elementals are primal, extra-dimensional creatures of spiritual or dæmonic power, granted embodiment by sorcery, science, or the weird deific powers of otherworldly and netherworldly beings. Often an elemental is assigned a task, and if long bound to it, it may succumb to madness or develop a potent species of resentment.

ELEMENTAL, AIR	Class I	Class II	Class III
No. Encountered:	1	1	1
Alignment:	Neutral	Neutral	Neutral
Size:	M	L	L
Movement:	40 (fly 120)	40 (fly 120)	40 (fly 120)
Dexterity:	11	11	11
Armour Class:	2	0	−2
Hit Dice:	8	12	16
Attack Rate:	1/1 (slam)	1/1 (slam)	1/1 (slam)
Damage:	2d8	4d8	6d8
Saving Throw:	13	11	9
Morale:	10	10	10
Experience Points:	920	2,900	5,100
Treasure Class:	—	—	—

These semi-intelligent whirlwinds present as inverted cones that shew vaguely humanoid countenances as they pummel their foes with high-velocity air. Each type has a truncated bottom diameter of about two feet, a height in feet equal to its HD, and a top diameter of approximately half its height; hence an 8-HD specimen is about eight feet tall with a four-foot-diameter top. They can move across land or swirl up into the sky.

Special:

- ✶ Immune to cold.
- ✶ +1 or better weapon to hit.
- ✶ Inflicts an extra 1d8 hp damage versus airborne foes.
- ✶ **Class I** can sweep away creatures of no more than 1 HD, unless *avoidance* saves are made. **Class II** can sweep away creatures of 2 HD or fewer; **class III**, creatures of 3 HD or fewer. Victims are lifted as high as possible and then dropped (see Vol. III, p. 263: Damage, *falling damage*).

ELEMENTAL, EARTH	Class I	Class II	Class III
No. Encountered:	1	1	1
Alignment:	Neutral	Neutral	Neutral
Size:	M	L	L
Movement:	40	40	40
Dexterity:	7	6	5
Armour Class:	2	0	−2
Hit Dice:	8	12	16
Attack Rate:	1/1 (pummel)	1/1 (pummel)	1/1 (pummel)
Damage:	3d6	6d6	9d6
Saving Throw:	13	11	9
Morale:	10	10	10
Experience Points:	840	2,700	4,800
Treasure Class:	—	—	—

These humanoid creatures are composed of hard-packed dirt, sand, and rock. Resembling roughly hewn statues, their steps are thunderous, and they can pummel foes with their enormous fists. In general they are as tall in feet as their HD, so an 8-HD earth elemental is about eight feet tall.

Special:

- ✶ +1 or better weapon to hit.
- ✶ Inflicts an extra 1d8 hp damage versus opponents standing on earth or stone.
- ✶ Complete water immersion will dissolve an earth elemental in 1d6 turns, unless it makes a *death* save, in which case it will lose half its current hit points.

ELEMENTAL, FIRE	Class I	Class II	Class III
No. Encountered:	1	1	1
Alignment:	Neutral	Neutral	Neutral
Size:	L	L	L
Movement:	40	40	40
Dexterity:	11	11	11
Armour Class:	2	0	−2
Hit Dice:	8	12	16
Attack Rate:	1/1 (touch)	1/1 (touch)	1/1 (touch)
Damage:	4d4	8d4	12d4
Saving Throw:	13	11	9
Morale:	10	10	10
Experience Points:	840	2,700	4,800
Treasure Class:	—	—	—

This semi-intelligent, conical pillar of roaring flames is as tall in feet as its HD, with a base of like diameter. Small gouts of blue or green flames simulate mouth and eyes, fixed in a furious countenance. When attacking, fire elementals lash at their victims with

their main bulk. They boil water to steam on contact and can move across the water's surface, not unlike a grease fire.

Special:

- ✶ Fire attacks heal a fire elemental instead of damaging it, albeit at 50% effectiveness.
- ✶ +1 or better weapon to hit.
- ✶ Inflicts an extra 1d8 hp damage versus cold-based creatures.
- ✶ Complete water immersion will destroy a fire elemental in 1 turn, unless it makes a *death* save, in which case it will emerge to the surface having lost half its current hit points.

ELEMENTAL, WATER	Class I	Class II	Class III
No. Encountered:	1	1	1
Alignment:	Neutral	Neutral	Neutral
Size:	L	L	L
Movement:	20 (swim 60)	20 (swim 60)	20 (swim 60)
Dexterity:	11	11	11
Armour Class:	2	0	−2
Hit Dice:	8	12	16
Attack Rate:	1/1 (slam)	1/1 (slam)	1/1 (slam)
Damage:	1d20	2d20	3d20
Saving Throw:	13	11	9
Morale:	10	10	10
Experience Points:	840	2,700	4,800
Treasure Class:	—	—	—

This semi-intelligent elemental manifests as a standing wave of bubbling water, with dæmonic eyes and frowning mouth at the centre of its bulk. Water elementals are as tall in feet as their HD, their width is ×1.5 their HD, and their depth (or thickness) is half their HD; thus an 8-HD specimen is 8 feet tall, 12 feet wide, and 4 feet thick. They attack by slamming against their opponents. These elementals must always remain within 90 feet of a water source (e.g., pond, stream, well).

Special:

- ✶ +1 or better weapon to hit.
- ✶ Inflicts an extra 1d8 hp damage versus foes in water at least ankle deep.
- ✶ If removed more than 90 feet from water source, death is instantaneous.

Elk, Giant: see p. 338: Beasts and Monsters: D, *deer*
Enchantress Dæmon: see p. 337: Beasts and Monsters: D, *dæmon*, *sublunary*, *succubus*
Ermine: see p. 411: Beasts and Monsters: W, *weasel*

BEASTS and MONSTERS: F

Falcon: see p. 297: Beasts and Monsters: A, *animal*, *small (bird)*

FERRET, GIANT

No. Encountered:	1d6
Alignment:	Neutral
Size:	M
Movement:	30
Dexterity:	12
Armour Class:	5
Hit Dice:	1+1
Attack Rate:	1/1 (bite)
Damage:	1d6
Saving Throw:	16
Morale:	7
Experience Points:	28
Treasure Class:	—

This is a three- to five-foot-long member of the weasel family that typically hunts small mammals. If threatened, it can spray odious, eye-watering musk. If raised from infancy, a giant ferret can be trained, but adults are known to be temperamental, sometimes turning on their masters. The pelts of some giant ferrets can fetch as much as 100 gp.

Special:

- ✶ Musk spray thrice per day has range of 15 feet, targeting a single victim at a +2 attack bonus; on successful hit, make *death* (poison) save or eyes and throat burn for 1d4 rounds, causing a –2 penalty to attack rolls and preventing sorcerers from casting spells.

Fire Beetle: see p. 308: Beasts and Monsters: B, *beetle*, *giant*
Fire Elemental: see p. 342: Beasts and Monsters: E, *elemental*, *fire*
Fire Giant: see p. 349: Beasts and Monsters: G, *giant*, *fire*
Fire Salamander: see p. 386: Beasts and Monsters: S, *salamander*

FISH-MAN (Deep Dweller, Deep One)	Fish-Man	Sub-Chief	Chieftain	Hybrid
No. Encountered:	2d6 (2d4×10)	1:10	1:50	2d6 (5d20×10)
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil	Chaotic Evil
Size:	M	M	L	M
Movement:	40 (swim 80)	40 (swim 80)	40 (swim 80)	40 (swim 30)
Dexterity:	9	10	12	9
Armour Class:	5	4	2	8
Hit Dice:	2+2	4+4	7+7	1+1
Attack Rate:	2/1 (claw / claw) or 1/1 (weapon)	2/1 (claw / claw) or 3/2 (weapon)	2/1 (claw / claw or weapon)	1/1 (weapon)
Damage:	1d4+1 / 1d4+1 (or per weapon)	1d4+2 / 1d4+2 (or per weapon +1)	1d4+4 / 1d4+4 (or per weapon +3)	(per weapon)
Saving Throw:	16	15	13	16
Morale:	8	9	9	8
Experience Points:	41	175*	680	20*
Treasure Class:	A	Q	I	J

* Refer to p. 294: TABLE 122 for classed individuals.

These ichthyic, otherworldly humanoids have oily, grey-green skin, with jaundiced underbellies and backs ridged with scales. They have anthropoid bodies and piscine heads with round, bulging eyes that never blink. Their necks are folded with gill slits, and their long, webbed paws are taloned black. Their long legs with inverted knee joints effect a hopping gait, though some ambulate on all fours. For every 10 fish-men there is **1 sub-chief**, a superior specimen with leadership ability; for every 50 there is **1 chieftain**, the largest of fish-men, with a thicker hide and superior fighting capacity.

Oft referred to as *deep ones* or *deep dwellers*, this ultra-telluric species is millions of years old, having known conflict with **crab-men**, **elder things**, and **snake-men**; their provenance is speculated to be Ouranos or Poseidenos. In Hyperborea they inhabit subaqueous cities of alien architecture, constructed millennia ago; their Shangri-La, as it were, is lost R'lyeh. Fish-men are disciples of sleeping Kthulhu, though they oft will supplicate Mother Hydra (an otherworldly **hydra** that roams the Hyperborean Sea) or Father Dagon (her mate, a 20-foot-tall fish-man of prodigious power).

Fish-men have slowly degenerated, yet struggle to persist, and in mankind have found a vessel of compatibility: When fish-men breed with humans, a **hybrid** is produced that appears human but will metamorphose into a fish-man at puberty. Some hybrids might never transform, but exhibit fish-man characteristics: Their heads elongate, their necks shorten, their eyes bulge, their skin moistens, and they lose their hair. To the ignorant, these traits might be viewed as the by-product of inbreeding. Seaside towns and villages are typical targets for such breeding and assimilation.



Special (all except hybrids):

- Amphibious; can function on land or sea but must immerse in water at least once per week.
- Can *track* by scent at 10-in-12 chance of success (see Vol. I, p. 26: Fighter Subclasses, *barbarian*).
- Wide field of vision reduces chance to be surprized by 1-in-6.
- Fish-men wield javelins, spears, tridents, or special underwater crossbows. **Sub-chiefs** and **chieftains** have *mastery* of one or two weapons, respectively (+1 to attack and damage rolls, increased attack rate, etc.; see Vol. I, p. 112: Weapon Skill, *weapon mastery*).
- Fish-man **shamans** conform to **sub-chief** statistics. They can advance as high as 7th level; for each level beyond 4th, they add 1 hit die (d8) to their base 4+4 HD.

Special (hybrids):

- Limited amphibious capacity; some hybrids possess aquatic traits, others do not.
- Rare hybrids will practice a character class, as developed by the referee; for each level beyond 1st, they add 1 hit die (d8) to their base 1+1 HD.

Flesh Automaton: see p. 303: Beasts and Monsters: A, *automaton*

Fomorian: see p. 350: Beasts and Monsters: G, *giant, hill*

Formless One: see p. 390: Beasts and Monsters: S, *shoggoth*

Fox: see p. 297: Beasts and Monsters: A, *animal, small (mammal)*



FROG, GIANT

No. Encountered:	2d6 (4d6)
Alignment:	Neutral
Size:	L
Movement:	10 (hop 60 / swim 30)
Dexterity:	12
Armour Class:	7
Hit Dice:	3
Attack Rate:	1/1 (bite)
Damage:	1d6
Saving Throw:	15
Morale:	7
Experience Points:	101
Treasure Class:	—

These giant amphibians are up to seven feet in length and weigh as much as 500 pounds. Each can swallow a man in a single gulp, using its sticky, 12-foot-long tongue to reel in prey. Giant frogs inhabit swamps, marshes, lakes, ponds, rivers, and rainforests, blending with their surroundings via chameleonic abilities, though they hibernate during the winter years. They can leap as far as 60 feet in a single bound, pouncing upon and oft surprizing prey.

Special:

- Chance to surprize increased by 2-in-6 when leaping out from water or muck.
- On a natural 20 attack roll, the tongue reels in and swallows the victim whole, inflicting 1d6 hp damage per round thereafter; after 3 rounds, the victim may asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*). Swallowed prey can cut its way out with a WC 1–3 blade, with an attack penalty equal to the weapon class. If 6 hp damage is inflicted from within, a large enough rent is cut for escape.



Frost Giant: see p. 350: Beasts and Monsters: G, *giant, frost*

FUNGUS	Shrieker Fungus	Violet Fungus
No. Encountered:	2d6	1
Alignment:	Neutral	Neutral
Size:	M	M
Movement:	10	10
Dexterity:	3	4
Armour Class:	7	7
Hit Dice:	3	3
Attack Rate:	–	3/1 (lash ×3)
Damage:	–	1d4 (×3)
Saving Throw:	15	15
Morale:	2	5
Experience Points:	35	101
Treasure Class:	–	–

Shrieker fungi are unintelligent, ambulatory plants from three to five feet in height. The fungus' shape corresponds to a mushroom, though with a stem of one-foot diameter and an umbrella-like cap of from three- to five-foot diameter. Exclusively they thrive in cool, lightless, subterranean environments.



Shrieker fungi are nontoxic and edible. The distinguishing feature of this species (besides its ambulation) is its ability to release an ear-piercing shriek in reaction to the proximity of light (e.g., torch, lantern, sorcery) within 30 feet. The shriek lasts for about three minutes and will begin anew if light still remains in its presence.

Violet fungi are similar in size and appearance to shrieker fungi; in fact, the two species might be found together in subterranean environments. This fungus is a carrion eater, extending its three thorny branches (of from three- to five-foot length, emerging from the cap) to flail approaching victims. The touch of a violet fungus rots flesh, upon which it then feeds.

Special (shrieker fungus):

- ✶ The shriek of this plant trebles the probability of attracting wandering monsters.

Special (violet fungus):

- ✶ Touch rots flesh on contact unless *death* (poison) save is made. If the save fails, the victim's flesh rots rapidly; unless *cure disease* is cast within 1 turn, a painful death is imminent.

Fungus from Yuggoth: see p. 369: Beasts and Monsters: M, *mi-go*

BEASTS and MONSTERS: G

GARGOYLE	
No. Encountered:	1d4
Alignment:	Chaotic Evil
Size:	M
Movement:	30 (fly 50)
Dexterity:	12
Armour Class:	5
Hit Dice:	4
Attack Rate:	3/1 (claw / claw / bite) or 1/1 (gore)
Damage:	1d4 / 1d4 / 1d6 or 2d6
Saving Throw:	15
Morale:	11
Experience Points:	150
Treasure Class:	C, M (×10)

This is a stone-carven grotesque human, beast, or devil, typically positioned atop a building or within a labyrinth, as well as in hills and mountains. Often they are horned, winged, clawed, and fanged, horrific monsters of frightful countenance. Enchanted by sorcery, they can animate to life, fly, and attack, and they are impervious to mundane weaponry. Possessed

of quasi-intelligence, gargoyles are shrewd and Evil creatures.

Special:

- ✶ Chance to surprize increased by 2-in-6 if viewers believe it a statue.
- ✶ Immune to *charm* and *sleep* spells.
- ✶ +1 or better weapon to hit.



GELATINOUS CUBE

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	10
Dexterity:	5
Armour Class:	8
Hit Dice:	4
Attack Rate:	1/1 (touch)
Damage:	2d4
Saving Throw:	15
Morale:	12
Experience Points:	180
Treasure Class:	J, K, L, M, N, Q, S

This is a cubic monster composed of transparent jelly, typically measuring 10 feet per side. Gelatinous cubes dwell in subterranean depths, absorbing organic material; they are attracted to both carrion and living creatures. The corrosive properties of the jelly do not affect stone or metal, so coins, rocks, and even weapons exhibit, seemingly suspended within the transparent cube. At length the cube will discharge such items, as well as the bones of any creatures it absorbs.

Special:

- ✶ Immune to cold and electricity.
- ✶ Hit causes paralysis for 2d4 turns unless *death* save is made.



GHAST *(Undead Type 6)*

No. Encountered:	1 (1d4)
Alignment:	Chaotic Evil
Size:	M
Movement:	50
Dexterity:	15
Armour Class:	4
Hit Dice:	4
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d4 / 1d4 / 2d4
Saving Throw:	15
Morale:	9
Experience Points:	195
Treasure Class:	B, Q, R, S, T

A ghast is a rare and potent form of **ghoul**, an undead humanoid complexioned pale as a sheet and possessed of insatiable hunger for human flesh. Although not immediately distinguishable from ghouls, ghasts oft are betrayed by the carrion stench they exude, which can nauseate a man to incapacity. Ghasts are stronger,

faster, and smarter than ghouls, capable of cruel and calculated schemes.

Special:

- Immune to poison, paralysis, fear, and cold.
- *Protection from evil* holds them at bay.
- Any living creature within 10 feet must make *death* (poison) save or suffer nausea, causing –2 attack penalty for 1 turn.
- Silver weapons cause double damage against these creatures.
- Hit causes paralysis for 2d6 turns unless *death* save is made.
- Slain victims later become ghouls, though with 2-in-6 chance to become ghasts.



GHOST *(Undead Type 10)*

No. Encountered:	1 (1d10)
Alignment:	Lawful Evil
Size:	M
Movement:	30 (fly 50)
Dexterity:	8
Armour Class:	0
Hit Dice:	10
Attack Rate:	1/1 (touch)
Damage:	–
Saving Throw:	12
Morale:	10
Experience Points:	1,900
Treasure Class:	E, S

Many forms of ghost exist, from benevolent to malign, with several degrees of nuisance and inconvenience betwixt and between. Harmful, malicious ghosts manifest as apparitions of dead men, haunting and nebulous images. Cursed with undeath, these hateful, restless beings despise living men and find perverse pleasure in draining their life essences to derive sustenance.

Special:

- Sight inspires intense fear that causes victims to flee by most expeditious means possible for 2d6 rounds, unless *sorcery* saves are made. The saves are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.
- Immune to poison, paralysis, fear, and cold.
- Harmed only by silver or magical weapons.
- Touch attack causes victim to age 13 years (1 Hyperborean cycle) unless *death* save is made. Only the spell *restoration* can reverse this terrible effect. *N.B.:* This ageing is purely physical; if using the optional ageing rules, strength, dexterity, and constitution are affected, but intelligence and wisdom are not (see Vol. I, p. 104: Table 39).

GHOST, BANSHEE (Baobhan Sith) *(Undead Type 10)*

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	20 (fly 50)
Dexterity:	12
Armour Class:	0
Hit Dice:	7
Attack Rate:	1/1 (touch)
Damage:	1d10
Saving Throw:	13
Morale:	10
Experience Points:	1,110
Treasure Class:	D

Two different types of banshee are known; both are hazy, ghostly manifestations of a female spirit. The first is the benevolent sort (typically a Keltic ancestor spirit) that will warn of an impending death in the family; this warning is made obvious by the banshee's long and frightful wail, or *keening*. The second is the one represented in the above statistics: a malevolent phantom of different purpose. These frightful apparitions loathe the living. Typically they lurk in places of ruin, or locales where misfortune has transpired. Malevolent banshees use their keening power to slay the living.

Special:

- ✶ Sight causes fear, unless *sorcery* saves are made. The saves are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. If failed, victims flee for 2d6 rounds; if fleeing not possible, victims cower and weep.
- ✶ Immune to poison, paralysis, fear, cold, and electricity.
- ✶ The spell *perform exorcism* destroys a banshee.
- ✶ Harmed only by silver or magical weapons.
- ✶ Touch attack (the above-noted 1d10 hp damage) is considered cold damage.
- ✶ Once per day, and only in darkness, can emit a wail that slays living creatures within 30-foot radius, unless *death* saves are made; victims die of heart-stopping fear, so *willpower adjustment* applies (see Vol. I, p. 9: Attributes, *wisdom*).

Ghost-Man: see p. 378: Beasts and Monsters: O, *oon*

GHOUL *(Undead Type 3)*	
No. Encountered:	1d6 (2d8)
Alignment:	Chaotic Evil
Size:	M
Movement:	40 (swim 40*)
Dexterity:	11
Armour Class:	6
Hit Dice:	2
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d3 / 1d3 / 1d6
Saving Throw:	16
Morale:	10
Experience Points:	68
Treasure Class:	B, T

* Applies to **lacedons** only.

This is a repugnant humanoid, once a man, now cursed with undeath. It has ulcerous skin, pallid or tenebrous, and its hair is knotted and clumped. Its hands are gnarled and clawed, and its teeth broken, jagged fangs. Ghouls have an insatiable appetite for raw human flesh and are wont to prowl graveyards, unearthing fresh corpses to take their provender. They retain wicked quasi-intelligence, exhibiting a flock mentality whilst hunting in packs.

N.B.: An aquatic form called a **lacedon** also is extant. These undead creatures conform to ghouls in all respects, save that they lurk underwater (salt or fresh). Some exhibit a more glaucous complexion.

Special:

- ✶ Immune to poison, paralysis, fear, and cold.
- ✶ *Protection from evil* holds them at bay.
- ✶ Hit causes paralysis for 2d6 turns unless *death* save is made.
- ✶ Slain victims later become ghouls.



Ghul: see p. 334: Beasts and Monsters: D, *dæmon, sublunary, ghul*

GIANT, FIRE	Fire Giant	Jarl
No. Encountered:	1d2 (2d10)	1:12
Alignment:	Chaotic Evil	Chaotic Evil
Size:	L	L
Movement:	40	40
Dexterity:	7	6
Armour Class:	4	4
Hit Dice:	11	15
Attack Rate:	1/1 (weapon)	1/1 (weapon)
Damage:	5d6	6d6
Saving Throw:	11	9
Morale:	9	10
Experience Points:	1,900	3,600
Treasure Class:	E	Q (×5)



In the unfathomable depths of Underborea dwell the sons of Muspelheim, fire giants of enormous size and girth. They stand some 16 or more feet tall and weigh as much as 2,000 pounds. Their eyes are black as coals; their beards, dark and thick; and their skin, red as blood. Fire giants speak Old Norse and the Common tongue. In futility the fire giants of Underborea make offerings to Surtr, but that one no longer hears

their cries; hence, many of these forsaken humanoids have found Thaumagorga, and to that underworld dæmon they pay tribute and make supplications.

Dwarfs are a slave race to fire giants, and under the whips of their dark masters they forge wonders of copper, iron, and steel; fire giants oft gird themselves in copper armour of dwarfish manufacture. They dwell in castles of iron and stone surrounded by moats of magma, where they are served by **fire salamanders** and **pyro-hydræ**. A large fire giant stronghold is ruled by a **jarl** (1 for every 12 fire giants), a 20-foot-tall, 3,000-pound fire giant of great power and horribly violent temperament.

Special:

- ✶ Vulnerable to cold: +1 hp per die of damage.
- ✶ Can hurl a boulder to a range of 150 (or to 300 at a –2 attack penalty) for 3d6 hp damage.

GIANT, FROST	Frost Giant	Jarl
No. Encountered:	1d2 (2d10)	1:12
Alignment:	Chaotic Evil	Chaotic Evil
Size:	L	L
Movement:	40	40
Dexterity:	7	6
Armour Class:	4	4
Hit Dice:	10	14
Attack Rate:	1/1 (weapon)	1/1 (weapon)
Damage:	4d6	5d6
Saving Throw:	12	10
Morale:	9	10
Experience Points:	1,300	2,500
Treasure Class:	E	Q (×5)

Frost giants are the true sons of Ymir, with ice-blue skin and red or yellow hair. They stand some 16 or more feet in height and weigh as much as 2,000 pounds. They are known to train **winter wolves** or **polar bears** to hunt or to guard their dwellings: labyrinthine ice caverns or vast, mountaintop castles.

Frost giants are cruel, hateful humanoids. In Hyperborea they are the natural enemies of Vikings, who believe Ymir spawns frost giants in his image to challenge their strength and loyalty. Frost giants work enormous forges, able to craft massive weapons of iron and steel; also they enslave **dwarfs** to forge for them. They are particularly fond of axes and hammers. Larger clans will have a prominent **jarl**, a 20-foot-tall, 3,000-pound frost giant of enormous girth and greater wickedness; for every 12 frost giants there is 1 jarl. Frost giants speak Old Norse and the Common tongue.

Special:

- ✶ Immune to cold.
- ✶ Vulnerable to fire: +1 hp per die of damage.
- ✶ Can hurl a boulder to a range of 150 (or to 300 at a –2 attack penalty) for 3d6 hp damage.



GIANT, HILL (Fomorian)	Hill Giant	Chieftain
No. Encountered:	1d4 (2d6)	1:8
Alignment:	Chaotic Evil	Chaotic Evil
Size:	L	L
Movement:	40	40
Dexterity:	8	8
Armour Class:	4	4
Hit Dice:	8	10
Attack Rate:	1/1 (weapon)	1/1 (weapon)
Damage:	4d4	5d4
Saving Throw:	13	12
Morale:	8	12
Experience Points:	680	1,150
Treasure Class:	M (×10); D	M (×20)

A hill giant is a massive humanoid 12 feet in height and weighing as much as 1,500 pounds. These brutes are misshapen and warty, with thick, hairy hides. They oft will wear thick pelts (such as the hide of a **woolly mammoth** or **woolly rhinoceros**) and wield huge clubs or spears. Hill giants also can hurl massive boulders at their enemies.

Although of limited intelligence, many hill giants prove to be quite clever and resourceful; too, they speak proto-Keltic and/or the Common tongue.

Typically they are cruel and quite enjoy tormenting smaller humanoids, such as men. Rare is the kindly, simpleminded brute, or the gigantic, cowardly sort.

Hill giants oft live solitary lifestyles, though sometimes a raiding group may be encountered, or a clan dwelling in a large cavern. For every 8 hill giants there will be **1 chieftain** that stands some 15 feet in height and weighs as much as 2,000 pounds. In Hyperborea, the Kelts regard hill giants as their enemies of old, notorious for raiding and pillaging their communities for slaves and livestock.

Special:

- ✶ Can hurl a boulder to a range of 100 (or to 200 at a –2 attack penalty) for 2d8 hp damage.

GIBBERING MOUTHER

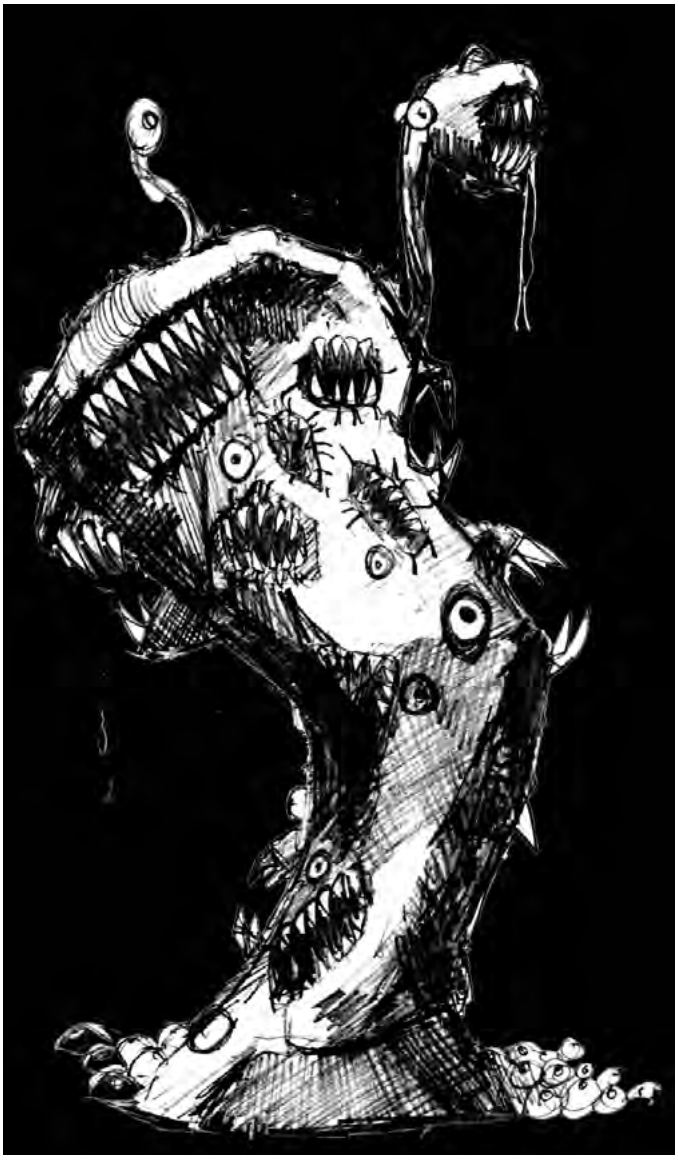
No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	10 (swim 30)
Dexterity:	5
Armour Class:	1
Hit Dice:	4+4
Attack Rate:	5/1–8/1 (1d4+4 bites)
Damage:	1 (per bite)
Saving Throw:	15
Morale:	10
Experience Points:	475
Treasure Class:	Q

This six- to eight-foot-diameter protoplasmic horror is a degenerate subspecies of **shoggoth** that lairs in cold caves and subterranean depths. Tarlike in colour, it glistens with green phosphorescence and bubbles with multitudinous eyes and mouths. The creature is of limited intelligence, but oft it will conceal its eyes and mouths as victims approach, presenting as a greenish glowing pool of soupy tar. Then it will lash out, attacking the unsuspecting, eager to take flesh and bone alike for its provender. *N.B.:* Some humanoid species, especially **ape-men** and **cave-men**, venerate gibbering mouthers as creatures blessed of Yug; thus they will make unspeakable sacrifices to these horrific monsters.

Special:

- ✶ Once per day can emit a cacophonous babble, causing listeners to become subject to *confusion* (as the spell). A *sorcery* save is allowed to resist; the save is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Blocking ears with cotton or the like can pre-empt this ability.
- ✶ Can eject visceral spittle with uncanny accuracy to 60-foot range. The spittle is an extremely bright, green flash, which blinds all victims within 30 feet for 1d4 rounds if eyes not shielded in advance; a *transformation* save is allowed to resist.
- ✶ Attacks with 1d4+4 mouths, usually targeting one or two victims.
- ✶ Each hit latches on, draining for an additional 1 hp damage per round.
- ✶ If three or more mouths bite a single victim, *avoidance* save must be made, or victim is pulled down and at once bitten by 1d6+6 more mouths, each of which also drains as noted above.
- ✶ Enzyme release allows it to heat and transform stone or earth into a tarry, quicksand-like substance within which it can hide or retreat.

Gnoll: see p. 358: Beasts and Monsters: H, *hyæna-man*
Gnoph-Yikk: see p. 335: Beasts and Monsters: D, *dæmon, sublunary, gnoph-yikk*
Golem: see p. 302: Beasts and Monsters: A, *automaton*



GORGON (Medusa)	Gorgon	Greater Gorgon
No. Encountered:	1 (1d2)	1
Alignment:	Chaotic Evil	Chaotic Evil
Size:	M	M
Movement:	30 (fly 30)	50 (fly 40)
Dexterity:	14	15
Armour Class:	5	3
Hit Dice:	4+4	6+6
Attack Rate:	3/1 (claw / claw / bite)	3/1 (claw / claw / bite)
Damage:	1d6 / 1d6 / 1d4+1	1d8 / 1d8 / 1d6+1
Saving Throw:	15	14
Morale:	8	10
Experience Points:	450	1,470
Treasure Class:	P, Q (×10), X, Y	Z



Oft called *medusæ* on account of that most famous of gorgons, these accursed creatures have the heads and torsos of alluringly curvaceous women, with serpentine lower bodies. The gorgon's "hair" is composed of slender, writhing, venomous snakes. Its hands are of bronze, and the pteropine wings projecting from its shoulder blades are golden hued.

The sight of a gorgon turns men and other humanoids to stone. Often gorgons will robe themselves and sit so as to conceal their dæmonic attributes, tricking men with the implied beauty of their features, only to be petrified. Gorgons usually lead solitary lives, sequestered on islands or in caves, though "sister" pairs have been reported. Most gorgons speak the Common tongue in addition to proto-Hellenic.

Greater gorgons are reputed to exist on the remotest islands and in the deepest dungeons. They are said to be faster, more powerful, more cunning, and of course more lethal. These rare gorgons can sing a **harpy's** song, tricking victims to gaze into their eyes.

Special (all):

- Sight causes petrifaction unless *transformation* save is made. Eye contact is automatic unless the player specifies that his character is looking elsewhere before seeing the revealed face. A mirror can be used to view a gorgon without harm; the gorgon turns to stone if tricked into seeing its own reflexion. Fighting a gorgon with eyes averted incurs a –2 penalty to attack rolls and armour class.
- +2 bonus to *sorcery* saves.
- On 1-in-4 chance per round, in addition to gorgon's normal claw / claw / bite routine, snakes on gorgon's head extend to attack collectively a single creature within five feet, causing 1d6 hp damage and delivering deadly venom; victim must make *death* (poison) save or be paralyzed within 1d4 rounds and slain within 1d4 turns.

Special (greater gorgon):

- Petrifaction as a gorgon, except no saving throw allowed.
- Can sing a **harpy's** song: charms all within 60 feet who hear it, unless *sorcery* saves are made. The saves are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Charmed individuals stand dumbly and look into the gorgon's eyes if so commanded.

GREAT RACE (Yithian)

No. Encountered:	1d6
Alignment:	Lawful Evil
Size:	L
Movement:	30
Dexterity:	8
Armour Class:	2
Hit Dice:	10
Attack Rate:	2/1 (claw / claw) or 1/1 (weapon)
Damage:	1d6+1 / 1d6+1 (or per weapon)
Saving Throw:	12
Morale:	6
Experience Points:	2,800
Treasure Class:	H, S, T (×2)

Members of this time-travelling, otherworldly species present as iridescent cones, 10 feet high and 10 feet wide at the base. Each has one ridged, scaly, and semi-elastic snail-like foot, which expands and contracts to allow locomotion along floors, walls, or ceilings with equal ease. These alien beings are without garb, but will hang satchels or knapsacks from the apices of their conical trunks.

From the narrow apex of the creature's cone project four flexible, cylindrical members, each about one foot thick and ridged, which can contract or expand to a length of 10 feet. Two members terminate in great claws or nippers; the third in four trumpet-like appendages; and the fourth in a yellowish, irregular globe, two feet in diameter, with three black eyes along its equator. This globe functions as the head and is surmounted by four slender, grey stalks bearing flowerlike appendages; from its nether side dangle eight green tentacles, which the creature uses to manipulate fine objects such as writing implements.

The form described above is not the original incarnation of the Great Race; rather it is one of several species they have occupied over the ages. These weird, cone-shaped aliens fled from the distant planet Yith. As time travellers, they once dwelt on primordial Earth, for they were in need of escape from their previous host species. At length the Great Race would abandon the cone-shaped beings for intelligent beetles who eventually supplant mankind, but on far-flung Hyperborea, as the red sun burns its remaining fuel, still they occupy the conical creatures.

The Great Race are scientists, assimilating knowledge from sages, sorcerers, and the like. Via mental projection they may possess men for months or even years. The method is one of transferral; consequently, the mind of the possessed occupies the weird cone body of the possessor, usually located in a hidden vault within the deeps of the Spiral Mountain Array, or amongst their hidden centres of Underborea, where they must contend with the dreaded **mi-go**. Always they select men of higher learning for possession, utilizing their hosts to further their own vast erudition. Meantime, the mind of the possessed is subject to a strange, disconcerting life amongst the Great Race, adapting to life as a cone-shaped being from another time and place.

N.B.: Glimpses of the Great Race's weird runes, curvilinear characters, and disconcerting geometric patterns are believed to match those etched upon the Great Obelisks, 500-foot pillars rising from the Rapids at the End of the World. Few sane men have made this fearful connexion.



Special:

- Typically wields a crystal-tipped iridium rod, which shoots a 60-foot beam that can paralyze (1d6+6 turns) or *disintegrate* victims; a *device* save is allowed to resist, modified by *defence adjustment*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*).
- Can speak the language of any intelligent creature.
- Can cast the following spells at will (though only one at a time): *blink*, *dimension door*, *passwall*, *teleport*.
- Can cast *temporal acceleration* once per day.
- Can transfer mind into a host once per year. The target must be seen; typically the Great Race use technological devices that function as **crystal balls** to view a target (see Vol. V, p. 473: Magical Treasure, *miscellaneous magic items*). The target must make a *sorcery* save or be possessed; the save is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Possession can last as long as seven years; anything longer may be permanent and cause insanity (see Vol. III, p. 264: Special Damage, *madness*). The mind of the possessed occupies the body of the possessor (typically confined or restricted in some way). By means of a ritual, the possessor may return to its original body; the possessed is likewise returned, but typically suffers a gap in memory, unable to recall his life amongst the Great Race. If either body dies, return is impossible, and madness inevitable.

Great White: see p. 389: Beasts and Monsters: S, *shark, great white*

GREEN SLIME

No. Encountered:	1
Alignment:	Neutral
Size:	S
Movement:	0
Dexterity:	–
Armour Class:	–
Hit Dice:	2
Attack Rate:	1/1 (touch)
Damage:	–
Saving Throw:	16
Morale:	12
Experience Points:	100
Treasure Class:	–

This formless terror appears as a green, dripping, algal growth. In colonies it exists in subterranean dungeons and wet caverns, where it seeks warm-blooded creatures to use as hosts from which to feed and multiply. Often a green slime colony dwells in ceiling cracks, waiting to fall upon unsuspecting prey.

The creature dissolves all material except stone. It burns through clothing in 2 rounds, through leather in 4 rounds, and through metal in 6 rounds; likewise, weapons that contact green slime are destroyed in 6 rounds. Once contact with flesh is established, at once the green slime begins to transform its host. *N.B.:* These creatures are listed with movement 0 but in fact they can move about 12 inches per day, positioning themselves advantageously.

Special:

- Unharmed by all weapons and spells, except fire and cold. If a fire or cold spell is used against a slime that is affixed to a victim, the creature and victim both suffer full normal damage. (Each is allowed a saving throw, if applicable.)
- *Cure disease* destroys a green slime.
- Once flesh is contacted, victim becomes green slime in 1d4 rounds; no saving throw is allowed.
- Effects avoided if scraped off within 1 round of contact and scraping tool is then cast aside.

GREY OOZE

No. Encountered:	1
Alignment:	Neutral
Size:	M
Movement:	10
Dexterity:	11
Armour Class:	8
Hit Dice:	3+4
Attack Rate:	1/1 (lash)
Damage:	2d8
Saving Throw:	15
Morale:	12
Experience Points:	195
Treasure Class:	–

This amorphous horror resembles wet stone and can be quite difficult to discern in its native environment of subterranean caverns and dungeons. Grey oozes can squeeze through the smallest cracks. The creatures secrete corrosive acid that dissolves all material save stone. When it attacks, a grey ooze will rise up, its form vaguely manlike, and it will lash out with a rapidly formed appendage.

Special:

- Chance to surprize increased by 1-in-6 when emerging from stone surroundings.
- Immune to cold and fire.
- Weapons and lightning will harm it as normal, but weapons are ruined unless magical; however, if magical weapons are not wiped clean within 1 turn, they too will be ruined.
- Once it hits, grey ooze sticks to its victim, delivering additional 2d8 hp damage per round; destroys mundane armour in 1 round, but magical armour lasts 1 turn before corroding (unless wiped clean).

GRIFFIN

No. Encountered:	1d2 (2d6)
Alignment:	Neutral
Size:	L
Movement:	40 (fly 120)
Dexterity:	13
Armour Class:	5
Hit Dice:	7
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d6 / 1d6 / 2d6
Saving Throw:	13
Morale:	9
Experience Points:	570
Treasure Class:	C, S

This legendary beast is of 10- to 12-foot length (plus tail) and weighs as much as 800 pounds. It has the head, wings, and fore claws of a giant eagle, with the body and hind legs of a large lion. Griffins make their nests on high cliffs and mountains, attacking any creature that approaches.

Griffins are notorious predators with a taste for horse and camel. They might be tamed as pets or flying mounts if captured as hatchlings; their craving for horse and camel, however, is inexorable, which can have unfortunate consequences. The saddle and harness of a trained griffin cost at least 300 gp to commission.

Ground Sloth: see p. 391: Beasts and Monsters: S, *sloth, ground*

Gull: see p. 297: Beasts and Monsters: A, *animal, small (bird)*



BEASTS and MONSTERS: H

Hare: see p. 297: Beasts and Monsters: A, *animal, small (mammal)*

HARPY

No. Encountered:	1 (1d6)
Alignment:	Chaotic Evil
Size:	M
Movement:	10 (fly 50)
Dexterity:	14
Armour Class:	7
Hit Dice:	3
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d4 / 1d4 / 1d6
Saving Throw:	15
Morale:	7
Experience Points:	113
Treasure Class:	C

This disturbing creature has the lower body of a large eagle and the naked torso and head of an unsightly woman with terrible fangs. The harpy's enchanting song lures men and other creatures to it, only to be slain and devoured. Harpies build nests in trees and cliff sides. They speak proto-Hellenic and the Common tongue.

Special:

- ✶ +2 bonus to *sorcery* saves.
- ✶ Song charms all within 60 feet who hear it, unless *sorcery* saves are made; the saves are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Charmed individuals will stand dumbly, allowing the harpies to do as they will, even kill them.



Hawk: see p. 297: Beasts and Monsters: A, *animal, small (bird)*

HELL HOUND *(Undead Type 13)*

No. Encountered:	2d4 (4d4)
Alignment:	Lawful Evil
Size:	M
Movement:	40
Dexterity:	11
Armour Class:	4
Hit Dice:	5
Attack Rate:	1/1 (bite)
Damage:	1d6
Saving Throw:	14
Morale:	9
Experience Points:	300
Treasure Class:	C

These large black dogs of the underworld stand four feet at the shoulder and weigh about 250 pounds. Their teeth are black, and their baleful eyes hold a flicker of flames. When they howl, smoke emits from their muzzles.

These Lawful Evil beasts are possessed of minor intelligence and said to have their own language. Typically they dwell by volcanoes or steam vents, or in the depths of a dungeon. Often a dæmon or other netherworldly power will control a pack of hell hounds, though a wicked sorcerer also might keep one as a pet or guardian.

Special:

- 5-in-6 chance to see invisible opponents.
- Can breathe fire thrice per day in a 10-foot-long cone, 5 feet wide at the terminus, causing 3d6 hp damage (*avoidance* save allowed for ½ damage).

Hill Giant: see p. 350: Beasts and Monsters: G, *giant, hill*

HIPPOGRIFF

No. Encountered:	1 (2d6)
Alignment:	Neutral
Size:	L
Movement:	60 (fly 120)
Dexterity:	9
Armour Class:	5
Hit Dice:	4+2
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d6 / 1d6 / 1d10
Saving Throw:	15
Morale:	8
Experience Points:	200
Treasure Class:	Q (×5)

Born of the union betwixt a male **griffin** and a filly, this legendary beast has the head, wings, and forequarters of a giant eagle and the hindquarters of a powerful horse. Temperamental carnivorous beasts, hippogriffs rarely are tamed. They nest in the rocky crags of mountainous regions and fiercely defend their eyries.



HORSE	Donkey / Mule / Pony	Draught Horse	Heavy Warhorse	Light Warhorse	Riding / Wild Horse
No. Encountered:	1	1 (5d6)	1	1	1 (5d6)
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
Size:	L	L	L	L	L
Movement:	40	40	40	60	60
Dexterity:	6	6	8	9	10
Armour Class:	7	7	7	7	7
Hit Dice:	2	3	3+3	2+3	2
Attack Rate:	1/1 (hoof or bite)	1/1 (hoof or bite)	3/1 (hoof / hoof / bite)	3/1 (hoof / hoof / bite)	1/1 (hoof or bite)
Damage:	1d4 or 1d3	1d4 or 1d3	1d8 / 1d8 / 1d3	1d6 / 1d6 / 1d3	1d4 or 1d3
Saving Throw:	16	15	15	16	16
Morale:	6	6	9	9	6
Experience Points:	20	35	90	41	20
Treasure Class:	—	—	—	—	—

These solid-hoofed, herbivorous mammals oft are domesticated and trained. Typically they have long, flowing tails and manes and (in Hyperborea) thick, shaggy coats. Many breeds exist and are classified in general terms.

A **donkey** is a domesticated ass that stands about four feet at the shoulder and has thick, shaggy fur. Donkeys are renowned for their loud braying. A **mule** is a cross betwixt a male donkey and a mare (female horse); these creatures are similar to donkeys, though generally hardier. A **pony** is a diminutive horse of approximately 12 hands height (about four feet at the shoulder), covered with shaggy fur. Ponies are of even temperament and can be led through cramped tunnels.

A **draught horse** is the largest, bred for power and endurance to pull a plough or waggon. Horses of draught-quality breed run wild on the Hyperborean plains; 1-in-10 might be suited to become a warhorse, if raised from a foal.

A **warhorse** is bred for strength, power, and the ability to charge into battle. Non-warhorses must make morale checks each round they are urged to take part in combat. If they fail, they will try to flee and possibly throw their riders.

A **riding horse** is smaller and lighter-boned than a draught horse, but capable of bearing a rider for great distances. **Wild horses** of riding horse quality run free on the Hyperborean plains. Wild foals may be tamed, though the older the horse, the less likely this prospect becomes.

Special (all horses):

- ✶ Horses (but not donkeys, mules, or ponies) can treble their movement rates in short bursts.

HYÆNA	Hyæna	Giant Hyæna (Hyænodon)
No. Encountered:	2d4 (5d10)	2d6 (3d10)
Alignment:	Neutral	Neutral
Size:	M	L
Movement:	50	40
Dexterity:	13	10
Armour Class:	7	5
Hit Dice:	3	5
Attack Rate:	1/1 (bite)	1/1 (bite)
Damage:	1d8	1d12
Saving Throw:	15	14
Morale:	7	8
Experience Points:	35	150
Treasure Class:	—	—

The **hyæna** is a carnivorous, doglike animal noted for its coarse, spotted fur and powerful jaws, but most famous for its weird and haunting howl, which resembles the hysterical laughter of a man. Hyænas are notorious scavengers, able to sniff out carrion from several miles away. Typically they will not attack men unless desperate.

The **giant hyæna** (*hyænodon*) is five feet at the shoulder and weighs as much as 1,000 pounds. Giant hyænas have long, narrow skulls and massive teeth for crushing bones. As their smaller cousins, they can emit disconcerting howls, not unlike the bawling of a man suffering. These creatures are oft at odds with **sabre-tooths**, competing for the same prey. Accounts speak of giant hyænas guarding ruined shrines to Xathoqqua.

HYÆNA-MAN (Gnoll)	Hyæna-Man	Leader
No. Encountered:	1d6 (6d6)	1:20
Alignment:	Chaotic Evil	Chaotic Evil
Size:	M	M
Movement:	30	30
Dexterity:	9	12
Armour Class:	5	5
Hit Dice:	2+2	4+4
Attack Rate:	1/1 (bite or weapon)	1/1 (bite) or 3/2 (weapon)
Damage:	1d4+1 (or per weapon +1)	1d4+1 (or per weapon +2)
Saving Throw:	16	15
Morale:	8	9
Experience Points:	35	150
Treasure Class:	L, M; D, Q (×5), S	L (×2), M (×2)

Hyæna-men are seven-foot-tall humanoids of from low to moderate intelligence. They are covered in thick brown or white fur (depending on environment) and have the heads of hyænas. They carry the weapons of men and gird themselves in armour, though they are poor manufacturers of such armaments.

Hyæna-men are wild carnivores, sadistic in their pleasures, excited by fear, and unhesitating cannibals. When incited, they emit terrifyingly hysterical laughter. Their language (a combination of barks and yips) is unintelligible to most men.



A hunting group of 1d6 hyæna-men might be encountered, or a tribe of 6d6. Typically they venerate Mordezzan, though tundra-dwelling tribes will offer sacrifices to Ythaqqa. For every 20 hyæna-men there will be a dominant **hyæna-man leader** that stands up to eight feet in height, a paragon of ferocity and madness.

HYDRA	Aqua-Hydra	Pyro-Hydra
No. Encountered:	1 (1d2)	1 (1d2)
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	40 (swim 80)	40
Dexterity:	9	9
Armour Class:	5	5
Hit Dice:	5, 7, or 9	5, 7, or 9
Attack Rate:	5/1, 7/1, or 9/1 (bites)	5/1, 7/1, or 9/1 (bites)
Damage:	1d10 (per head)	1d10 (per head)
Saving Throw:	5-headed = 14, 7-headed = 13, 9-headed = 12	5-headed = 14, 7-headed = 13, 9-headed = 12
Morale:	9	9
Experience Points:	5-headed = 525, 7-headed = 1,350, 9-headed = 2,300	5-headed = 525, 7-headed = 1,350, 9-headed = 2,300
Treasure Class:	B	B

A hydra is the scaly serpent of legendry, with five, seven, or nine serpentine heads (1 per HD) of from 8- to 10-foot length—heads that regenerate if severed—at one end of its 30-foot, ophidian body. These beasts oftest are solitary and found in any environment, the colour of their scales corresponding thusly.

Aqua-hydræ are the aquatic species found in lakes, swamps, marshes, or the sea. Each has two great flippers and a fluked tail. The most impressive deep-sea specimens are venerated by **fish-men**; indeed, sages posit the legendary fish-man deity Mother Hydra is an aqua-hydra of prodigious size.

Pyro-hydræ are legless terrestrial monsters, with scales of orange to reddish colour banded in pink and yellow. These mythic beasts breathe fire and oft are deemed sacred by religiously inclined pyromancer cults. They lair in deserts and mountains and oft breed in volcanoes.

Special (aqua-hydra):

- Each head has its own 7 hp; if destroyed, it regenerates to full health in 3 rounds.
- Venomous bite; make *death* (poison) save or suffer 2d6 hp damage. Wound infected unless *cure disease* cast, causing fever and nausea (for 1d8 days), then coma (for 2d8 days), and finally death. (Multiple bites are not cumulative). Each head can deliver venom once per day.

Special (pyro-hydra):

- Immune to fire.
- Vulnerable to cold: +2 hp per die of damage.
- Each head can breathe fire once per day in a cone 25 feet long and 10 feet wide at its terminus, delivering 2d6 hp damage (per head); an *avoidance* save is allowed for ½ damage.
- Each head has its own 7 hp; if destroyed, it regenerates to full health in 3 rounds.



Swamp Hydra

Ice Dæmon: see p. 335: Beasts and Monsters: D, *dæmon*, *sublunary*, *gnoph-yikk*

Ice Mummy: see p. 374: Beasts and Monsters: M, *mummy*, *ice*

Ice Salamander: see p. 386: Beasts and Monsters: S, *salamander*

Ice Toad: see p. 404: Beasts and Monsters: T, *toad*

Intestine Zombie: see p. 417: Beasts and Monsters: Z, *zombie*, *intestine*

INVISIBLE STALKER

No. Encountered:	1
Alignment:	Neutral
Size:	M
Movement:	40
Dexterity:	14
Armour Class:	−1
Hit Dice:	8
Attack Rate:	1/1 (pummel)
Damage:	2d8
Saving Throw:	13
Morale:	12
Experience Points:	1,000
Treasure Class:	—

These unseen, eight-foot-tall, extra-dimensional beings of quasi-humanoid form typically are conjured by sorcerers (see Vol. II, p. 213: Spells: S, *summon invisible stalker*). Whether they are a form of **air elemental** or some other netherworldly spirit is a matter of conjecture. Once bound to service they are fearless combatants and flawless trackers, albeit resentful.

Special:

- Can follow any trail no more than two weeks old.
- Natural *invisibility* grants 3-in-6 bonus to surprize and +4 bonus to all attack rolls. If a target is not surprized, his hackles will rise, perceiving the unseen threat, but +4 attack bonus remains.
- An attacker with *true seeing* or like means to penetrate invisibility receives a +4 attack bonus versus an invisible stalker.
- Destroyed by *dispel magic* versus the summoner's CA.

Iron Automaton: see p. 303: Beasts and Monsters: A, *automaton*

Lacedon: see p. 349: Beasts and Monsters: G, *ghoul*

Lamia: see p. 337: Beasts and Monsters: D, *dæmon*, *sublunary*, *lamia*

Leaper Camel: see p. 311: Beasts and Monsters: C, *camel*

LEECH, GIANT

No. Encountered:	1d4
Alignment:	Neutral
Size:	M
Movement:	0 (swim 10)
Dexterity:	8
Armour Class:	7
Hit Dice:	5
Attack Rate:	1/1 (bite)
Damage:	1d6
Saving Throw:	14
Morale:	11
Experience Points:	225
Treasure Class:	—

These are aquatic, bloodsucking worms up to five feet in length. They are equipped with sucker mouths at both ends, attaching to their victims and draining blood. They are insatiable, drinking the blood of a man until his death and thenceforth dropping away. They are encountered in swamp, marsh, pond, lake, and wet cavern environments; typically they are the bane of giant herbivores such as **aurochs**, **mammoths**, and **sloths**.

Special:

- Chance to surprize increased by 2-in-6 when target traverses water.
- Following a hit, drains 1d6 hp per round; must be killed to be removed.
- Anticoagulant causes 1 hp damage per round for 2d4 rounds after leech removed; if tightly bandaged, blood loss reduced to 1d4 rounds.

LICH *(Undead Type 12)*

No. Encountered:	1
Alignment:	Lawful Evil
Size:	M
Movement:	20
Dexterity:	7
Armour Class:	0
Hit Dice:	12
Attack Rate:	1/1 (claw)
Damage:	1d10
Saving Throw:	11
Morale:	11
Experience Points:	4,300
Treasure Class:	U

A lich is the mummified body of a powerful sorcerer, knight, overlord, or king who chose a path to (or was made to suffer) unspeakable atrocities. Imbued with the power of dæmonkind, liches are gaunt, fleshless undead who wear tattered robes or sere cloth gowns, oft with golden crowns set with such gems as sapphires and orange rubies. Too, their taloned fingers are laden with glimmering gems, and their eyes burn like coals of hellfire. These dread souls know naught but burning malevolence. They are possessed of high intelligence; through their dogged machinations, they have been known to control the fates of cities and nations from their lofty perches in castles or towers of stone.

Liches crave power and delight in cruelty of a most sadistic species. However, some are shells of their former selves, walking open and deserted lands seemingly without purpose until at length they chance upon prey; others are of epochs so long past, their memories so faded, that they are disconnected even from their own wickedness and will approach and then pass potential victims. Liches always are encountered alone, but one may ride a **nightmare** as a mount.
N.B.: The riches held by a lich (e.g., crown, rings) typically amount to no less than 5,000 gp in value, but may be cursed in some fashion as the referee might conceive.



Special:

- At the sight of a lich, any creature with fewer than 6 HD must make a *sorcery* save, failure indicating it flees in panic (d6, *1–3*) or is paralyzed with fear (d6, *4–6*). The save is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.
- Immune to poison, paralysis, fear, *polymorph* spells, and cold-, electricity-, or death-based magic; also unaffected by the spells of any sorcerer of CA 5 or lower.
- +1 or better weapon to hit.
- Any victim struck by a lich must make a *death* save or become paralyzed for 2d6 turns.
- Whether or not they functioned as sorcerers in life, liches are imbued with the *sorcery* ability of a 12th-level magician or necromancer. The referee can select spells accordingly (5 × level 1, 5 × level 2, 4 × level 3, 4 × level 4, 3 × level 5, 2 × level 6), or use the following default selections:
  - Level 1: *decipher language*, *detect magic*, *identify*, *protection from good*, *shocking grasp*
  - Level 2: *darkness* ×2, *ray of enfeeblement* ×2, *summon dæmon I*
  - Level 3: *dispel magic*, *hold person*, *lightning bolt*, *slow*
  - Level 4: *bestow curse*, *dimension door*, *mirror*, *mirror*, *polymorph other*
  - Level 5: *beckon*, *cloudkill*, *magic jar*
  - Level 6: *disintegrate*, *freezing sphere*

LION	Lion	Mountain Lion (Cougar, Puma)
No. Encountered:	1d6 (6d4)	1 (2d4)
Alignment:	Neutral	Neutral
Size:	L	M
Movement:	50	60
Dexterity:	12	18
Armour Class:	6	6
Hit Dice:	5	3
Attack Rate:	3/1 (claw / claw / bite)	3/1 (claw / claw / bite)
Damage:	1d4+1 / 1d4+1 / 1d8+1	1d4 / 1d4 / 1d6
Saving Throw:	14	15
Morale:	9	8
Experience Points:	200	47
Treasure Class:	–	–

A **lion** is a large, powerful, carnivorous cat able to thrive in most environments. An adult male typically measures nearly nine feet long and four feet at the shoulder, weighing as much as 500 pounds; an adult female is about one-half to three-quarters this size. A lion is capable of releasing a powerful roar. They generally avoid men, but some develop a taste for human flesh. Usually they hunt in small groups; prides are larger. *N.B.:* A pride might comprise 25% cubs.

A **mountain lion** is a sleek feline long of body and limbs. This great cat thrives in many regions, not just mountains; in non-mountain habitats they might be referred to as *cougars* or *pumas*. Adults are six feet long and weigh 250 pounds. They are protective of their domain; otherwise they are unlikely to attack men. Typically a solitary hunter, a mountain lion will hide under brush and foliage to stalk prey. They are adept climbers and can leap up to 18 feet.

Special:

- ✶ If a **lion** hits with both claw attacks, rear claws automatically rake for 1d6+1 hp damage each.
- ✶ If a **mountain lion** hits with both claw attacks, rear claws automatically rake for 1d4+1 hp damage each.

Living Statue: see p. 302: Beasts and Monsters: A, *automaton*

LIZARD, GIANT	Giant Chameleon	Giant Draco Lizard
No. Encountered:	1 (2d4)	1d4+1
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	40	50 (glide 70)
Dexterity:	10	15
Armour Class:	5	5
Hit Dice:	5	4+2
Attack Rate:	1/1 (bite or tail)	1/1 (bite)
Damage:	1d10 or 1d6	1d10
Saving Throw:	14	15
Morale:	7	7
Experience Points:	200	175
Treasure Class:	–	–

	Giant Komodo Dragon	Giant Tuatara
No. Encountered:	1 (1d4)	1 (1d6)
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	50	40 (swim 30)
Dexterity:	9	8
Armour Class:	5	4
Hit Dice:	7	6
Attack Rate:	3/1 (claw / claw / bite)	3/1 (claw / claw / bite)
Damage:	1d6 / 1d6 / 2d6	1d4 / 1d4 / 1d10
Saving Throw:	13	14
Morale:	10	7
Experience Points:	1,110	380
Treasure Class:	–	–



Giant lizard species can be encountered in the more temperate surface areas of Hyperborea during the spring and summer years, but by *Twilight* they will hibernate. Exceptions include specimens that populate some of the warmer outer islands, such as New Amazonia, and those that inhabit warm subterranean lairs.

A **giant chameleon** is a carnivorous lizard of six-foot length (plus tail), able to blend with its surroundings. It attacks by striking with its long, sticky tongue and then biting. It also can use its 10-foot-long tail to batter targets. The giant chameleon dwells in all environments save extreme cold.

A **giant draco lizard** is a rusty-orange lizard of seven-foot length (plus tail). Folds of skin stretch from its ribs in a fanlike shape, enabling it to glide hundreds of yards. Giant draco lizards attack in groups, sweeping down to bite their prey. *N.B.:* **Lizard-men** are known to ride these flying reptiles.

A **giant komodo dragon** is a fire-breathing lizard of 20-foot length (plus tail) and 1,200-pound weight, with a green-brown scaly body, great claws, and saw-like teeth. It dwells in forests and grasslands, scenting carrion and driving off other predators; too, this giant lizard hunts live prey.

A **giant tuatara** is a carnivorous lizard of eight-foot length (plus tail), its scales a mottled grey-green. A nocturnal beast that dwells in its burrow by day, the giant tuatara rends prey with its claws and powerful bite, though it oftest feeds on carrion. A subspecies of skilled swimmers also thrives.

Special (giant chameleon):

- ✶ Blending increases chance to surprize by 2-in-6.
- ✶ If tail sweep hits, target must make *avoidance* save or be knocked *prone* (see Vol. III, p. 242: Combat, *attack modifiers*).

Special (giant draco lizard):

- ✶ Initial attack is a swooping bite at a +2 attack bonus.

Special (giant komodo dragon):

- ✶ Breathes fire thrice per day in a 20-foot-long cone, 10 feet wide at the terminus, for 3d6 hp damage (*avoidance* save for ½).
- ✶ Saliva carries deadly bacteria; bite victim must make *death* (poison) save or die in 1d4 days.

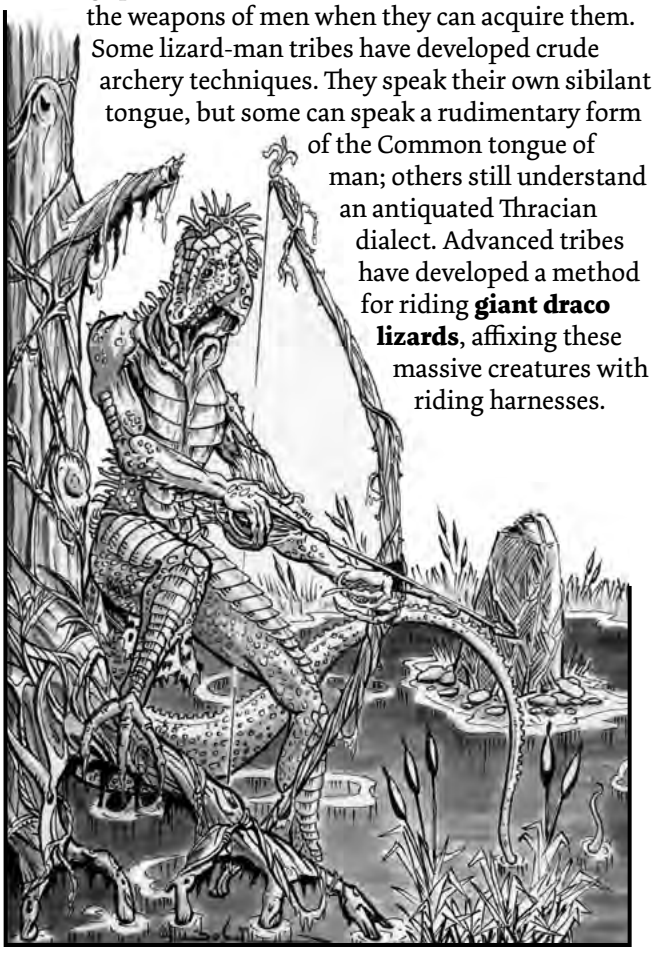
Special (giant tuatara):

- ✶ *Infrared vision* (as the spell) to 120-foot range.
- ✶ Saliva carries deadly bacteria; unless *cure disease* cast, bite victims suffer infection, fever, and weakness. After 2d4+1 days, they must make *death* (poison) saves to recover, or die.

LIZARD-MAN	Lizard-Man	Sub-Chief	Chieftain
No. Encountered:	1d6 (1d6×10)	1:12	1:50
Alignment:	Neutral	Neutral	Neutral
Size:	M	M	M
Movement:	30	30	30
Dexterity:	9	10	10
Armour Class:	5	5	5
Hit Dice:	2+1	4+2	6+2
Attack Rate:	1/1 (bite or weapon)	1/1 (bite) or 3/2 (weapon)	1/1 (bite) or 3/2 (weapon)
Damage:	1d6+1 (or per weapon +1)	1d6+1 (or per weapon +1)	1d6+1 (or per weapon +1)
Saving Throw:	16	15	14
Morale:	10	11	11
Experience Points:	35	150	1,250
Treasure Class:	D	L	S, T

A lizard-man is a water-dwelling, reptilian biped, with an iguana-like head, a pronounced spine ridge, and a long tail. Its scaly skin ranges from brown to green. Lizard-men are herbivorous, egg-bearing creatures that typically thrive along the seacoast, in swamps or marshes, or by rivers and lakes.

Lizard-men are possessed of primitive intelligence, utilizing spears and clubs of their own manufacture, or the weapons of men when they can acquire them. Some lizard-man tribes have developed crude archery techniques. They speak their own sibilant tongue, but some can speak a rudimentary form of the Common tongue of man; others still understand an antiquated Thracian dialect. Advanced tribes have developed a method for riding **giant draco lizards**, affixing these massive creatures with riding harnesses.



Lizard-men are reclusive by nature; when intruded upon, they oft capture and execute the trespassers as part of some clandestine ritual. During winter years, lizard-men of mainland Hyperborea will burrow into underground caverns, where they will hibernate for months if not years at a time. For every 12 lizard-men there will be **1 sub-chief**, a commander of superior fighting skills; for every 50 lizard-men there will be **1 chieftain**, a reptilian shaman who venerates ancestral spirits.

Special (chieftain):

- A chieftain has all the abilities of a 7th-level shaman (see Vol. I, p. 78: Cleric Subclasses, *shaman*). The referee can select spells accordingly (cleric / druid: 2 × level 1, 1 × level 2, 1 × level 3, 1 × level 4; magician / necromancer: 1 × level 1, 1 × level 2, 1 × level 3), or use the following default selections:
  - Level 1: *detect magic*, *light*; *identify*
  - Level 2: *find traps*; *darkness*
  - Level 3: *cure disease*; *dispel magic*
  - Level 4: *speak with plants*; *bestow curse*

LOTUS WOMAN

No. Encountered:	3d4
Alignment:	Neutral
Size:	M
Movement:	20
Dexterity:	12
Armour Class:	6
Hit Dice:	6
Attack Rate:	2/1 (lash / lash)
Damage:	1d4 / 1d4
Saving Throw:	14
Morale:	8
Experience Points:	700
Treasure Class:	I

In remote corners of Hyperborea, at the outskirts of swamps and marshlands, dwell the lotus women, vegetal vampires whose lamenting siren songs beguile men and other intelligent humanoids. Lotus women present as beautiful, voluptuous women whose skin tone is a subtle purple, light pink, or pearl white with speckles of purple and/or pink. Their hair is composed of thin rubbery stalks, green and somewhat bulbous where it meets the scalp, and their pale, fibrous fingers can unfurl ribbons, extending up to three feet, with which they lash their prey.

Lotus women ensconce themselves in enormous, bowl-shaped lotuses, from six to eight feet in diameter, of hues that match their skin. Whether these giant flowers are extensions of the lotus women or a separate species with which they share symbiosis is a matter of conjecture. Lotus women can leave their host flowers, but never do they stray more than 50 feet, and at night they always return to their respective blossoms, which enclose them until sunup. When a lotus woman beguiles prey, she will take him into her blossom to feed. Often when one lotus woman reels in prey, others will surround her, licking their lips, begging and pleading for a taste.

Special:

- Each lotus woman's voice can charm one creature within 60 feet who hears it, unless a *sorcery* save is made; the save is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. A charmed individual is compelled to approach the lotus woman, who extends her fingers, enwraps the victim, and reels him in for feeding. Slowly the victim is drained of 1 hp per turn. *N.B.:* Multiple lotus women might target one victim, vying for the same lunch.
- Subject to plant-affecting spells.
- Fire inflicts ×1.5 damage.
- If host flower is destroyed, lotus woman suffers 3d6 hp damage; subsequently she must establish a new host flower, or die within 48 hours.



LYCANTHROPE	Wererat	Werewolf	Werewolf Superior
No. Encountered:	2d6	1 (2d4)	1
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil
Size:	M	M	L
Movement:	40	60	60
Dexterity:	15	14	15
Armour Class:	6	5	5
Hit Dice:	3	4	6
Attack Rate:	1/1 (bite or weapon)	3/1 (claw / claw / bite)	3/1 (claw / claw / bite)
Damage:	1d4 (or per weapon)	1d4 / 1d4 / 2d4	1d6 / 1d6 / 2d6
Saving Throw:	15	15	14
Morale:	7	8	10
Experience Points:	161	285	780
Treasure Class:	C	B	I

Wererats are cunning lycanthropes that lair in dungeons, abandoned buildings, sewers, and basements. They can assume three different forms: that of a *human*, a *rat-man*, and a *giant rat*; however, on the three nights when Selene is full and the one night when Phobos is full (see Vol. VI, p. 500: Table 153), they transform into *rat-man* form, regardless of their wishes. Typically they use *human* form to dupe the ignorant into entering their lairs. Their *rat-man* form is a four- to five-foot humanoid with a rat's head, a human body (albeit coated in rat fur), and a rat's long tail; the above statistics reflect this form. In their *giant rat* form they have the statistics of a **giant rat**, but retain their current hit points and the *Special* abilities noted hereafter.

A **werewolf** is a cursed man who transforms into a *wolf-man* at will, except during the three nights when Selene is full and the one night when Phobos is full (see Vol. VI, p. 500: Table 153), when the change occurs regardless of the werewolf's wishes. Werewolves are bipedal, standing five or more feet in height, with the fur of wolves. They have powerful legs, clawed hands, and elongated snouts with large fangs. Even as beasts they retain semi-intelligence, albeit violent and temperamental. The **werewolf superior** is perhaps the most potent lycanthrope: larger, more ferocious, and wickedly cunning. Often they lead other werewolves.

Special (all):

- **Horses** are keen to the presence of lycanthropes and will snort with fear when they approach.
- Harmed only by silver or magical weapons.
- If wolfsbane is wrapped about the point of a spear or like weapon, and a lycanthrope is struck, it must make a *death* (poison) save or flee in panic (or possibly cower and surrender).
- Bite confers lycanthropy unless a *death* (poison) save is made.
- If killed, lycanthrope reverts to human form.
- Every 91 days, when both moons are full, all lycanthropes are especially ferocious, gaining +2 damage bonuses to every successful attack. During this period they also are enhanced temporarily by +2 hp per HD; these bonus hit points are deducted first when the lycanthrope is damaged, and they dissipate as the moons wane.

Special (wererat):

- Can *summon* **3d4 giant rats** once per day, which arrive 1d4 rounds later.

Special (werewolf):

- Can *summon* **1d4 wolves** thrice per day, which arrive 1d4 rounds later.

Special (werewolf superior):

- Can *summon* **1d4 dire wolves** thrice per day, which arrive 1d4 rounds later.





Transformation

BEASTS and MONSTERS: M

MAMMOTH, WOOLLY	Woolly Mammoth	Woolly Mammoth Superior
No. Encountered:	1 (1d6+6 or 4d6×10)	1
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	40	40
Dexterity:	7	7
Armour Class:	3	2
Hit Dice:	12	16
Attack Rate:	2/1 (gore / trample)	2/1 (gore / trample)
Damage:	2d6 / 4d6	2d8 / 4d8
Saving Throw:	11	9
Morale:	8	9
Experience Points:	1,700	3,300
Treasure Class:	–	–

The woolly mammoth is the only member of the elephant family known to thrive in Hyperborea. Woolly mammoths are massive, lumbering beasts up to 15 feet at the shoulder and weighing as much as 14,000 pounds. They have thick, shaggy fur and enormous, yellow tusks as long as 15 feet.

If raised from a calf, a mammoth can be used as a beast of burden; in Hyperborea, mammoths pull great waggons with wheels eight feet high. They also can be used in war, driven by trained riders to trample enemy troops. When encountered in the wild, woolly mammoths are either solitary or in family groups, but when the great herds gather, hundreds will assemble.

In Hyperborea's remotest regions dwells the **woolly mammoth superior**. It stands some 18 feet at the shoulder and has four great tusks. These intractable beasts cannot be tamed and will chase down men on sight.

N.B.: Mammoth ivory is prized by some cultures, and tusks can fetch 100–600 gp apiece.

Special:

- Every time mammoths are struck for damage, they may go berserk on a 2-in-6 chance, attacking at +2 to attack and damage rolls for the remainder of the fight (and equally dangerous to their human masters, if applicable).
- A bull in musth is always in a berserk state, as above; furthermore, it has ML 12 and relentlessly will pursue its target(s).



MAN, BANDIT	Bandit	Lieutenant	Captain
No. Encountered:	2d6 (1d10×10)	1:10	1:25
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil
Size:	M	M	M
Movement:	40	30	30
Dexterity:	9	11	13
Armour Class:	7 (leather)	5 (chain mail; DR 1)	4 (banded mail; DR 1)
Hit Dice:	1	3	5
Attack Rate:	1/1 (weapon)	3/2 (weapon)	3/2 (weapon)
Damage:	(per weapon)	(per weapon)	(per weapon)
Saving Throw:	16	15	14
Morale:	6	7	8
Experience Points:	10	41	175
Treasure Class:	L; A	M (×2)	M (×3)

Bandits are outlaws, robbers, or pirates who have joined together to kill and rob the innocent. Vaguely their statistics conform to fighters, though perhaps with some thievish skills, too; pirates, for example, speak a form of Thieves' Cant exclusive to seafarers (see Vol. I, p, 21: Classes, *thief*). Some bandits might have a cleric or magician in their employ. For every 10 bandits there will be **1 lieutenant**, and for every 25 bandits there will be **1 captain**.

Special:

- **Lieutenants** might have *weapon mastery* with one weapon, **captains** possibly two (+1 to attack and damage rolls, increased attack rate, etc.; see Vol. I, p. 112: Weapon Skill, *weapon mastery*).

MAN, WILD BERSERKER	Wild Berserker	Sub-Chief	Chieftain
No. Encountered:	1d6 (5d10)	1:25	1:50
Alignment:	Chaotic (usually Evil)	Chaotic (usually Evil)	Chaotic (usually Evil)
Size:	M	M	M
Movement:	40	40	40
Dexterity:	10	12	14
Armour Class:	8	7	6
Hit Dice:	1+4	3+6	5+8
Attack Rate:	2/1 (weapon)	2/1 (weapon)	2/1 (weapon)
Damage:	(per weapon +2)	(per weapon +2)	(per weapon +2)
Saving Throw:	14	13	12
Morale:	12	12	12
Experience Points:	32	120	420
Treasure Class:	K; B	M	M (×2)

Not to be confused with the berserker class, wild berserkers are fighting men who have succumbed to utter savagery and Chaos, and so are considered "monsters" by all accounts—and quite feral, too. They are more beast than man, and they comprehend little other than violence and bloodshed; many even cannibalize their own weak and infirm. Some sages posit that this barbarity is due to a species of lotus they chew. Regardless, most wild berserkers are a wroth lot, vicious and cruel, and they respect nothing save power, intimidation, and domination.

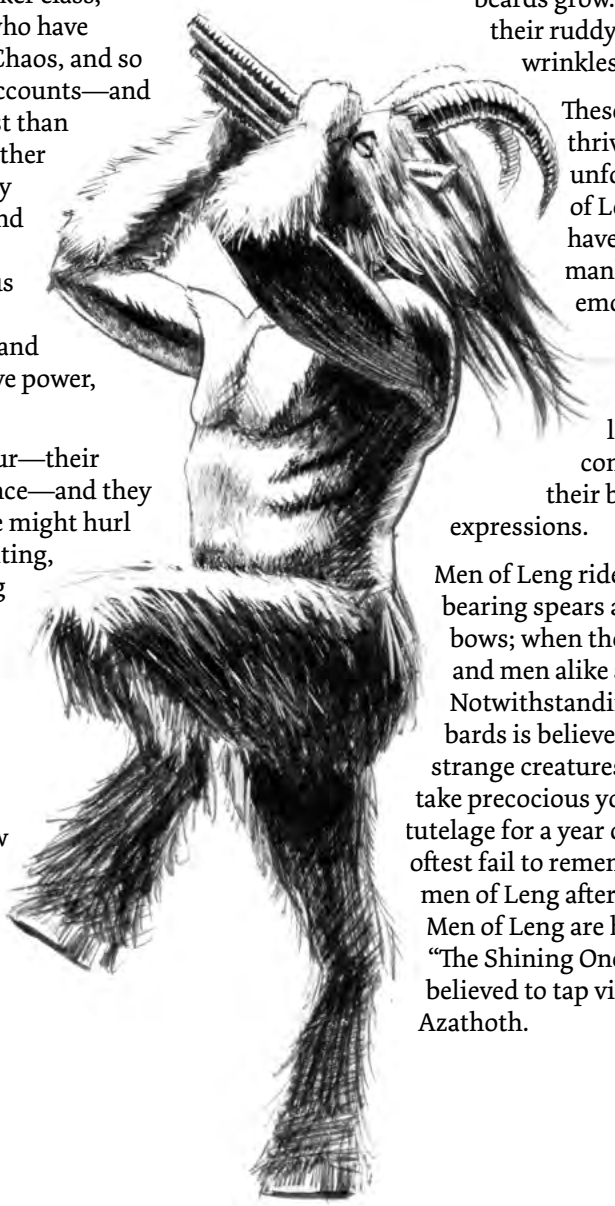
Wild berserkers do not wear armour—their thick skin provides adequate defence—and they shun missile weapons (though one might hurl an axe). They never yield when fighting, frothing at the mouth and howling like beasts. For every 25 wild berserkers there will be **1 sub-chief**; for every 50 there will be **1 chieftain**.

Special:

- ✶ Naturally cold-resistant; can withstand temperatures as low as –15°F.
- ✶ All attack rolls made at +2 bonus.

MAN OF LENG (Satyr)	
No. Encountered:	1d6 (3d6)
Alignment:	Neutral
Size:	M
Movement:	60
Dexterity:	15
Armour Class:	5
Hit Dice:	5
Attack Rate:	1/1 (gore) or 3/2 (weapon)
Damage:	2d6+2 (or per weapon +1)
Saving Throw:	14
Morale:	10
Experience Points:	525
Treasure Class:	S, T, U

Men of Leng stand from six to seven feet tall, with the naked torsos of men, the hoofed legs of goats, and the spiral horns of rams. Their legs and forearms are thick with grey-white fur, and so too do their long manes and beards grow. Their eyes are sky-blue, their ruddy faces folded with many wrinkles.



These enigmatic creatures thrive in harsh and unforgiving tundra. If men of Leng speak, they never have revealed this capacity to mankind. Instead they convey emotions with panpipes, their haunting melodies perhaps serving as some species of empathic language, but also they communicate much with their body language and facial expressions.

Men of Leng ride **leaper camels**, typically bearing spears and composite short bows; when they cross the tundra, beasts and men alike are driven with fear. Notwithstanding, the sorcery of certain bards is believed to derive from these strange creatures, who are reputed to take precocious young humans under their tutelage for a year or more; such individuals oftest fail to remember their time with the men of Leng after returning to civilization. Men of Leng are held to venerate Aurorus, "The Shining One", but their piping is believed to tap vibrations associated with Azathoth.

Special:

- 7-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III p. 261: Saving Throw, *spell resistance*).
- *Mastery* of one weapon as selected by the referee (+1 to attack and damage rolls, increased attack rate, etc.; see Vol. I, p. 112: Weapon Skill, *weapon mastery*).
- With panpipes, can produce any of the following spell-like effects in a 60-foot radius: *cause fear* (reverse of *remove fear*), *charm person*, *inflict madness*, *sleep*, *suggestion*. Each effect functions as the respective spell and is negated by a successful *sorcery* save.
- Each man of Leng has the *sorcery* ability of an 8th-level bard. The referee can select spells accordingly (1 each of druid and illusionist spells levels 1–4), or use the following default selections:
  - Level 1: *influence normal fire*; *auditory glamour*
  - Level 2: *cure light wounds*; *cause deafness*
  - Level 3: *hold animal*; *hallucinatory terrain*
  - Level 4: *them*; *dispel magic*

MANTICORE

No. Encountered:	1d2
Alignment:	Chaotic Evil
Size:	L
Movement:	40 (fly 60)
Dexterity:	14
Armour Class:	4
Hit Dice:	6
Attack Rate:	4/1 (claw / claw / bite / sting)
Damage:	1d4 / 1d4 / 1d8 / 1d4
Saving Throw:	14
Morale:	9
Experience Points:	580
Treasure Class:	E

This horrific beast of legendry has the goat-horned head of a man whose face betrays madness; the body of a robust lion; great pteropine wings; and the tail stinger of a giant scorpion. Manticores are sadistic creatures with tastes for human flesh. Typically they dwell in mountains, deserts, or abandoned places, such as castle ruins. Manticores are known to follow the scent of travelling men, seeking ambush.

Special:

- If stinger hits, victim must make *death* (poison) save or suffer paralysis in 1d4 rounds, frothing terribly and gagging; death follows in 1d3 turns.

Medusa: see p. 352: Beasts and Monsters: G, *gorgon*
Megatherium: see p. 391: Beasts and Monsters: S, *sloth, ground*



MI-GO (Fungus from Yuggoth)

No. Encountered:	2d6 (2d10×10)
Alignment:	Lawful Evil
Size:	M
Movement:	40
Dexterity:	11
Armour Class:	−1
Hit Dice:	6+6
Attack Rate:	4/1 (claw ×4) or 2/1 (scimitar / scimitar) or 1/1 (laser pistol)
Damage:	1d4+4 (×4) (or per weapon)
Saving Throw:	14
Morale:	10
Experience Points:	990 (or 1,290 with laser pistol)
Treasure Class:	H, S, T, W

These crustaceous otherworldly beings are of pale pink colour and measure from five to seven feet long. Their innards are not organ-based; compact layers of brown fungi comprise their viscera. They have several sets of articulated limbs, each terminating in three-digit pincers, which they manipulate with uncanny precision. They have horned, membranous wings, which they use to sail the gelid winds of the Black Gulf (oft from Yuggoth to Hyperborea); these wings, however, are not suited to atmospheric flight and are reserved solely for space travel.

A mi-go's head is a corrugated ellipsoid from which multitudinous antennæ project; when the mi-go telepathically communicate with one another, their heads glimmer green, indigo, or violet. Also, they can effect quasi-vocal communication: a buzzing, hauntingly waspish whisper that apes human speech. In combat, mi-go can attack with their four foremost pincers. However, most prefer the use of laser pistols, strange limpid wands that emit disintegration beams. Other mi-go will wield paired scimitars of crystal.

In the vast depths of Underborea, the mi-go harvest crystals. Also they maintain vast tunnel vaults, research centres, and libraries, the last of which collect alien and domestic knowledge in vast tomes of glassy "paper". They monitor mankind from command centres lined with display terminals.

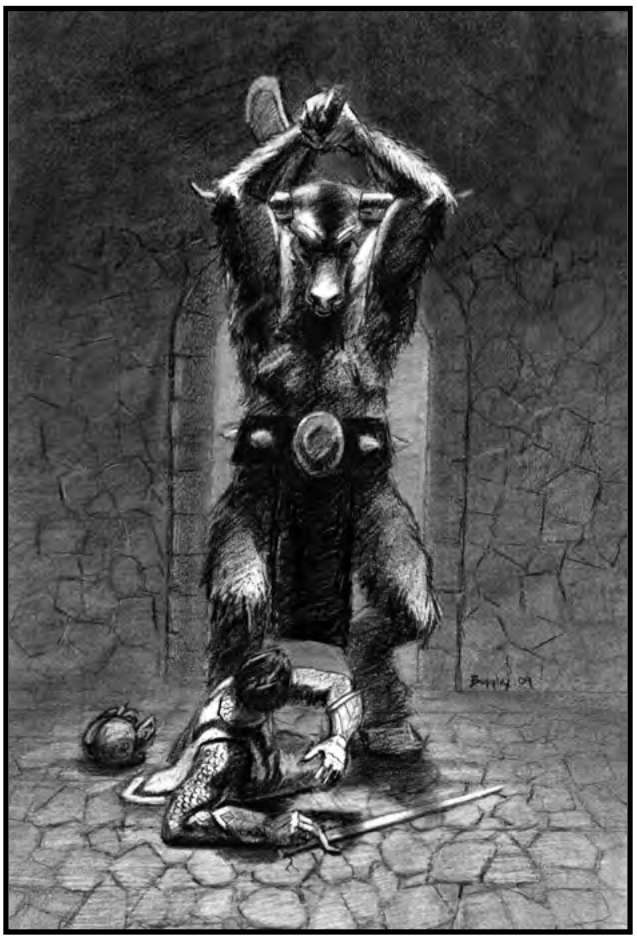
In labyrinthine mega-dungeons the mi-go are masters of the **oon**, a sub-race of humanity bred in vitro to emotionless servility; they are maintained through a regular diet of synthetic potions that suppress individuality and sexual development. Often the mi-go will send oon bounty hunters to the surface world to abduct men whose minds and talents are of particular interest; the mi-go are reputed to extract the brains of sages, sorcerers, poets, madmen, and the like, placing them in metal cylinders and conveying them to Yuggoth for reasons unclear. Their rituals are said to invoke a (possible) deity known as Shub-Niggurath, "The Black Goat of the Woods with a Thousand Young".
Special:

- Immune to cold and airless vacuum.
- Can fly vast distances across the Black Gulf via space-folding dimensional travel.
- Through buzzing whispers, can effect *sleep* in all living creatures of 6 or fewer HD in a 30-foot radius, which must make *sorcery* saves or slumber for 4d6 turns. The minds of 1d4 sleepers can be implanted with a *suggestion* (as the spell) that takes effect upon waking.
- Once per day, through a buzzing cry, can effect a *hold monster* spell on a single creature.
- Can cast *extrasensory perception* thrice per day.
- Can wield two crystal scimitars with no attack penalty, delivering 1d4+8 hp damage each (1d8+1 hp damage in the hands of men, if the hilts are modified for human use).
- Some mi-go brandish crystalline laser pistols with 12-inch barrels, 1 inch in diameter. The laser pistol's beam is quite narrow, requiring a normal attack roll. If the beam hits, the target must make a *death* save (modified by defence adjustment, if applicable; see Vol. I, p. 7: Attributes, *dexterity*) or be disintegrated to a smoking pile of ash; if the save is successful, damage is 3d6 hp (a grazing shot). A typical mi-go laser pistol holds a 28-charge clip.
- If killed, the creature's fungous innards rapidly break down to a corrosive acid that dissolves the deceased mi-go within 1d12+12 hours.



MINOTAUR	Minotaur	Minotaur Superior
No. Encountered:	1 (2d4 or (1d4+1)×10)	1d2
Alignment:	Evil (Lawful or Chaotic)	Evil (Lawful or Chaotic)
Size:	M	L
Movement:	40	30
Dexterity:	12	14
Armour Class:	6	0
Hit Dice:	6+6	10+6
Attack Rate:	1/1 (gore) or 3/2 (weapon)	1/1 (gore) or 2 (weapon)
Damage:	1d6+2 (or per weapon +2)	1d10+3 (or per weapon +3)
Saving Throw:	14	12
Morale:	11	12
Experience Points:	510	1,150
Treasure Class:	C	X, Y

This is the seven-foot-tall beast of legendry. It has the body of a powerfully muscled man, with the massive shoulders and horned head of a bull. Minotaurs are nigh fearless combatants and prefer to fight with spears, war clubs, battle axes, or great axes, though they will employ almost any melee weapon.



Minotaurs have a taste for human flesh and typically will kill and eat men raw, unless it profits them to do otherwise, for they are intelligent and greedy. In the wilderness, minotaur tribes base much of their culture on the chase and hunt, finding particular delight in the resourcefulness of hunted men. Most minotaurs speak the Common tongue of man; others speak a form of proto-Hellenic.

On the islands of Minotaurios, settlements of as many as 50 minotaurs may be encountered. Minotaurs dwell in any environment, but most prefer labyrinthine dungeon dwellings. In the deepest dungeon depths dwells the **minotaur superior**, a robust, eight-foot, 900-pound brute of tremendous power and ferocity, with doubled horns.

Special (all):

- ✶ Unaffected by *forget the path* (reverse of *find the path*), *maze*, and like sorcery.

Minotron: see p. 302: Beasts and Monsters: A, *automaton*

MOULD, MUSTARD	
No. Encountered:	1
Alignment:	Neutral
Size:	S
Movement:	0
Dexterity:	–
Armour Class:	9
Hit Dice:	2
Attack Rate:	1/1 (spore blast)
Damage:	1d6
Saving Throw:	16
Morale:	12
Experience Points:	100
Treasure Class:	–

This deadly subterranean fungus of dark yellow colour grows in furry patches of about eight square feet, though larger colonies are not unusual. Mustard mould propagates in dark, moist places and is known to favour tapestries and other heavy cloths, though is just as likely to be found on wood. Through these media the mustard mould eats, but not metal or stone. The mustard mould does not "attack", per se, but reacts to being handled by releasing a deadly cloud of spores.

Special:

- ✶ Harmed only by fire, a torch inflicting 1d6 hp damage per round.
- ✶ When handled, struck, or burnt, 3-in-6 chance it releases a 10 × 10 × 10-foot cloud of spores. The cloud burns the eyes, nose, and throat; those within must make *death* (poison) saves or choke to death in 6 rounds.

Mould, Russet: see p. 398: Beasts and Monsters: S, *spore-man*
Mountain Ape: see p. 300: Beasts and Monsters: A, *ape, mountain*
Mountain Lion: see p. 362: Beasts and Monsters: L, *lion*
Mule: see p. 357: Beasts and Monsters: H, *horse*

MUMMY *(Undead Type 8)*

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	11
Armour Class:	3
Hit Dice:	6+4
Attack Rate:	1/1 (pummel)
Damage:	2d6
Saving Throw:	14
Morale:	12
Experience Points:	1,050
Treasure Class:	D

A mummy is an undead monster born of maleficent necromancy using the prepared corpse of a man. In general the corpse is dehydrated and wrapped in resin-coated linen strips that prevent the introduction of moisture. The rites and incantations then performed by the sorcerer are forbidden and rightly damning to one's soul, oft requiring the use of sacred mystery tomes. Some mummies are born of pacts agreed upon by the imminent dead (whilst still mortal) and dæmons or other netherworldly agents. Rarest is the mummy able to retain its former will and intelligence; termed the *sons of Nyarlathothep*, these mummies crave power and domination.

Regardless their origin, once animated, mummies are renowned for haunting ancient tombs and crypts, serving as death guardians of incredible power. Even the most noble of Lawful Good men raised to mummies become beasts of Chaotic Evil, hell-bent on the destruction of the living when their crypts are violated. The mere sight of a mummy can immobilize a man in terror, and its touch serves death.

Special:

- Sight of a mummy within 60 feet paralyzes men with fear for 2d4 rounds unless *sorcery* saves are made, modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.
- Immune to poison, paralysis, fear, and cold.
- Vulnerable to fire: +2 hp per die of damage.
- Unharmed by non-magical weapons; magical weapons inflict ½ damage.
- Touch infects victim with horrible rotting disease, unless *death* (poison) save is made. This bane prevents the function of sorcerous healing (spells, scrolls, and potions); furthermore any wounds suffered require 10 times as long to heal naturally. The disease is deadly within 2d6 weeks; only *cure disease* can end the affliction.

MUMMY, BOG *(Undead Type 3)*

No. Encountered:	1 (1d6)
Alignment:	Chaotic Evil
Size:	M
Movement:	20
Dexterity:	6
Armour Class:	7
Hit Dice:	3
Attack Rate:	1/1 (pummel)
Damage:	1d6
Saving Throw:	15
Morale:	12
Experience Points:	113
Treasure Class:	O, P, Q

Bog mummies are foul corpses that have been preserved by the fœtid, acidic water of a peat bog. As sacrificial victims of unspeakable cruelty, they also suffer the dreaded curse of undeath, restless beings that despise humanity. They lurk in moss-hag pools such as those found in the Lug Wasteland. Their desiccated skin is brown and tough, their internal bones decomposed to a glutinous gunge; thus they ambulate like walking sacks of jelly-stuffed leather, bloated with congealed acids that they can disgorge to deadly effect.

Special:

- Immune to poison, paralysis, fear, and cold.
- Mundane chopping or slashing weapons (e.g., axes, scimitars, swords) cause ½ damage to bog mummies; mundane blunt or piercing weapons (e.g., hammers, maces, arrows, spears) cause ¼ damage. Magical weapons of all kinds cause full damage.
- Thrice per day can vomit a 10-foot-long cone of gelatinous acid that is 5 feet wide at the terminus and causes 2d4 hp damage, with *avoidance* saves allowed for ½ damage. If saving throws fail, the acid sticks, causing an additional 1d4 hp damage on the 2nd round unless immediately scraped off (such as with the back of a blade).
- If it has not ejected its acid thrice and is cut down with physical force, bog mummy explodes on a 1-in-6 chance, with effects as shewn above to all creatures within 10 feet.



The Tomb

MUMMY, ICE	Ice Mummy *(Undead Type 5)*	Thrall *(Undead Type 2)*	Noble *(Undead Type 7)*
No. Encountered:	1d6 (2d6)	4d6 (4d6×10)	1
Alignment:	Lawful Evil	Lawful Evil	Lawful Evil
Size:	M	M	M
Movement:	40	30	40
Dexterity:	10	7	10
Armour Class:	6	8	3
Hit Dice:	4	2	7
Attack Rate:	1/1 (touch or weapon)	1/1 (pummel)	1/1 (touch or weapon)
Damage:	1d4 (or per weapon +1)	1d8	1d4 (or per weapon +2)
Saving Throw:	15	16	13
Morale:	12	12	12
Experience Points:	240	32	1,110
Treasure Class:	B	J, K, L, M	E

Ice mummies are corpses that were preserved in gruesome, withered forms by cold temperatures and which became inhabited by Evil spirits of the Hyperborean ice. Their eyes shew a spark of intellect, but their only goal is the icy death of all living beings. Their victims are buried in snow and rise as **ice mummy thralls** a day later. Whereas the mindless thralls simply rend their foes as directed by their frigid masters, ice mummies oft accoutre themselves with weapons and bits of armour from their half-remembered mortal lives; too, some are said to ride gaunt, skeletal warhorses (**large undead animals**).

In the depths of the Spiral Mountain Array are rumoured to exist **noble ice mummies** as cunning as any man, who also command powers of cryomancy. Some tribes of savage **vhuurmis** are thought to propitiate them as gods. In the dark year of *Nightfall*, these undying horrors are reputed to sally forth upon their skeletal steeds, leading scores of their kindred to slaughter all life they encounter.

Special (all):

- Immune to poison, paralysis, fear, and cold.
- Can *detect body heat* (as the spell) at will.

Special (thrall):

- If exposed to ambient temperatures above 32°F, must make a *death* saving throw every round or fall to pieces. Automatically destroyed if exposed to an ambient temperature of 60°F or higher.
- Suffers double damage from normal or magical fire.
- Mundane chopping or slashing weapons (e.g., axes, scimitars, swords) cause ½ damage to ice mummy thralls; mundane blunt or piercing weapons (e.g., hammers, maces, arrows, spears) cause ¼ damage. Magical weapons of all kinds cause full damage.

Special (ice mummy and noble ice mummy):

- Radiates continuous *change temperature* effect (as the spell), decreasing temperature in a 10-foot radius by 50°F.
- If exposed to ambient temperatures above 80°F, must make a *death* saving throw every round or fall to pieces.
- Immune to normal fire; magical fire inflicts double damage.
- Harmed only by silver or magical weapons; silver weapons cause ¼ damage only.
- Touch confers frostbite; victim loses 1d4 hp and 1 point of DX per round until warmed. Lost DX can be recovered at a rate of 1 point per hour in a warm environment. If DX is reduced below 3, victim crystallizes and dies.

Special (noble ice mummy):

- Noble ice mummies gain +2 bonuses to *device* and *sorcery* saves.
- A noble ice mummy has the *sorcery* ability of a 7th-level cryomancer. The referee can select spells accordingly (4 × level 1, 3 × level 2, 2 × level 3, 1 × level 4), or use the following default selections:
  - Level 1: *freezing hands*, *magic ice dart*, *precipitate*, *shield*
  - Level 2: *gust of wind*, *obscure*, *wall of vapours*
  - Level 3: *black cloud*, *freeze surface*
  - Level 4: *ice javelin*



Musk Ox: see p. 380: Beasts and Monsters: O, *ox, musk*

BEASTS and MONSTERS: N

NAGA

No. Encountered:	1d2
Alignment:	Lawful Evil
Size:	L
Movement:	50
Dexterity:	15
Armour Class:	3
Hit Dice:	12
Attack Rate:	1/1 (bite)
Damage:	1d6
Saving Throw:	11
Morale:	11
Experience Points:	2,900
Treasure Class:	H



This monster has the 20-foot-long body of a python, surmounted by the head of a disturbingly ugly woman with fangs for teeth and a shock of tangled, white-streaked hair. Nagas are the servants of otherworldly powers, typically assigned to guard some place of religious significance; some sages posit that these guardians originally were created by the weird science of **snake-men**. Nagas are cruel and relentless creatures, possessed of keen intelligence and cunning trickery. In their sibilant tongue they sing haunting melodies to raise the hackles of any man.

Special:

- Singing voice once per day can charm 1d6 victims of 6 or fewer HD, unless *sorcery* saves are made; the saves are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Charmed individuals stand dumbly, allowing naga to do as it will—even kill them.
- Bite delivers venom; make *death* (poison) save or suffer paralysis for 1d6+6 turns.
- On successful bite attack (whether or not paralysis results), monster enwraps and constricts its victim for additional 2d4 hp damage per round. The naga can squeeze one victim to death whilst continuing to bite other targets. To escape constriction, victim must make an *extraordinary feat of strength* or *dexterity* (see Vol. I, p. 7: Attributes, *strength* and *dexterity*). Otherwise, allies whose strength totals at least 60 may pull the victim free.
- A naga has the *sorcery* ability of a 6th-level cleric. The referee can select spells accordingly (3 × level 1, 2 × level 2, 2 × level 3), or use the following default selections:
  - Level 1: *command*, *cure light wounds*, *protection from good*
  - Level 2: *darkness*, *hold person*
  - Level 3: *dispel magic*, *inflict blindness*
- *N.B.:* As the naga frequently is charged with the protection of a place, often it will place a *glyph of warding* thereabouts.

Narwhale: see p. 411: Beasts and Monsters: W, *whale*

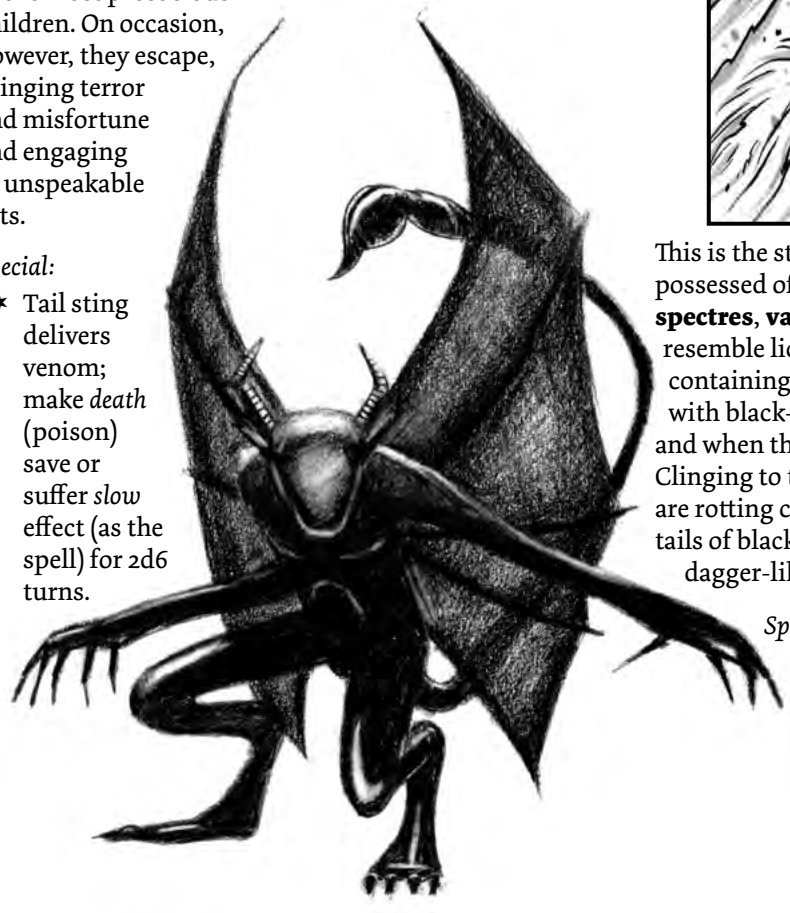
Neanderthal: see p. 311: Beasts and Monsters: C, *cave-man*

NIGHT-GAUNT (Dweller in the Boreas)

No. Encountered:	1d6
Alignment:	Chaotic Evil
Size:	M
Movement:	30 (fly 60)
Dexterity:	16
Armour Class:	5
Hit Dice:	4
Attack Rate:	3/1 (claw / claw / sting)
Damage:	1d4 / 1d4 / 1d6
Saving Throw:	15
Morale:	8
Experience Points:	120
Treasure Class:	X

These uncouth monsters, sometimes called "Dwellers in the Boreas", are vaguely humanoid of shape, seven or more feet tall, and incredibly thin and rubbery. Their skin is jet black and glistens like oil, and from their foreheads project two inwards-curving horns. They have membranous wings projecting from their shoulder blades and barbed, prehensile tails of seven-foot length. Each of their fingers terminates in a black talon. Perhaps the most disturbing quality of this horror is its countenance, for where a face should be there is naught.

These otherworldly creatures dwell in the illimitable Black Gulf, just beyond the rim of Hyperborea's spilling seas. By legion they ride the *boreas* (North Wind), and from there they have the capacity to haunt the dreams of the most precocious children. On occasion, however, they escape, bringing terror and misfortune and engaging in unspeakable acts.



Special:

- ✶ Tail sting delivers venom; make *death* (poison) save or suffer *slow* effect (as the spell) for 2d6 turns.

NIGHTMARE *(Undead Type 13)*

No. Encountered:	1
Alignment:	Lawful Evil
Size:	L
Movement:	80 (fly 120)
Dexterity:	13
Armour Class:	–3
Hit Dice:	6+6
Attack Rate:	3/1 (hoof / hoof / bite)
Damage:	2d4+2 / 2d4+2 / 2d4
Saving Throw:	14
Morale:	10
Experience Points:	630
Treasure Class:	–



This is the steed of the underworld, a dæmon horse possessed of great power, ridden by **dæmons**, **liches**, **spectres**, **vampires**, and other horrors. Nightmares resemble liches: gaunt, fleshless horses, the eye sockets containing coals of hellfire. Too, their hooves burn with black-violet flames as they gallop over land or air, and when they snort, flames gush from their nostrils. Clinging to the bones of these fleshless abominations are rotting coats of black fur, tattered manes, and tails of black. The teeth of these dæmonic equines are dagger-like fangs.

Special:

- ✶ Can exhale billowing smoke from nostrils that clouds vision in a 15-foot radius, causing opponents to attack at a –2 penalty.

BEASTS and MONSTERS: O

OCHRE JELLY

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	10
Dexterity:	5
Armour Class:	8
Hit Dice:	5
Attack Rate:	1/1 (touch)
Damage:	2d6
Saving Throw:	14
Morale:	12
Experience Points:	275
Treasure Class:	–

This large, yellow-brown amœba oozes through caverns and dungeons seeking flesh and cellulose, which it devours by way of corrosive enzyme secretions. Ochre jellies can be as large as 1,000 cubic feet in size, though gelatinously stretched out over 20 or more feet. Although they are not believed to possess intelligence, they exhibit tactical prowess, cornering prey at dead ends, or surrounding prey by forming a circle or U-shape. Ochre jellies can squeeze through cracks or under doors. They can burn through cloth, wood, and plant material, but do not affect rock or metal.

Special:

- Harmed only by fire or cold; when ochre jelly is struck by weapons or lightning, a smaller one is created (e.g., a 2-HD ochre jelly that causes 1d6 hp damage), whilst the main body quickly regenerates, its capacities not reduced.
- Will opt to attack opponents with the most exposed flesh first.
- Corrodes cloth and leather on contact; plant and wood material is corroded in 1d4 rounds.

OCTOPUS, GIANT (Spawn of Kraken)

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	0 (swim 40)
Dexterity:	14
Armour Class:	7
Hit Dice:	8
Attack Rate:	8/1 (lash ×8)
Damage:	1d4 (×8)
Saving Throw:	13
Morale:	7
Experience Points:	1,000
Treasure Class:	–

In the depths of the ocean dwell giant octopuses, which men of Hyperborea oft refer to as the "Spawn of Kraken, the Dimensional Dweller". These great leviathans of the deep weigh as much as 1,000 pounds and have eight suckered arms of 50-foot length. They lair in undersea caves and feed nocturnally. Octopuses are of abstruse intelligence and sinister disposition, notorious for dragging men from ships or even wharfs to devour them.

Special:

- Against underwater foes they may make their full allotment of attacks; against enemies on ships or aground they will use two arms to brace themselves on something solid whilst reaching up with from one to six remaining arms to snag prey.
- Each arm delivers 1d6 hp constriction damage per round after a hit is scored. If two or more arms strike a single target, the victim is in 2 rounds pulled to the beaked mouth of the beast, which will bite automatically for 2d4 hp damage per round (in addition to constriction damage). To escape the grasp of a giant octopus, an *extraordinary feat of strength* or *dexterity* can be used to break or slip free (see Vol. I, p. 7: Attributes, *strength* and *dexterity*). Allies can wrest a victim free if their strength totals at least 60.
- One arm is severed or otherwise rendered useless for every 8 hp damage the monster sustains.
- If four arms are destroyed or morale otherwise fails, the monster will release a massive cloud of ink whilst jetting away at treble movement.

Ogre: see p. 300: Beasts and Monsters: A, *ape, mountain*
Ogre-faced Spider, Giant: see p. 397: Beasts and Monsters: S, *spider, giant*
Old One: see p. 341: Beasts and Monsters: E, *elder thing*



OON (Ghost-Man)	
No. Encountered:	1d3 (3d8×10)
Alignment:	Neutral
Size:	M
Movement:	40
Dexterity:	9
Armour Class:	9
Hit Dice:	1
Attack Rate:	1/1 (weapon)
Damage:	(per weapon)
Saving Throw:	16
Morale:	12
Experience Points:	10*
Treasure Class:	J

* Refer to p. 294: TABLE 122 for classed individuals.

The oon are a subterranean race of enthralled humans, servants of the otherworldly **mi-go**. They are extremely pale of skin (to the point of transparency), with grey, sunken eyes and straight, black tresses (but lacking facial or bodily hair). Discerning the differences betwixt two oon is difficult—even the males and females resemble one another uncannily. Through an alien form of synthetic fertilization, they are reproduced genetically in subterranean laboratories and raised outside the womb with no maternal connexion. The oon speak their own language, Oonat; rare exceptions speak the Common tongue as well.

Throughout their lives, oon are fed an addictive concoction (laced in their food and drink) that suppresses sexuality, hormonal development, ambition, and individuality. Thus the oon are rendered perfect slaves, of unquestioning obedience to their alien masters. If oon are denied this elixir for more than two weeks, they initially will go mad, but at length will begin to develop hormonally: Females swell of hip and breast; males grow facial hair, and their voices deepen.

Lessons are begun at an early age, and the mi-go will assign oon to appointments that suit their natural talents. Some oon are tasked as bounty hunters or assassins, venturing to the surface to effect outcomes desired by the mi-go; these are amongst the few oon with knowledge of upper-world tongues. These trusted slaves usually are sent in threes, garbed in long, black cloaks and tall, broad-brimmed hats that conceal their ghostly features. They will assassinate, abduct, or infiltrate as ordered; if captured, an oon will commit suicide by rupturing a false tooth that releases a disintegration toxin. As the oon abhor light, surface venturers are seen only at night.

Special:

- *Infrared vision* (as the spell) to 120-foot range.
- –2 attack penalty when exposed to bright light.
- NPC oon are typically assassins or scouts, to be developed by the referee. PC oon might be freed slaves whose skin and eyes slowly will adjust to sunlight (negating their special abilities). All such oon use the hit die type appropriate to their chosen class.

ORC (Dæmon-Pict)	Orc	Lieutenant
No. Encountered:	1d6 (1d8×10 or 5d10×10)	1:10
Alignment:	Lawful Evil	Lawful Evil
Size:	M	M
Movement:	40	40
Dexterity:	10	10
Armour Class:	6	6
Hit Dice:	1	2
Attack Rate:	1/1 (weapon)	1/1 (weapon)
Damage:	(per weapon)	(per weapon +1)
Saving Throw:	16	16
Morale:	8	8
Experience Points:	10*	20
Treasure Class:	L; C, O, Q (×10), S	L (×2)
	Captain	Chieftain
No. Encountered:	1:20	1:30
Alignment:	Lawful Evil	Lawful Evil
Size:	M	M
Movement:	40	40
Dexterity:	11	12
Armour Class:	6	6
Hit Dice:	3	5
Attack Rate:	3/2 (weapon)	3/2 (weapon)
Damage:	(per weapon +1)	(per weapon +2)
Saving Throw:	15	14
Morale:	8	9
Experience Points:	35	150
Treasure Class:	M	M (×3)

* Refer to p. 294: TABLE 122 for classed individuals.



These despicable humanoids are the unhallowed progeny of **babi-ngepet** ("swine dæmons") and an abominable tribe of half-blood Picts. They are stocky, short-legged, thick-boned, and heavily muscled, but their features are horribly disfigured and oft porcine, with pronounced lower canine teeth. In the wilderness they are largely nocturnal, but in subterranean lairs not necessarily so.

Orcs are temperamental and prone to infighting, but under a strong leader they are capable of exceptional obedience. They are a violent species, killing for pleasure, and they relish in torturing and burning their victims; too, they are notorious slavers. Orcs are intelligent enough to manufacture weapons and armour and perform other feats of simple engineering, but their craftsmanship is generally inferior to human standards; hence, a suit of orcish plate mail might provide AC 4 instead of AC 3. (Orcs otherwise have natural AC 6 from their thick hides.) Orcs speak their own language (Orcish) and oft a crude form of the Common tongue of man; some can speak a smattering of Pictish.

Hunting parties and patrols usually number 1–6 orcs. Typical tribes comprise 10–80, and large tribes might total 50–500 orcs; in the City-State of Orcust, orcs number in the thousands. There will be **1 lieutenant** for every 10 orcs, **1 captain** for every 20 orcs, and **1 chieftain** for every 30 orcs. Chieftains are seven-foot-tall humanoids, intelligent and cruel.

Special (all):

- *Infrared vision* (as the spell) to 60-foot range.
- –1 attack penalty when exposed to bright light.
- Tribes of 100+ orcs have a 2-in-6 chance to include a **shaman**, who can advance as high as 5th level; for each level beyond 1st, they add 1 hit die (d8) to their base 1 HD.

Special (chieftains):

- *Weapon mastery* in one or two weapons (+1 to attack and damage rolls, increased attack rate, etc.; see Vol. I, p. 112: Weapon Skill, *weapon mastery*).

Orca: see p. 411: Beasts and Monsters: W, *whale*

OTYUGH	
No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	7
Armour Class:	3
Hit Dice:	7
Attack Rate:	3/1 (lash / lash / bite)
Damage:	1d8 / 1d8 / 1d10
Saving Throw:	13
Morale:	8
Experience Points:	810
Treasure Class:	—

The body of an otyugh is somewhat round and of six-foot diameter, from which three pillar-like legs emerge, the feet of which are round and padded like those of an elephant. Radiating from the top of the body are three appendages: two tentacles of from six- to eight-foot length and one central sensory organ of five-foot length. The former are lined with sharp talons for rending flesh, the latter with a dozen eyes and hundreds of tubular bristles that sense offal, carrion, and waste from hundreds of yards away. At the front of the beast gapes a sucker-like maw lined with three rows of fangs.

These appalling monsters dwell in lairs subterranean. Otyughs are notorious dungeon dwellers, feeding on the dung of other monsters, though they take particular delight in devouring the raw flesh of men. They almost always lurk alone and are believed to be asexual.

Special:

- Bite transmits terminal disease unless *death* (poison) save is made. The infection is similar to typhus, marked by the eruption of a purple rash within 1d4 days, followed by headaches, fever, and delirium. Strength and constitution each are reduced by 1d6 points whilst disease persists. The victim dies when CN reaches 0, or after 2d6 weeks in any event.

Owl: see p. 297: Beasts and Monsters: A, *animal, small*

OWL BEAR

No. Encountered:	1 (1d4+1)
Alignment:	Neutral
Size:	L
Movement:	40
Dexterity:	10
Armour Class:	5
Hit Dice:	5
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d6 / 1d6 / 2d6
Saving Throw:	14
Morale:	10
Experience Points:	200
Treasure Class:	C

This enormous, ursine beast has the head of a giant owl, the body of an upright bear, and large, homarine claws. Owl bears typically stand 8–10 feet tall and weigh as much as 1,700 pounds. The progeny of sorcerous experimentation, these unnatural, egg-bearing creatures are extremely aggressive and may be found in hills, woodlands, or cave lairs. Typically they are encountered singly (rogue males) or in small family groups. Often they will emit terrible shrieks whilst attacking.

Special:

- ✶ If owl bear hits same victim with both claw attacks, it hugs for 2d4 hp damage.



OX, MUSK

No. Encountered:	2d10×10
Alignment:	Neutral
Size:	L
Movement:	30
Dexterity:	7
Armour Class:	7
Hit Dice:	3
Attack Rate:	1/1 (gore)
Damage:	1d6
Saving Throw:	15
Morale:	5
Experience Points:	35
Treasure Class:	—

This is a large, furry, wild ox that roams arctic plains. Its long, shaggy coat and soft undercoat provide warmth in the coldest regions, and its great hooves are used to scrape and clear away ice so as to access the grass underneath. Bulls stand five feet at the shoulder and weigh as much as 800 pounds; cows are smaller. Bulls have prominent horns that they use to fight one another or make ostentatious mating displays. Rarely are musk oxen encountered in small numbers; typically they roam in large herds. When predators are inescapable, the oxen will form defensive circles, protecting their young and ready to gore with their horns if approached.

BEASTS and MONSTERS: P

PEGASUS

No. Encountered:	1 (1d6)
Alignment:	Chaotic Good
Size:	L
Movement:	80 (fly 120)
Dexterity:	15
Armour Class:	6
Hit Dice:	3+3
Attack Rate:	2/1 (hoof / hoof)
Damage:	1d6 / 1d6
Saving Throw:	15
Morale:	9
Experience Points:	90
Treasure Class:	—

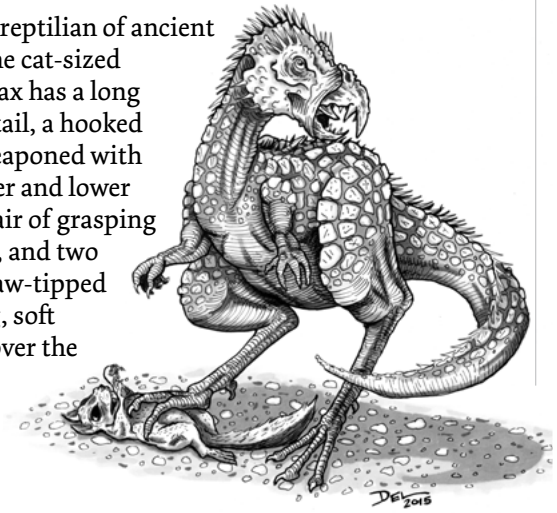
This is the wild and pure-hearted beast of legendry, the winged horse. Originally birthed from the spilled blood of a beheaded **gorgon** (*Medusa*), these bashful creatures typically avoid contact. Pegasuses are wise,

compassionate creatures scarcely found in the cruel reaches of Hyperborea. They cannot be tamed by mortal men, and nearly all attempts have been met by disaster—the exceptions being veteran paladins pure of heart who quest for the beasts as sacred mounts (and the rarer still cataphract deemed worthy by the pegasus).



PEGOMASTAX

No. Encountered:	1 (1d6)
Alignment:	Neutral
Size:	S
Movement:	50
Dexterity:	12
Armour Class:	6
Hit Dice:	½
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1 / 1 / 1d3
Saving Throw:	17
Morale:	5
Experience Points:	7
Treasure Class:	—



A bipedal reptilian of ancient origins, the cat-sized pegomastax has a long neck and tail, a hooked beak beweaponed with large upper and lower tusks, a pair of grasping forelimbs, and two strong, claw-tipped legs. Long, soft bristles cover the rear of its mottled brown head and back.

The pegomastax inhabits arid regions such as Diamond Desert, where it feeds on tough leaves and other vegetation. Like **archæopteryges**, some are trained as familiars by magicians and witches.

Special:

- ✶ If both claw attacks hit one opponent, it uses its rear claws to rend, each causing 1d2 hp additional damage.

Phase Spider, Giant: see p. 397: Beasts and Monsters: S, *spider, giant*

PHOONGH

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	60
Dexterity:	17
Armour Class:	−1
Hit Dice:	9+3
Attack Rate:	2/1 (slash / slash)
Damage:	2d4+4 / 2d4+4
Saving Throw:	10
Morale:	9
Experience Points:	1,450
Treasure Class:	M, N, Q

The phoongh are pale grey, nine-foot-tall insectan creatures of otherworldly origin. They present as weird, bipedal grasshoppers (vaguely humanoid) that typically garb themselves in dark, ceremonial vestments; they oft wear broad hats and drape their shoulders with long cloaks. How the phoongh reproduce or whether in the depths of Underborea they gather in numbers is unknown and the subject of wild speculation amongst the learned and the mad, but all reports from the surface relate encounters with solitary phoongh.

The phoongh are creatures of mad craft and bizarre caprice, and they pursue their inscrutable errands in lonely places, attracted to ruins, caves, and places of desolation. (The savage Kimmerian steppe riders and Kimmeri-Kelts of the Fields of Vol claim they can smell the phoongh and know where one has lingered.) Their motivations are obscure, but their deadliness is obvious. Phoongh kill out of whim, entertainment, or simple reflex, and they oft play pointless tricks on the unsuspecting before they attack.

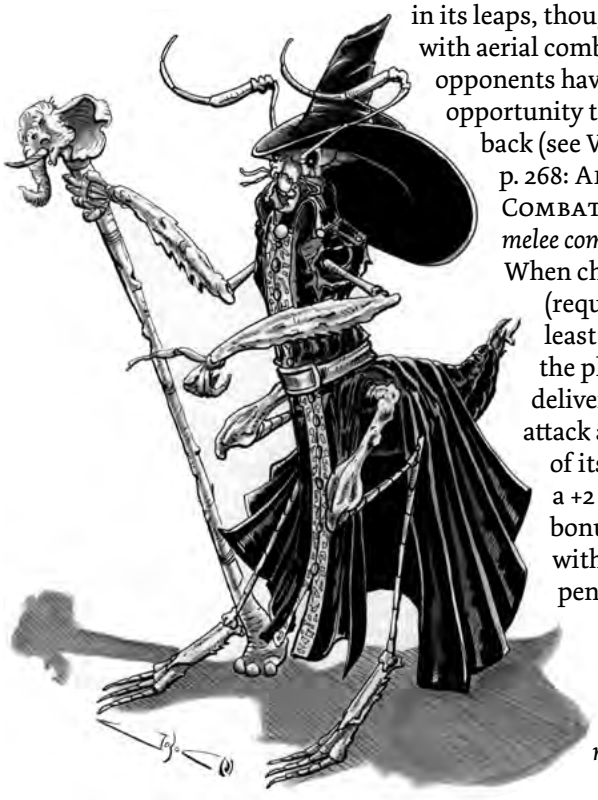
Phoongh are strong and agile creatures. They possess tough carapaces, and the brachial plates of their upper limbs seem to be a source of pride; they will burnish and file them. In combat they can attack savagely, oft leaping madly as they fight, dancing amongst their enemies; indeed, the best time to encounter a phoongh

is when other enemies are nearby, for the phoongh do not discriminate amongst targets.

A phoongh will continue to live even when reduced to –10 hit points or fewer. Fire, acid, or complete destruction of the head is necessary to kill one, though a dismembered phoongh slowly will desiccate and die over the course of several days. A phoongh that is not dismembered eventually will regenerate if left for dead—yet these bizarre creatures have been known simply to stop fighting and allow themselves to be cut down. Whether this behaviour fulfils some inner drive or completes another step in the plans of some nameless god is unknowable, but the wise do not rely on such an event.

Special:

- Once per day can *emanate shadows* in a three-foot radius. Within the shadows they can *hide* at 10-in-12 chance of success (see Vol. I, p. 21: Classes, *thief*). Any target that passes within 10 feet of a successfully *hidden* phoongh is subject to a single surprize *backstab* attack at a +4 bonus and ×4 base damage (i.e., 8d4+4 hp damage).
- Even when not using their *emanate shadows* ability, phoongh are natural hide-and-strike predators; chance to surprize opponents increased by 2-in-6.
- A phoongh can leap 30 feet from a standing start (counted as part of its normal movement), leaping once or twice per round (once per phase) or four times if charging (see Vol. III, p. 254: Combat Actions, *movement*); note that these leaps need not be in a straight line. If not charging, the phoongh can make its two attacks at any points in its leaps, though (as with aerial combat) its opponents have the opportunity to strike back (see Vol. III, p. 268: Aerial Combat, *aerial melee combat*). When charging (requiring at least two leaps), the phoongh delivers a single attack at the end of its charge at a +2 damage bonus, though with a –1 AC penalty (see Vol. III, p. 249: Combat Actions, *melee*).



Pinophytal Horror: see p. 406: Beasts and Monsters: T, *tree-man crawler*

Pony: see p. 357: Beasts and Monsters: H, *horse*

PTERODACTYL

No. Encountered:	1 (5d6)
Alignment:	Neutral
Size:	L
Movement:	10 (fly 80)
Dexterity:	15
Armour Class:	6
Hit Dice:	3+3
Attack Rate:	1/1 (bite)
Damage:	2d4
Saving Throw:	15
Morale:	7
Experience Points:	90
Treasure Class:	–

These pterosaurs have long, slender heads and necks, with short tails. Their bat-like, membranous wings span 20–30 feet, and their beaks are lined with sharp teeth. Hyperborean pterodactyls are thick with downy feathers, which can range from white to grey to dun.

Pterodactyls are agile and skilled fliers and will swarm to prey, though they are not averse to scavenging. These beasts typically build their eyries near active volcanoes and also at the Rim of the World, where volcanic islands present a more hospitable climate. Rare are the pterodactyls seen above the cold wastes of mainland Hyperborea, but they will hunt the forests, grasslands, and swamps.



Puma: see p. 362: Beasts and Monsters: L, *lion*
Purple Spider of Leng: see p. 397: Beasts and Monsters: S, *spider, giant*
Purple Worm: see p. 414: Beasts and Monsters: W, *worm, purple*
Pyro-Hydra: see p. 358: Beasts and Monsters: H, *hydra*
Python: see p. 393: Beasts and Monsters: S, *snake*
Python, Giant: see p. 394: Beasts and Monsters: S, *snake, giant*

BEASTS and MONSTERS: R

RAT	Rat	Giant Rat
No. Encountered:	2d10 (5d10)	3d6 (3d10)
Alignment:	Neutral	Neutral
Size:	S	S
Movement:	30 (swim 20)	40 (swim 20)
Dexterity:	16	8
Armour Class:	9	7
Hit Dice:	¼	½
Attack Rate:	1/1 (bite)	1/1 (bite)
Damage:	1	1d4
Saving Throw:	17	17
Morale:	5	8
Experience Points:	7	9
Treasure Class:	–	C

A **rat** is a largish rodent with a pointed snout and a long, hairless tail. Two varieties are extant in Hyperborea: one with brown fur, the other black. Rats are from one to two feet long (plus tail), are aggressive when hungry, and will attack men if desperate. A **giant rat** measures about three feet long (plus tail) and weighs as much as 60 pounds. These vermin are ofter found in dungeons, though they might plague cities.

Special:

- ✶ 1-in-6 chance to infect victim with disease upon successful hit, unless *death* (poison) save is made. If save fails, victim either dies in 1d6 days after suffering fevers and delusion, or is bedridden for a month with pain and fever. Roll a d6: On a score of 1–2 (**rats**) or 1–3 (**giant rats**), the disease is terminal; otherwise the non-deadly strain is contracted.

Rat-Man: see p. 365: Beasts and Monsters: L, *lycanthrope*
Rattlesnake: see p. 393: Beasts and Monsters: S, *snake*
Raven: see p. 297: Beasts and Monsters: A, *animal, small (bird)*
Red Deer: see p. 338: Beasts and Monsters: D, *deer*
Reindeer: see p. 338: Beasts and Monsters: D, *deer*



REMORHAZ	
No. Encountered:	1 (1d2)
Alignment:	Neutral
Size:	L
Movement:	40
Dexterity:	17
Armour Class:	0
Hit Dice:	10
Attack Rate:	1/1 (bite)
Damage:	5d6
Saving Throw:	12
Morale:	11
Experience Points:	2,650
Treasure:	F

The remorhaz are reputed to be the progeny of Yikkorth, "The Ashen Worm". Their ridged scales are ice blue in colour, with pale blue spine ridges and putrid yellow underbellies. Some remorhaz are reported to present with fuzzy white wool bristling from their scales during the long Hyperborean winter years.

A typical remorhaz ranges from 25 to 40 feet in length. Most have eight pairs of stout, clawed legs, though longer specimens have as many as twelve pairs. The front third of the monster's body is legless; this portion can rear up like a cobra and unfold large, wing-like frills that surround its frightening head, remarkable for large, bulbous eyes of black and a gaping, fang-toothed maw.

These serpentine monsters dwell in the vast tundra of Hyperborea, where they feed on bears, deer, giant elk, lions, mammoths, and other animals—not excluding men, of course. The remorhaz is an aggressive creature, solitary and territorial, though infrequently encountered in mating pairs. Often these mates will make their lair in an icy cave, where the female will lay a single, brown-spotted blue egg valued at 5,000 gp.

Special:

- *Infrared vision* (as the spell) to 240-foot range.
- 7-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Once per day can emit a trilling song that charms all within 60 feet who hear it, unless *sorcery* saves are made; the saves are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Charmed individuals stand dumbly, allowing the remorhaz to swallow whole a single target, but this attack effectively breaks the spell for any other charmed victims.
- When incited, the spine ridge becomes white-hot; any non-magical weapon striking the remorhaz has a 3-in-6 chance to melt immediately. Touching the spine ridge causes 3d10 hp damage.
- On a natural 20 attack roll, a Small or Medium victim is swallowed whole, the heat inside the beast causing immediate death; note that this action effectively ends the trilling of a remorhaz (see above).



RHINOCEROS, WOOLLY

No. Encountered:	1 (3d4)
Alignment:	Neutral
Size:	L
Movement:	40
Dexterity:	6
Armour Class:	3
Hit Dice:	10
Attack Rate:	2/1 (gore / trample)
Damage:	2d8 / 4d6
Saving Throw:	12
Morale:	10
Experience Points:	1,300
Treasure Class:	–

These massive animals grow to 15 feet long and 8 feet at the shoulder, weighing as much as 7,500 pounds. Their enormous heads are adorned with pairs of massive horns that project from the anterior of their skulls. Woolly rhinoceroses are covered with plates, whence grows dense, shaggy fur (usually white). They thrive in the least hospitable of Hyperborean climates, using their massive horns to dig out vegetation from under the snow and ice. Woolly rhinos are temperamental and aggressive; when they see men, they charge to kill, for they are savvy to his spears and arrows.

Special:

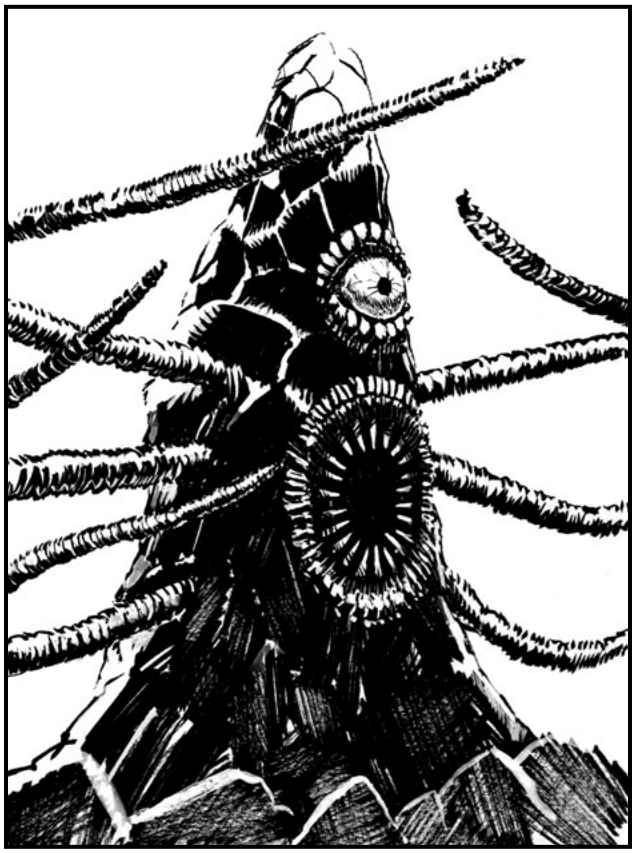
- Initial attack is charging gore and trample, so long as rhino has at least 50-foot running start. It can trample from one to four enemies (assuming each is within five feet of one another), whilst goring one with its horn. Charging gore inflicts double damage dice; trample damage is standard.

Riding Horse: see p. 357: Beasts and Monsters: H, *horse*

ROPER

No. Encountered:	1d2
Alignment:	Chaotic Evil
Size:	L
Movement:	10
Dexterity:	11
Armour Class:	0
Hit Dice:	10
Attack Rate:	6/1 (lash ×6)
Damage:	–
Saving Throw:	12
Morale:	9
Experience Points:	2,500
Treasure Class:	Q, R

These sinuous, pale-yellow monsters are shaped like tapered pillars, up to nine feet tall and three feet in diameter, with four-foot-diameter bases. Radiating from their bodies are six sticky tentacles of five-foot length, though capable of stretching to 50 feet. Ropers strictly dwell in lairs subterranean where they prey upon most animals, including men. Often they hide in limestone caverns, able to hang like stalactites or protrude like stalagmites. From such a concealed position, a roper will extend its ropy tentacles (which are coated in a poisonous secretion) and draw prey to its fang-toothed, circular maw, above which stares its single, cyclopean eye. *N.B.:* A roper oft holds gems in its gizzard; hence treasure class Q, if scored, will be within the beast, not about its lair.



Special:

- ✶ Chance to surprize increased by 1-in-6.
- ✶ 13-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- ✶ Immune to electrical attacks; sustains ½ damage from cold, though vulnerable to fire (–4 on saves).
- ✶ A tentacle hit causes no damage, but secretion requires *death* (poison) save or victim is weakened, losing 1d4 points of strength for 1d6 turns. Victims ensnared by at least two tentacles are dragged at 10 MV to the maw of the monster, which then bites one victim per round for 5d4 hp damage. Escaping the roper's grasp requires an *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*), success indicating the tentacle is broken; alternatively, one may sever a tentacle with a blade, but it must suffer 8 hp damage to break. A held victim is at a disadvantage, suffering a –4 penalty to attack rolls.
- ✶ For every 8 hp damage sustained, the roper loses the function of one tentacle.

Russet Mould: see p. 398: Beasts and Monsters: S, *spore-man*

RUST MONSTER

No. Encountered:	1 (1d4)
Alignment:	Neutral
Size:	M
Movement:	40
Dexterity:	12
Armour Class:	2
Hit Dice:	5
Attack Rate:	1/1 (antennæ)
Damage:	–
Saving Throw:	14
Morale:	7
Experience Points:	175
Treasure Class:	Q (×10)

These large, armadillo-like creatures consume rust, which they cause by way of rapid, magically induced oxidization. The creatures average from three to four feet in length and weigh as much as 165 pounds. They each have a pair of long antennæ that radiate up to three feet from their heads; these "feelers" seek out iron



or steel, which they infect with rust on contact. Rust monsters then attempt to consume that which they rust. If attacked, they defend themselves by ramming their heavy plated bodies against their opponents (i.e., an *overbear* attack; see Vol. III, p. 248: Combat Actions, *melee*), but they much prefer to steal away with their provender when possible.

Special:

- ✶ When contact with metal is made, rust effect is immediate. Metal armour and weapons are at once oxidized to complete disrepair. Magical armour and weapons have a 1-in-6 chance per "plus" to not be affected; e.g., a **+2 short sword** has a 2-in-6 chance to resist the effect. Such magic items are not rusted immediately if the check fails; rather they lose one "plus" per successful hit that is not resisted.

BEASTS and MONSTERS: S

Sabre-Tooth: see p. 403: Beasts and Monsters: T, *tiger*
Sailback Treant: see p. 406: Beasts and Monsters: T, *tree-man crawler*

SALAMANDER	Fire Salamander	Ice Salamander
No. Encountered:	1d6	1d4
Alignment:	Chaotic Evil	Neutral
Size:	L	L
Movement:	40	40
Dexterity:	11	11
Armour Class:	2	3
Hit Dice:	8	9
Attack Rate:	3/1 (claw / claw / bite)	5/1 (claw ×4 / bite)
Damage:	1d6 / 1d6 / 2d6	1d6 (×4) / 2d6
Saving Throw:	13	12
Morale:	8	8
Experience Points:	840	1,100
Treasure Class:	F	F

The **fire salamander** is a terrestrial species of **fire elemental**, serpentine in form (though four-legged), with the head and limbs of a lizard. The beast is as long as 15 feet and has bright red scales banded orange, black, and yellow. Fire salamanders typically dwell near volcanoes, though sometimes too in deserts. They are semi-intelligent, malicious creatures, capable of great cruelty, and they attack **ice salamanders** on sight.

The **ice salamander** is a terrestrial species of **water elemental**, serpentine in form (though six-legged), with the head and limbs of a lizard. The beast is as long as 18 feet and has bright blue scales banded yellow and white. Ice salamanders typically dwell in glaciated regions, carving their lairs out from ice. When they fight they rear up on their hind legs to attack with four claws and one bite. Ice salamanders are semi-intelligent, and they attack **fire salamanders** on sight.

Special (fire salamander):

- ✶ Immune to fire.
- ✶ Emits intense heat; any creature within 20 feet suffers 1d8 hp damage per round.

Special (ice salamander):

- ✶ Immune to cold.
- ✶ Emits intense cold; any creature within 20 feet suffers 1d8 hp damage per round.

Satyr: see p. 368: Beasts and Monsters: M, *man of Leng*

SCORPIOID of XIN	
No. Encountered:	1d4 (5d8)
Alignment:	Chaotic Evil
Size:	L
Movement:	50
Dexterity:	16
Armour Class:	4
Hit Dice:	5
Attack Rate:	5/1 (blade / blade / pincer / pincer / sting)
Damage:	1d8 / 1d8 / 1d4 / 1d4 / 1d6
Saving Throw:	14
Morale:	9
Experience Points:	350*
Treasure Class:	N (females); F, I

* Refer to p. 294: Table 122 for classed individuals.

Scorpioids are giant scorpions with humanoid—almost human—foreparts, standing from eight to nine feet tall. Their torsos mostly are covered in hard, black chitin. They inhabit the plateau of Xin and are associated with the deity Aurorus. How they serve this god of Chaos is unknown, but haunted-looking travellers have told of witnessing their inhuman rites and revels on nights when auroræ light the sky above Xin.

Scorpioids are known to employ arms that they hone from the pincers of their fallen kin. These black chitinous blades are sharpened to scimitar-like weapons. They also attack with their terrible pincers and deadly tail stingers, a veritable onslaught of attacks for the unprepared.

The mystic and recondite scorpioid society is matriarchal. Female scorpioids choose their mates for their strength and ferocity. Shortly after an agonizing and nigh interminable mating ritual, the male scarcely can avoid cannibalization by the dominant female. Once a brood is born (typically consisting of six young), the offspring will cling to their mother's body for weeks.

Scorpioids have their own language of clicks, keens, and whistles, and numerous meaningful components of this language lie outside the realm of human senses. Scorpioid females also are likely to speak any of the Hellenic or Thracian dialects of Hyperborea and/or the Common tongue, but their complex maxillofacial architecture and the resonant chambers within their chitin do not impart inflexion to human words.

Outside of Xin, scorpioids scarcely are observed except in subterranean mazes or perhaps the spiral towers of Khromarium's "Old City", where they are said to seek sacred mysteries; they possibly may make use of adventurers to further their clandestine schemes. In extremely rare cases, atypical scorpioids of Xin have been known to tolerate and even impart their secrets to human monks. These scorpioids are reputed to be monks themselves, some adopting the Neutral alignment.

Special:

- Immune to the fear effect and killing wail of **banshees**; in fact, scorpioid lairs oft are found near the haunted zone of a banshee.
- When sorcerous *ultraviolet vision* is in effect, a scorpioid takes on a phosphorescent glow; all attacks against it are at a +1 attack bonus.
- If both pincers hit, stinger attack is made at a +2 bonus on the attack roll.
- Stinger delivers deadly venom unless *death* (poison) save is made, causing immediate loss of speech, paralysis 1 round later, and death in 2d4 rounds. Female scorpioids can lessen the concentration of their venom; in such cases, a failed save results in deathlike catalepsy for 2d6 turns.
- Some scorpioids adopt the monk class. They can advance to 9th level; for each level beyond 5th, they add 1 hit die (d8) to their base 5 HD.



SCORPION, GIANT

No. Encountered:	1d6
Alignment:	Neutral
Size:	L
Movement:	50
Dexterity:	17
Armour Class:	2
Hit Dice:	4
Attack Rate:	3/1 (pincer / pincer / sting)
Damage:	1d6 / 1d6 / 1d4
Saving Throw:	15
Morale:	7
Experience Points:	180
Treasure Class:	D



This arachnidan monstrosity is about 10 feet long (including tail), with massive pincers, four pairs of taloned legs, and a great metasoma that is barbed with a deadly stinger. These nocturnal creatures are black or yellow in colour and dwell in caves, dungeons, deserts, steppes, and old ruins. The mother giant scorpion bears a dozen live young that cling to her for as long as two weeks.

Special:

- When sorcerous *ultraviolet vision* is in effect, a giant scorpion takes on a phosphorescent glow; all attacks against it are at a +1 attack bonus.
- If both pincers hit, stinger attack is made at a +2 bonus on the attack roll.
- Stinger delivers deadly venom unless *death* (poison) save is made, causing immediate loss of speech, paralysis 1 round later, and death in 2d4 rounds.

SEA SERPENT

No. Encountered:	1 (1d4)
Alignment:	Neutral
Size:	L
Movement:	0 (swim 50)
Dexterity:	8
Armour Class:	5
Hit Dice:	16
Attack Rate:	1/1 (bite)
Damage:	3d12
Saving Throw:	9
Morale:	9
Experience Points:	5,400
Treasure Class:	–

This snakelike leviathan of the sea is up to 100 feet in length and massive. Sea serpents are of shimmering blue-green scales, and their bodies project several spiny fins. They are notorious for taking down small craft, wrapping their bodies around them and capsizing them to devour the men overboard. At other times they will simply lunge and snatch prey from the deck of a vessel. Sea serpents are held to congregate at the Rim of the World where the seas spill eternal.

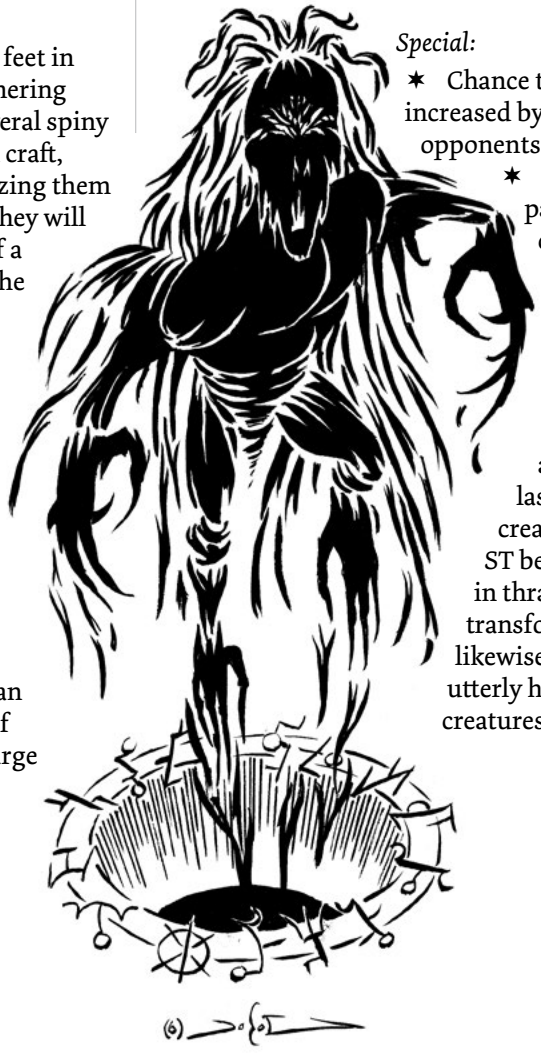
Special:

- Can wrap around a small ship and constrict for 3d4 points of hull damage per round.
- On a natural 19–20 attack roll, the monster swallows whole its victim, inflicting 1d6 hp damage per round thereafter; after 3 rounds, the victim may asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*). Swallowed prey can cut its way out with a WC 1–3 blade, with an attack penalty equal to the weapon class. If 18 hp damage is inflicted from within, a large enough rent is cut for escape.

SHADOW *(Undead Type 4)*

No. Encountered:	1d4
Alignment:	Chaotic Evil
Size:	M
Movement:	30
Dexterity:	10
Armour Class:	7
Hit Dice:	3+2
Attack Rate:	1/1 (touch)
Damage:	1d4
Saving Throw:	15
Morale:	12
Experience Points:	135
Treasure Class:	F

These intelligent, incorporeal undead creatures dwell in the illimitable depths of the Black Gulf, though are known to enter Hyperborea; sometimes they are conjured. They appear as humanoid shadows (such as that which might be cast behind a man under a gibbous moon), though they can alter their shapes. Hateful and malicious, these extra-dimensional creatures enjoy draining men of their vitality, transforming their victims into fellow shadows.



Special:

- Chance to surprize increased by 2-in-6 against most opponents.
- Immune to poison, paralysis, fear, and cold.
- Harmed only by silver or magical weapons.
- Drains 1 point of strength on successful hit, a weakness that lasts 1d6+4 turns. Any creature drained to 0 ST becomes a shadow in thrall to the one that transformed him, and likewise does he become utterly hateful of all corporeal creatures.

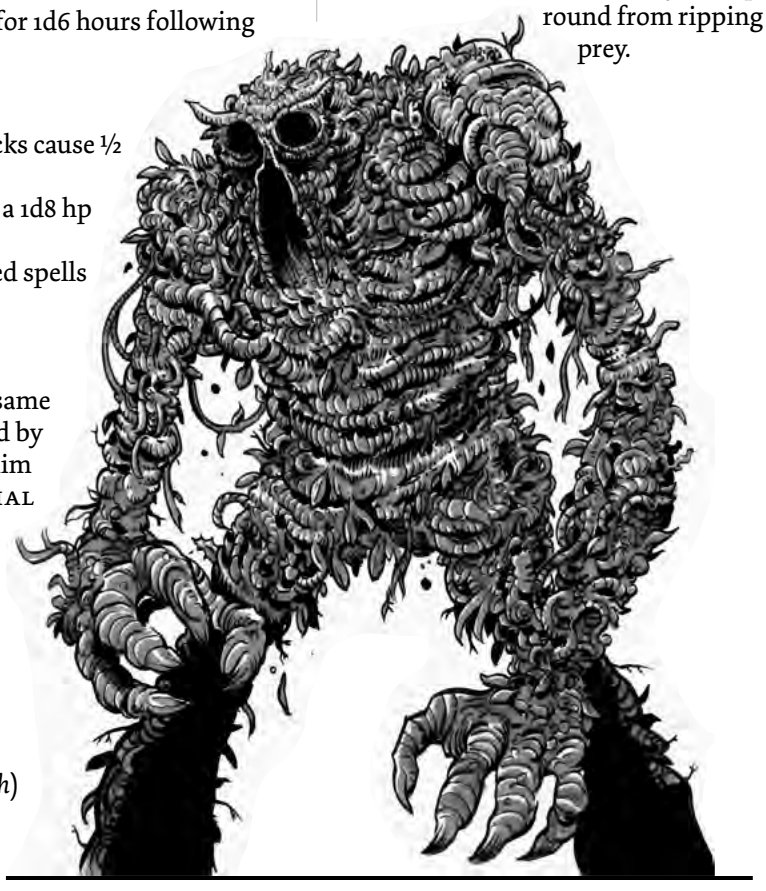
SHAMBLING MOUND

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	5
Armour Class:	0
Hit Dice:	10
Attack Rate:	2/1 (lash / lash)
Damage:	2d8 / 2d8
Saving Throw:	12
Morale:	12
Experience Points:	2,050
Treasure Class:	B, T, X

These slimy, 8- to 10-foot-tall, vaguely humanoid monsters appear to be composed of sopping wet, rotting vegetable matter bound by pale roots and thick, gnarly tendrils. Shambling mounds dwell in swamps, marshes, subterranean caverns, or other places where moisture is abundant. They are omnivores with insatiable appetites for organic matter (plant or animal), and they fearlessly attack with their ropy arms, latching on to prey. Shambling mounds are possessed of primitive intelligence; their brains are phosphorescent masses of green fibres located in their midsections, which upon removal can be used as light sources (10-foot radius) for 1d6 hours following extraction.

Special:

- ✶ Immune to fire; cold attacks cause ½ damage.
- ✶ Electrical attacks provide a 1d8 hp boost.
- ✶ Vulnerable to plant-related spells (saves at –2 penalty).
- ✶ Weapon attacks inflict ½ damage.
- ✶ If both attacks strike the same target, victim is entangled by roots that will suffocate him (see Vol. III, p. 263: Special Damage, *asphyxia*). The shambling mound will attempt simply to walk away with such a victim in its grasp, refusing to release unless killed. An *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*) allows one to break free.



SHARK, GREAT WHITE

No. Encountered:	1 (2d6)
Alignment:	Neutral
Size:	L
Movement:	0 (swim 60)
Dexterity:	14
Armour Class:	4
Hit Dice:	6
Attack Rate:	1/1 (bite)
Damage:	4d8
Saving Throw:	14
Morale:	8
Experience Points:	300
Treasure Class:	—

Several small, inoffensive shark species (such as the dogfish) are found in Hyperborea, but the largest and deadliest is the great white. These carnivorous killers are identified by their prominent dorsal fins. The great white shark has established itself as one of the top predators of the sea, thriving in the cool waters. Great whites have been reported to achieve lengths of up to 30 feet and will attack vessels of any size, tearing to shreds the thickest hulls.

Special:

- ✶ Successful hit followed by 2d8 hp damage per round from ripping and shaking prey.

SHOGGOTH (Formless One)	
No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	50 (swim 60)
Dexterity:	16
Armour Class:	5
Hit Dice:	12
Attack Rate:	1/1 (pummel)
Damage:	6d6
Saving Throw:	11
Morale:	12
Experience Points:	2,900
Treasure Class:	—

Shoggoths present as gargantuan, amorphous creatures of fœtid black iridescence. These shapeless beings bubble with disgusting pustules of greenish light from which a multitude of temporary "eyes" glisten. They move with great plasticity, rolling, oozing, and slithering their enormous bulk (as large as 25 × 25 × 25 feet of protoplasmic matter) as fluidly as a python. They thrive on land as well as in the deepest ocean depths.

In epochs past these unhallowed beasts were created by the **elder things**, genetically engineered to serve as a slave race that could perform multitudinous tasks. For untold ages their wicked, otherworldly masters believed the shoggoths were bereft of individuality, even after they had been evolved to perform the most intricate and complex of enterprises. Alas, the shoggoths rebelled against their masters, and wars raged betwixt them for untold ages, over land, sea, and even the cold blackness of space. At length both races were nearly extinct, and surviving specimens regressed to utter savagery.

Special:

- ✶ Immune to cold.
- ✶ When shoggoth is struck by weapons or lightning, a smaller one is created (e.g., a 4-HD shoggoth that deals 2d6 hp damage), whilst the main body quickly regenerates, its capacities not reduced.
- ✶ Harmed only by fire; other spells may adversely affect it, but those that are not fire-related and that normally inflict physical harm merely will split the creature in twain as noted above.
- ✶ Corrodes leather on contact and metal in 2d4 rounds (including weapons and armour, though magical metal survives 1 extra round per "plus").
- ✶ Enzyme release allows it to heat and transform stone or earth into a tarry, quicksand-like substance within which it can hide or retreat.



Shrieker Fungus: see p. 346: Beasts and Monsters: F, *fungus*

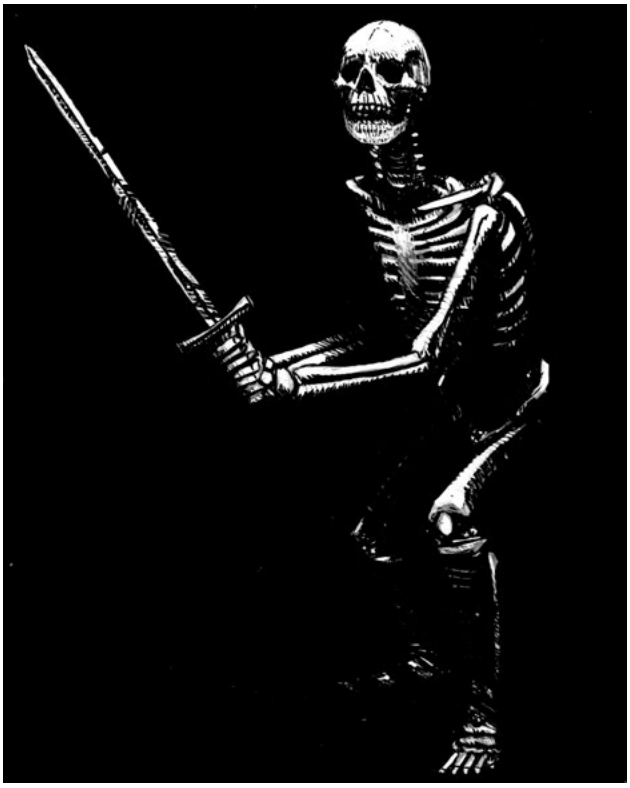
SKELETON	Skeleton *(Undead Type 1)*	Large Skeleton *(Undead Type 2)*	Giant Skeleton *(Undead Type 3)*
No. Encountered:	2d4 (10d20)	1d6	1d4
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil
Size:	M	L	L
Movement:	30	30	40
Dexterity:	11	9	7
Armour Class:	7	6	5
Hit Dice:	1	3	6
Attack Rate:	1/1 (claw or weapon)	1/1 (claw or weapon)	1/1 (claw or weapon)
Damage:	1d6 (or per weapon)	2d6	4d6
Saving Throw:	16	15	14
Morale:	12	12	12
Experience Points:	16	47	380
Treasure Class:	Q	Q (×2)	Q (×4)

Animated and conjured to service by the baleful sorcery of magicians, clerics, and the like, these are the bones of men or humanoids, undead creatures typically found in crypts, dungeons, and other forsaken locales. Often they are charged with guardianship of a person, place, or thing, and they can wield weapons and shields. As

undead they can be harmed by holy oil / water. They also can be *turned* by clerics and the like, but otherwise they fight until destroyed. **Large skeletons** are the animate bones of **albino apes**, **carnivorous apes**, **mountain apes**, or **minotaurs**; **giant skeletons** are the animate forms of **fire giants**, **frost giants**, or **hill giants**.

Special:

- ✶ Shield-bearing skeletons are common; they gain +1 AC.
- ✶ Immune to poison, paralysis, fear, and cold.
- ✶ Edged and piercing weapons cause ½ damage against them (damage dice halved, with bonuses added afterwards), but blunt weapons inflict normal damage.



SLITHERING SLIME

No. Encountered:	1d2
Alignment:	Neutral
Size:	S
Movement:	30
Dexterity:	7
Armour Class:	5
Hit Dice:	5
Attack Rate:	1/1 (touch)
Damage:	1d6
Saving Throw:	14
Morale:	9
Experience Points:	300
Treasure Class:	C

This three-inch-thick, three-foot-diameter pool of slime absorbs the fluids of other organisms through protoplasmic fingers on its underside. The slithering slime is a transparent dungeon dweller; often it comes upon its quarry by surprize, paralyzing with its touch and then draining its victim dry. Once it smells prey, it will follow for several hours and wait to attack when the target is asleep, sensitive to breathing patterns. It can squeeze through small openings, under doors, and so forth.

Special:

- ✶ Transparency increased chance to surprize by 2-in-6.
- ✶ Touch paralyzes for 2d6 turns unless *death* save is made. Creature then drains fluids from paralyzed victim at a rate of 1d6 hp per round; typically it is sated after draining 1d20+20 hp.

SLOTH, GROUND (Megatherium)

No. Encountered:	1 (2d4)
Alignment:	Neutral
Size:	L
Movement:	30
Dexterity:	6
Armour Class:	4
Hit Dice:	12
Attack Rate:	2/1 (claw / claw) or 1/1 (tail lash)
Damage:	2d8 / 2d8 or 3d4
Saving Throw:	11
Morale:	7
Experience Points:	1,500
Treasure Class:	–

This enormous herbivore is about 20 feet long, weighing as much as 6,000 pounds. The ground sloth has massive bones, a powerful tail, and coarse, reddish-brown fur. It stands up to nine feet at the shoulder and will rear up on its hind legs to browse trees. Ground sloths walk on the sides of their front feet, owing to their non-retractable claws of one- to two-foot length.

These creatures are considered docile and slow-witted. They will defend themselves, but otherwise ignore potential predators (of which few are known). For instance, if a pair of desperate **sabre-tooths** were to approach a ground sloth, all it would need do is rear up on its hind legs and display its enormity.

Special:

- ✶ Tail lash lifts and propels smaller prey 1d20+20 feet in the air; additional damage is caused upon landing (see Vol. III, p. 263: Damage, *falling damage*).

SLUG, GIANT

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	5
Armour Class:	7
Hit Dice:	12
Attack Rate:	1/1 (bite)
Damage:	1d12
Saving Throw:	11
Morale:	10
Experience Points:	2,300
Treasure Class:	–

In the depths of the subterranean underworld lurk these enormous, slimy molluscs. They can be 30 feet long and 10 feet in diameter, though they can squeeze through openings one-third their size. They are of pale grey colour, with white or yellow underbellies and eye stalks that extend up to five feet.

Giant slugs can burrow through hard-packed earth and chew through wood with their acidic saliva. They are voracious eaters of animal and vegetal material, and they leave slimy, noxious trails in their wake. Giant slugs will pursue prey for several hours if necessary to sate their hunger.

Special:

- ✶ Corrosive acid spit once per round, as missile attack to range of 60. If acid hits, victim must make *death* (poison) save or die at once; even if save succeeds, victim suffers 3d10 hp damage, which includes massive scarring, a 2-in-6 chance of blindness, and consequent armour and equipage ruination (see Vol. III, p. 260: Saving Throw, *item saving throws*).
- ✶ Immune to blunt weapon attacks (e.g., clubs, hammers, maces) unless magical; edged and pointed weapons are effective.

Small Animal: see p. 297: Beasts and Monsters: A, *animal, small*

Smilodon: see p. 403: Beasts and Monsters: T, *tiger*



SNAKE	Asp	Python	Rattlesnake	Spitting Cobra	Viper
No. Encountered:	1 (2d4)	1	1 (2d4)	1 (1d6)	1 (3d10)
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
Size:	S	M	S	S	S
Movement:	40	30 (swim 20)	40	30	40
Dexterity:	10	8	15	15	10
Armour Class:	7	7	6	7	6
Hit Dice:	2	3	2	1	½
Attack Rate:	1/1 (bite)	1/1 (bite)	2/1 (bite / bite)	1/1 (bite)	1/1 (bite)
Damage:	1	1d4	1d2 / 1d2	1	1
Saving Throw:	16	15	16	16	17
Morale:	7	9	7	7	8
Experience Points:	60	101	64	43	27
Treasure Class:	–	–	–	–	–

Several snake species inhabit Hyperborea. The **asp**, **python**, **rattlesnake**, **spitting cobra**, and **viper** are some of the more eminent varieties. They hibernate during the winter years, except perhaps on the warmer outer islands, such as New Amazonia.

The **asp** is a dark, narrow-hooded cobra of from two- to five-foot length. Its venom is quite deadly, a prized toxin for the most notorious of assassins.

The **python** ranges 11–20 feet in length, with scales of alternating colours and patterns (oft spiroid) depending on its native environment (e.g., forests, grasslands, swamps). The python bites, constricts, and then swallows whole its prey.

The **rattlesnake** ranges from four to eight feet in length, with reticulated black, brown, green, red, tan, and/or white scales, oft diamond-patterned. It dwells in deserts or dungeon depths. A rattlesnake's tail has a scaly white rattle that it violently shakes to ward off enemies, though it might not shake its rattle before attacking. Because of its swiftness, the rattlesnake strikes twice per round.

The **spitting cobra** is a five- to six-foot-long, pale grey snake capable of firing a stream of venom. A spitting cobra usually attacks only when startled or threatened, rearing up and releasing a jet of virulent spittle. Spitting cobras also can bite, their venom potentially deadly. They cannot shoot venom and bite in the same round.

The **viper** is a venomous snake of three-foot length, with a broad head and large fangs. Vipers present in various colours, typically yellow, orange, or pink, with dark patterns of brown, green, or black diamond-shaped blotches.

Special (asp):

- Bite injects venom thrice per day. Victim must make *death* (poison) save or die at once; even if save is successful, 3d6 hp damage is sustained (a terrible blood-burning sensation). Site of wound is purple and swollen; may become septic if victim survives (*cure disease* heals).

Special (python):

- *Infrared vision* (as the spell) to 30-foot range.
- Upon successful bite, python constricts prey for 2d4 hp damage per round. Victim can attempt to escape via *extraordinary feat of strength* or *dexterity* (see Vol. I, p. 7: Attributes, *strength* and *dexterity*). Otherwise, allies whose strength totals at least 60 can remove snake in 1d4 rounds.
- Whilst constricting prey, python suffers a –2 AC penalty (AC 9).

Special (rattlesnake):

- *Infrared vision* (as the spell) to 30-foot range.
- Bite injects venom twice per day. Victim must make *death* (poison) save or suffer additional 2d6 hp damage, dying in 1d6 turns. Site of wound is purple and swollen; may become septic if victim survives (*cure disease* heals).

Special (spitting cobra):

- Once per day can spit venom to range of 15, aiming for target's eyes. If venom hits, victim must make *death* (poison) save or be blinded. Only *cure blindness* restores sight. Great helm (typically included with field plate and full plate) blocks venom on 3-in-6 chance.
- Bite injects venom twice per day. Victim must make *death* (poison) save or die in 1d6+6 turns.

Special (viper):

- *Infrared vision* (as the spell) to 30-foot range.
- Bite injects venom once per day. Victim must make *death* (poison) save or suffer additional 1 hp damage per round for 3d4 rounds. Site of wound is purple and swollen; may become septic if victim survives (*cure disease* heals).

SNAKE, GIANT	Giant Asp	Giant Python	Giant Spitting Cobra	Giant Water Snake
No. Encountered:	1 (5d4)	1	1	1
Alignment:	Neutral	Neutral	Neutral	Neutral
Size:	L	L	L	L
Movement:	40	30 (swim 20)	30	30 (swim 40)
Dexterity:	9	8	12	8
Armour Class:	5	6	3	6
Hit Dice:	6	5	8	3
Attack Rate:	1/1 (bite)	1/1 (bite)	1/1 (bite)	1/1 (bite)
Damage:	1d6	1d4	1d6	1d6
Saving Throw:	14	14	13	15
Morale:	9	8	9	6
Experience Points:	500	300	1,080	95
Treasure Class:	–	–	–	–

Snakes of great size inhabit the dark corners of Hyperborea; whether their prodigious length is a natural development or the result of sorcery is a matter of conjecture. Except on some islands at the Rim of the World, these reptiles are less active during the winter years.

The **giant asp** is a dark, narrow-hooded cobra of about 12-foot length. These dungeon-dwelling reptiles are notorious for their deadly venom. In the darkest pits they congregate up to a score, writhing together.

The **giant python** is an enormous snake of from 20- to 40-foot length, with scales of alternating colours and patterns (oft spiroid), depending on its native environment. They will bite and latch on to their prey and then constrict the victim until he ceases to struggle. Many have a taste for man. A pale grey-white species with blue and yellow markings is said to thrive in wintery conditions.

The **giant spitting cobra** is a solitary creature up to 30 feet long and nearly exclusive to dungeon depths. The scales of these monstrous reptiles are hard as iron. They are reputed to possess quasi-intelligence; some sages posit they are former Ixian priests of Yig (Apep) transmogrified.

The **giant water snake** is a huge black reptile of up to 30-foot length that thrives in fresh water or brackish marshes. Water snakes emerge to breathe about once per six hours. Their bite injects slow-acting paralytic venom. Often a snake will retreat after biting a victim and lurk nearby, awaiting the poison to take effect so it then can consume its prey.

Special (giant asp):

- Bite injects venom thrice per day. Victim must make *death* (poison) save or die at once; even if save is successful, 6d6 hp damage is sustained (a terrible blood-burning sensation). Site of wound is purple and swollen; may become septic if victim survives (*cure disease* heals).

Special (giant python):

- *Infrared vision* (as the spell) to 60-foot range.
- Upon successful bite, giant python constricts prey for 2d6 hp damage per round. Victim can attempt to escape via *extraordinary feat of strength* or *dexterity* (see Vol. I, p. 7: Attributes, *strength* and *dexterity*). Otherwise, allies whose strength totals at least 75 can remove snake in 1d4 rounds.
- Whilst constricting prey, giant python suffers a –2 AC penalty (AC 8).

Special (giant spitting cobra):

- Once per day can spit venom to range of 30, aiming for target's eyes. If venom hits, victim must make *death* (poison) save or be blinded. Only *cure blindness* restores sight. Great helm (typically included with field plate and full plate) blocks venom on 3-in-6 chance.
- Bite injects venom thrice per day. Victim must make *death* (poison) save or die in 1d6+6 rounds.

Special (giant water snake):

- Bite injects venom thrice per day. Victim must make *death* (poison) save or become numb-skinned after 1d6 rounds; face muscles also fail to actuate, and speech is garbled. Paralysis takes effect 1d4 turns later and lasts 1d6+6 turns.





Snake-Men Rising

SNAKE-MAN

No. Encountered:	1 (2d12)
Alignment:	Lawful Evil
Size:	M
Movement:	20 (slither 40)
Dexterity:	10
Armour Class:	6
Hit Dice:	2+2
Attack Rate:	1/1 (bite or weapon)
Damage:	1d4 (or per weapon)
Saving Throw:	16
Morale:	9
Experience Points:	107*
Treasure Class:	A, S, T

* Refer to p. 294: TABLE 122 for classed individuals.

Long before man struggled up from the lowly depths of apedom, this semi-anthropoid race of reptiles ruled the continent of Hyperborea. They built vast cities of crystal and stone, and throughout millennia they knew conflict with the **crab-men**, **elder things**, **fish-men**, **Great Race**, and **mi-go**. Whither the snake-men, not even the wisest of sages can say, for their epoch ended long before the rise of the Hyperborean race of Old Earth. They slithered to the bowels of Underborea, like worms of the earth, and for untold ages went unseen. But lo, in the most unhallowed corners of Hyperborea, the hated snake-men have materialized, taking the guise of sages and assuming advisory positions to knights and nobles, kings and overlords.



In their true forms, snake-men have vaguely human bodies, though with snake heads and long tails; too, they are covered in reticulated scales of variable colour. They may ambulate as men do, though with awkward, swaying gaits, but are faster when they drop to their bellies and slither. Snake-men are highly intelligent, and they speak in a sibilant tongue that man cannot duplicate; only with specially concocted potions can snake-men speak the languages of men. They are acclaimed as brilliant scientists, sorcerers, dweomercræfters, and toxicologists. Most snake-men venerate Yig, "The Great Serpent".

Special:

- *Infrared vision* (as the spell) to 60-foot range.
- Can *alter self* at will (as the spell).
- **Snakes** and **giant snakes** obey the will of snake-men without question; thus snake-men oft will have **asps**, **spitting cobras**, or **vipers** in their presence.
- Bite delivers venom; make *death* (poison) save or suffer additional 1d6 hp damage, with paralysis occurring within 1d4 rounds for a duration of 2d6 turns.
- Most snake-men adopt a class; typical examples include magician, illusionist, necromancer, monk, priest, and assassin. They can advance to 11th level; for each level beyond 2nd, they add 1 hit die (d8) to their base 2+2 HD.

Spawn of Kraken: see p. 377: BEASTS AND MONSTERS: O, *octopus, giant*

SPECTRE *(Undead Type 9)*

No. Encountered:	1 (1d4)
Alignment:	Chaotic Evil
Size:	M
Movement:	50 (fly 80)
Dexterity:	11
Armour Class:	2
Hit Dice:	7+4
Attack Rate:	1/1 (touch)
Damage:	1d10
Saving Throw:	13
Morale:	11
Experience Points:	1,080
Treasure Class:	Q (×2), X, Y

These malevolent, incorporeal undead beings are empowered by the negative energy of the Black Gulf. Appearing as ghostly manifestations, spectres haunt unhallowed crypts and tombs and like places of desolation. They despise life almost as much as sunlight, and with their chilling touch they are notorious for sating themselves on the life energies of men.

Special:

- ✶ Spectres are helpless in daylight, unable to attack or defend.
- ✶ Immune to poison, paralysis, fear, and cold.
- ✶ A *raise dead* spell automatically kills a spectre.
- ✶ +1 or better weapon to hit.
- ✶ Touch drains 1d2 levels of experience unless a *death* save is made (see Vol. III, p. 263: Special Damage, *energy drain*). If a man is drained to 0th level, one day later he will become a spectre serving the one who drained him.

The **giant ogre-faced spider** is an eight-foot-long arachnid renowned for its face, which is reminiscent of a **mountain ape**—specifically its disturbingly large eyes, one twice the size of the other. From trees, crags, or abandoned buildings, it hangs by a strand of dry silk, holding its web net with its four front legs. As prey passes below, it stretches open the net, casting it over and enveloping the prey.

The **giant phase spider** is a huge arachnid that appears as a seven-foot-long black tarantula, though it is something more: At will it can shift from one reality to another, "phasing" to and from worlds such as Hyperborea to its *Æthereal* realm of origin. Phase spiders are web builders, constructing sticky vertical or horizontal snares. Multiple phase spiders communicate by means of a haunting whistle, known to raise the hackles of dogs and to inspire skittishness in horses. Sages posit that phase spiders might originate from the same dimension as Kraken, "The Dimensional Dweller".

SPIDER, GIANT	Giant Black Widow	Giant Crab Spider	Giant Ogre-faced Spider	Giant Phase Spider	Giant Trap-door Spider	Giant Wolf Spider
No. Encountered:	1d4	1d4+1	1d6	1d6	1d6	1d6
Alignment:	Neutral	Neutral	Neutral	Chaotic Evil	Neutral	Neutral (or Chaotic Evil)
Size:	M	M	L	L	L	L
Movement:	30	40	30	50	30	50
Dexterity:	12	12	10	14	13	14
Armour Class:	6	7	6	7	6	5
Hit Dice:	3	2	3	5+4	3+2	4
Attack Rate:	1/1 (bite)	1/1 (bite)	1/1 (bite)	1/1 (bite)	1/1 (bite)	1/1 (bite)
Damage:	2d6	1d8	2d4	1d6	1d8	2d6
Saving Throw:	15	16	15	14	15	15
Morale:	7	7	7	8	7	8
Experience Points:	161	32	167	740	105	255
Treasure Class:	A	C	D	E	C	C

The **giant black widow** is a six-foot-long arachnid, black with a red or orange "hourglass" mark on the abdomen. These spiders weave tangled webs of 100 × 100 feet or more. A black widow can sense when a living creature touches its web and at once will move in for the kill. Encountered black widows are always female; males are the size of a man's fist and unaggressive.

The **giant crab spider** is a five-foot-long arachnid that does not use webs to capture prey; rather, it lies in wait and pounces. Crab spiders' bodies are somewhat flat, and (unlike most spiders) their front legs angle outward, giving them the appearance of crabs; too, they can move sidewise and backwards as easily as forwards. Their chameleonic ability allows them to blend with their environs.

N.B.: A variation of this species is said to dwell in the Plain of Leng and the canyons of the Leng Plateau. These are known as the *purple spiders of Leng*, as their black fur is spotted with purple rings. These creatures prey upon Esquimaux, **men of Leng**, and other natives.

The **giant trapdoor spider** is a seven-foot-long arachnid that digs a burrow in the ground, which it covers with a lid or trapdoor built of mud and silk, some folding open from the middle. When prey passes, the spider springs out to attack. Its bite delivers venom that may be deadly. Giant trapdoor spiders' burrows are tubular and can be as long as 75 feet. They are lined with silk webs and may have branches that serve as extra hiding places; inside the burrows are also their nests.



The **giant wolf spider** is a nine-foot-long arachnid that thrives in various environs. Aggressive hunters, these spiders are notorious for chasing down prey and pouncing on it after emerging from trees, or from under rocks or shrubs. They are brownish in colour, with long, stout, hairy legs and four pairs of eyes, one set being much larger than the others. They have large, powerful jaws with paralytic venom. A female might be seen carrying on its back a large, grey-white silk sac filled with hundreds of eggs.

N.B.: Whether it be the result of foul sorcery or dæmonic corruption, intelligent giant wolf spiders are reputed to exist, almost always female. These talking spiders are Evil creatures that derive sadistic pleasure in cruelty, and some exhibit a lust for treasure. Often they are bound to the task of guardianship of a place or thing.

Special (all except giant crab spider):

- ✶ If entrapped in a web, a man can break free in 19 rounds – strength score; e.g., 3 rounds with 16 ST.

Special (giant black widow):

- ✶ Bite victim must make *death* (poison) save or be paralyzed, dying in 1 turn. Wound becomes necrotic in any event, with 3-in-6 chance of infection unless *cure disease* is cast. After 30 days victim must make another save or die; otherwise, infection subsides.

Special (giant crab spider):

- ✶ Chameleonic ability increases chance to surprize by 2-in-6.
- ✶ Can move across walls and ceilings at normal MV.
- ✶ Bite victim must make *death* (poison) save or suffer additional 1d8 hp damage.

Special (giant ogre-faced spider):

- ✶ Chance to surprize increased by 1-in-6 when attacking from above.
- ✶ Throws web net over a single Small or Medium victim. If victim is surprized, success is automatic; if not surprized, *avoidance* save is allowed to evade.
- ✶ Bite victim experiences extreme swelling and skin ulcerations, coupled with intense joint pain that limits physical activity (½ MV; –2 penalty to attack rolls, damage, and saving throws). Death ensues in 6d6 turns unless *death* (poison) save is made; swelling subsides in 1d4+6 hours.

Special (giant phase spider):

- ✶ Phases before and after attacking; opponent must make a successful *test of dexterity* (see Vol. I, p. 7: Attributes, *dexterity*) to attempt a counterattack.
- ✶ Bite is highly venomous; make *death* (poison) save or die.

Special (giant trapdoor spider):

- ✶ Chance to surprize increased by 2-in-6 when pouncing from trapdoor nest.
- ✶ Bite victim must make *death* (poison) save or suffer 1 hp damage per round for 2d6 rounds.

Special (giant wolf spider):

- ✶ Bite victim must make *death* (poison) save or be paralyzed in 1d2 rounds, lasting 2d6 turns. Wound becomes necrotic in any event, with 3-in-6 chance of infection unless *cure disease* is cast. After 30 days victim must make another save or die; otherwise, infection subsides.

SPORE-MAN

No. Encountered:	1d3
Alignment:	Lawful Evil
Size:	M
Movement:	40
Dexterity:	9
Armour Class:	6
Hit Dice:	3+2
Attack Rate:	2/1 (claw / claw)
Damage:	1d8+1 / 1d8+1
Saving Throw:	15
Morale:	9
Experience Points:	165
Treasure Class:	J, K, L, M

Spore-men present as men, **cave-men**, **ape-men**, **orcs**, or other mammalian humanoids. However, they have been infected by the spores of the **russet mould**, a highly intelligent fungus of otherworldly origin able to endure the cold vacuum of the Black Gulf, traversing the cosmos on comets and meteors. When a mammal steps within five feet of the russet mould, it releases rust-coloured spores. The target must make a *death* (poison) save or suffer infection; *cure disease* is effective if cast within 48 hours.

Aggressively the spores multiply and release an enzyme that breaks down flesh, muscles, and organs, all quite painful and debilitating. This necrosis kills most mammals after 48 hours, but with men and other mammalian humanoids, the spores form a symbiotic relationship, controlling the host like a puppet. The spores cover the victim in lumpy russet mould, joining with the skin and hair and leaving two dead white eyes. Notwithstanding, the victim still can be saved and revived via a *cure disease* spell from a CA 6 or greater sorcerer; survival also requires a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*).

Spore-men reserve the highest esteem for Yug and Azathoth. Often they assume positions of leadership in the societies of cave-men (their primary host species), selectively infecting their leaders. Spore-men are strong, intelligent, cruel, and manipulative. From their hands they can form sickle claws of three-foot length, composed entirely of spores as hard and sharp as steel.

Special:

- ✶ Can exhale spores once per day in a cone 20 feet long and 10 feet wide at the terminus. Target must make *death* (poison) save or suffer russet mould infection, as above.

SQUID	Giant Squid	Colossal Squid
No. Encountered:	1 (1d4)	1
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	0 (swim 60)	0 (swim 60)
Dexterity:	8	6
Armour Class:	3 (body), 7 (arms)	0 (body), 5 (arms)
Hit Dice:	12	18
Attack Rate:	8/1 (arms ×8)	8/1 (arms ×8)
Damage:	1d8 (×8)	2d8 (×8)
Saving Throw:	11	8
Morale:	9	9
Experience Points:	3,700	9,250
Treasure Class:	A	Z

The **giant squid** is a 60- to 120-foot-long leviathan of the deep. The largest specimens (**colossal squids**) are amongst the most feared beasts of Hyperborea. These cephalopods are notorious for attacking and sinking ships. Also they will lurk beneath crafts, anchor two arms to the hull, and then attack with eight arms, snatching seamen upon whom to snack. The most powerful of these beasts are known to have crushed ships in their arms.

Special:

- ✶ A successful hit is followed by 2d6 hp damage per round from constriction and toothed suckers (4d6 hp damage for **colossal squids**). For each attached arm, the victim suffers a –1 attack penalty.
- ✶ If two or more arms enwrap the same creature, victim is pulled to the beaked mouth of the beast for its bite attack, which causes 2d8 hp damage (4d8 hp damage for **colossal squids**).
- ✶ An arm struck for 8 hp damage (16 hp for **colossal squids**) is severed or rendered useless (the only means of breaking free of their grasp). A crippled arm does not detract from the monster's overall hit point total.
- ✶ If a squid loses five or more arms, it jets away at ×3 movement whilst releasing a cloud of ink that fills a 100 × 100 × 100-foot cube of water behind it.
- ✶ If a **giant squid** attacks a small ship and hits with six or more arms, it will capsize and sink the vessel in 2d4 rounds. A **colossal squid** can do the same to vessels of any size.

Squirrel: see p. 297: Beasts and Monsters: A, *animal, small (mammal)*
Stag Beetle: see p. 308: Beasts and Monsters: B, *beetle, giant*

STIRGE	
No. Encountered:	2d6 (4d6)
Alignment:	Chaotic Evil
Size:	S
Movement:	10 (fly 60)
Dexterity:	10
Armour Class:	7
Hit Dice:	1
Attack Rate:	1/1 (sting)
Damage:	1d3
Saving Throw:	16
Morale:	8
Experience Points:	19
Treasure Class:	D

This hated magical beast is the result of sorcery: a small, feathered, volucrine monster up to 12 inches in length, with a long, bloodsucking proboscis (not unlike that of a massive mosquito) and pteropine wings. They are egg-bearing creatures, feeding on the blood of their victims (typically mammals) and regurgitating it onto



their eggs. They are attracted to blood and sweat, the scent of which they can detect half a mile away. When they strike, they plunge their proboscises into their prey and proceed to drain blood until sated. Stirges oft are found in forests and swamps, particularly where **ground sloths** and **thew waggons** dwell, but they also are encountered in cavernous dungeon depths.

Special:

- ✶ +2 bonus on initial attack roll.
- ✶ Drains victim for 1d4 hp damage per round; after about 12 hp, the sated stirge flies away.

Stoat: see p. 411: Beasts and Monsters: W, *weasel*

Stone Automaton: see p. 305: Beasts and Monsters: A, *automaton*

Succubus: see p. 337: Beasts and Monsters: D, *dæmon, sublunary, succubus*

Swine Dæmon: see p. 333: Beasts and Monsters: D, *dæmon, sublunary, babi-ngepet*

SWINISH SHADE *(Undead Type 1)*

No. Encountered:	1d20×10
Alignment:	Chaotic Evil
Size:	S
Movement:	50
Dexterity:	12
Armour Class:	−3
Hit Dice:	1 hp
Attack Rate:	—
Damage:	—
Saving Throw:	—
Morale:	12
Experience Points:	15
Treasure Class:	—

It is well known amongst savants that **orcs** are the spawn of fleshly men and dæmons, given life by the fell bargains of desperate folk in ancient times. What is less known is that the dæmonic essence lingers even after the foul orcish flesh is buried, burnt, or (oftest) eaten by fellow orcs. In a place where many orcs died in a short time, such as a great battlefield or an orcish settlement whose inhabitants were massacred, these unseen swinish shades can be numerous enough to affect the world of the living.

In a haunted area (usually no more than one square mile), swinish shades will manifest during hours of darkness as a foul wind that plucks and tears at the bodies of the living and torments their souls. Those who listen closely might perceive a sound like the squealing and shrieking of myriad pigs. Although naturally invisible, if swinish shades are revealed through *true seeing* or a like ability, they present as an indistinct cloud of darkness with scores of burning eyes, portions of the mass occasionally coalescing into the leering faces of dæmonic pigs. When few swinish shades are present, this wind can but annoy and harass (e.g., extinguishing torches or lanterns, moving small objects), but when many such entities exist, they can present a real danger to life and limb.

Special:

- ✶ Immune to most sorcery. *Protection from evil* will prevent swinish shades from affecting those so warded. *Dispel evil* cast within their area of manifestation will destroy all swinish shades present.
- ✶ +1 or better weapon to hit.
- ✶ An attacker with *true seeing* or like means to penetrate invisibility receives a +4 attack bonus versus swinish shades.
- ✶ During hours of darkness, living beings in a place haunted by swinish shades suffer –2 penalties on all attack rolls, damage rolls, and saving throws.

- ✶ During hours of darkness, swinish shades can work as one entity, engulfing a single victim and exerting a strength score (ST) equal to 1 per 10 shades present (18 maximum). (Conversely, for every 10 shades *turned* or destroyed, ST is reduced by –1.) This strength manifests as a physical force against the victim. If the victim is of equal or greater strength, he merely will suffer double the usual penalties (i.e., –4 on attack rolls, damage rolls, and saving throws). Weaker victims are overpowered and helpless, dragged at 50 MV toward a pit, a precipice, or some other deadly position. This final push can be evaded through an *avoidance* save; however, the shades relentlessly will continue to push every round (requiring subsequent *avoidance* saves). The success of attempts by companions to prevent this dragging and pushing must be adjudicated by the referee. Once a victim has been dropped to his doom, the swinish shades may return for another.
- ✶ When swinish shades are massed as one entity, every hit point of damage inflicted upon them destroys one shade (e.g., a single strike from a magical sword causing 5 hp damage would eliminate five swinish shades). This attrition gradually diminishes the shades' strength (see above).
- ✶ Living beings that remain in an area haunted by swinish shades eventually will sicken and die. These unfortunates will be unable to sleep and will recover neither hit points nor spells. After spending 24 hours in such an area, they must make *death* saves or suffer 1d4 hp damage. In subsequent 24-hour periods, this damage is automatic, with no saves permitted.

BEASTS and MONSTERS: T

TENTACULAR HORROR

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	50
Dexterity:	15
Armour Class:	7
Hit Dice:	5
Attack Rate:	2/1 (tentacle / tentacle)
Damage:	2d4 / 2d4
Saving Throw:	14
Morale:	8
Experience Points:	250
Treasure Class:	D



This otherworldly parasite is transmitted to a host (typically a mammal) through contact with infected fæcal matter. The digestive system of the host is attacked, proving fatal within 24–48 hours. **Dogs**, **wolves**, and (especially) **blink dogs** can sense an infected victim and will howl and bristle in response. Tentacular horrors fear and loathe blink dogs, which are immune to affliction.

Upon death, the host sprouts six legs of eight-foot length, similar to those of a daddy longlegs; typically these legs burst from the ribcage of the host. From the back or shoulders of the victim emerge two powerful tentacles of 12-foot length, edged with sharp horns. The tentacles are coated with a paralytic enzyme. Paralyzed victims are consumed by the tentacular horror host's mouth, be it that of a man, a dog, a horse, a lion, a bear, or the like.

Special:

- ✶ Tentacles paralyze on contact for 2d6 turns unless *death* save is made.
- ✶ *Cure disease* can alleviate affliction during incubation period. Also it can kill a tentacular horror outright, unless a *death* save is made.

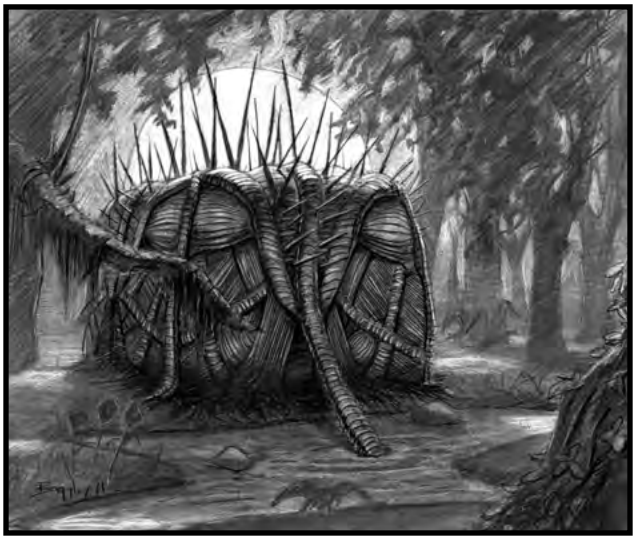
THEW WAGGON

No. Encountered:	2d6
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	4
Armour Class:	4
Hit Dice:	10
Attack Rate:	1/1 (slam)
Damage:	1d10
Saving Throw:	12
Morale:	8
Experience Points:	1,300
Treasure Class:	—

Thew waggons are 8- to 12-foot cubes of dense, corrugated muscle that weigh as much as 4,000 pounds. Small of brain and sluggish of temperament, these swamp-dwelling behemoths bristle with barbed quills of up to 12-inch length. They ambulate by rotating their underbelly muscles.

In the bogs of Hyperborea, enterprising men have tamed thew waggons to serve as transports. First, onto the end of the beast's snout is attached a large syrup sack that contains decayed vegetal matter laced with ground lotus petals; effectively this fragrance placates the beast. Next comes quill extraction, a painstaking process that must be repeated with some regularity.

Once properly tamed, the thew waggon is fitted with a harness system, which secures a carriage house atop its back and fastens a tow bar to extend from the beast's posterior. Next, the "leg" muscles are made to grip heavy wooden axles, to which massive wheels are set. This entire process yields a most uncanny freight engine with torque unmatchable. The "driver" sits in the carriage and employs a long iron rod, which he presses betwixt the folds of muscle that line the beast's back, touching nerves that stimulate specific responses: *stop*, *go*, *left*, *right*, and so forth.



Thew waggons are herbivores; they feed on decayed plant matter using the tubular snouts that extend from their anterior masses. These beasts fear little, but if threatened they will shake their quills, slam their bulks against the ground, and release nauseating musk. Sufficiently this behaviour drives away all but the most tenacious predators.

Special:

- ✶ Can release musk thrice per day; nauseates and burns the eyes, nose, and throat of any within 30 feet, unless *death* (poison) saves are made. Victims suffer –4 penalties on attack rolls and saving throws for 1d4 turns.
- ✶ Bodily contact with barbed quills inflicts 3d4 hp damage.

TICK, GIANT

No. Encountered:	1d6 (3d12)
Alignment:	Neutral
Size:	S
Movement:	20
Dexterity:	5
Armour Class:	3
Hit Dice:	3
Attack Rate:	1/1 (bite)
Damage:	1d4
Saving Throw:	15
Morale:	12
Experience Points:	107
Treasure Class:	—

These parasitic arachnids lurk in forests, caves, and caverns. They are oval in shape, measure up to three feet in diameter, and possess strong exoskeletons. They lurk in branches, under foliage, or on cavern ceilings, waiting to lurch or drop upon their warm-blooded victims. Their bite is venomous.

Special:

- ✶ Chance to surprize increased by 1-in-6 when dropping from a tree or another suitable hiding place.
- ✶ Bite transmits venom; make *death* (poison) save at +2 bonus or suffer paralysis for 1d2 turns.
- ✶ Tick remains attached once bite is established, draining blood for 1d6 hp damage per round until either victim or tick is dead.
- ✶ Can be driven off with fire; 3-in-6 chance it releases if already attached.

TIGER	Tiger	Sabre-Tooth (Smilodon)	Sabre-Tooth Superior
No. Encountered:	1 (1d4)	1 (1d4)	1
Alignment:	Neutral	Neutral	Neutral
Size:	M	L	L
Movement:	50	50	40
Dexterity:	14	14	15
Armour Class:	6	6	5
Hit Dice:	6	8	10
Attack Rate:	3/1 (claw / claw / bite)	3/1 (claw / claw / bite)	5/1 (claw ×4 / bite)
Damage:	1d6 / 1d6 / 2d6	1d6+1 / 1d6+1 / 2d8	1d8+2 (×4) / 2d10
Saving Throw:	14	13	12
Morale:	8	8	9
Experience Points:	420	840	1,300
Treasure Class:	—	—	—

A **tiger** is a great striped cat that inhabits the grasslands and woodlands of Hyperborea. White-coated tigers with black or brown stripes are the norm in the grasslands and tundra, whereas tigers of yellow-brown coats and black stripes roam the woodlands. Adult males typically measure eight feet long (plus tail) and weigh as much as 650 pounds; adult females are about three-quarters this size.

A **sabre-tooth** is an enormous and powerful cat built for strength; it has short limbs, a thick, powerful body, and curved canine teeth of 10-inch length. The hindquarters are striped, the front thickly furred with spots. Adults measure up to 10 feet long (plus tail) and 4 feet at the shoulder, weighing 800 pounds. Hunters of **giant elk**, **woolly mammoths**, and **musk oxen**, these great cats range over plains and tundra, scarcely finding men worth their efforts, but they will attack if desperate or incited.

The **sabre-tooth superior** is the largest of the great cats. This six-legged beast has stout limbs and a thick, heavily muscled back. Adults measure up to 12 feet long (plus tail) and 5 feet at the shoulder, weighing 1,200 pounds. Their coats are tan and spotted, and their canine teeth are 12 inches long. These are the most feared predators of the Hyperborean steppes, taking down the largest herbivores—as well as other carnivores. Usually they ignore men, unless desperate or threatened. They typically rear up on their hind legs when fighting, rending with their front four claws.

Special (all):

- ✶ All tigers are superior stalkers; chance to surprize increased by 2-in-6.

Special (tiger and sabre-tooth):

- ✶ If both claw attacks hit, the cat automatically rakes with its two rear claws for 2d4 hp damage each.



TOAD	Giant Toad	Ice Toad
No. Encountered:	1d6	1d2 (2d6)
Alignment:	Neutral	Neutral
Size:	L	S
Movement:	20 (hop 50)	10 (hop 20)
Dexterity:	10	10
Armour Class:	5	9
Hit Dice:	3+2	¼
Attack Rate:	1/1 (bite)	–
Damage:	1d6	–
Saving Throw:	15	17
Morale:	6	4
Experience Points:	195	9
Treasure Class:	–	–

Giant toads are enormous, man-eating amphibians that have stout legs and thick, warty skin. They weigh as much as 700 pounds and are up to 10 feet in length. They can shoot their sticky tongues up to 18 feet, and their skin is poisonous to the touch. These creatures also possess camouflage and have a taste for the flesh of man, whom they can swallow whole. They dwell in caverns, dungeons, forests, and swamps; a white variety also thrives in arctic environments.

Ice toads are tiny creatures, white as snow, with bright blue warts and vivid cerulean eyes. They are said to thrive in the coldest environments, their blood unfreezing.

Special (giant toad):

- ✶ If lying in wait, camouflage increases chance to surprize by 1-in-6.
- ✶ If the toad's skin is touched, a *death* (poison) save must be made or the victim will suffer 1d8 hp damage. Unless the secretion immediately is wiped away (with something suitable, as a cloth), damage will persist every round at 1 hp less than the previous round (i.e., if the initial damage is 7 hp, then the next round is 6 hp, followed by 5 hp, and so forth), until the result is 0 hp damage. *N.B.:* 1-in-6 giant toads has deadly toxin; a failed save results in paralysis, followed by death in 1 turn.
- ✶ On a natural 20 attack roll, the tongue reels in and swallows victim whole, inflicting 1d6 hp damage per round thereafter; after 3 rounds, the victim may asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*). Swallowed prey can cut its way out with a WC 1–3 blade, with an attack penalty equal to the weapon class. If 6 hp damage is inflicted from within, a large enough rent is cut for escape.

Special (ice toad):

- ✶ Immune to the effects of normal cold to –15°F; they must burrow to survive colder temperatures.
- ✶ Camouflage provides 6-in-12 chance to *hide* in snow (see Vol. I, p. 21: Classes, *thief*).
- ✶ If ice toad is bitten or licked, a *death* (poison) save must be made or the victim suffers 1d4 hp damage. Ice toad toxin does not cause continuing damage. A toad produces enough toxin to coat a dagger when provoked; enterprising sorcerers are known to use their toad familiars to envenom their blades or fill a phial with a single dose once per day. The toxin evaporates after 6 turns or a single successful strike; if bottled, it remains efficacious for 24 hours.

TRANSMUNDANE	
No. Encountered:	1d2
Alignment:	Lawful (usually Evil)
Size:	M
Movement:	40
Dexterity:	13
Armour Class:	3
Hit Dice:	7+7
Attack Rate:	2/1 (weapon)
Damage:	(per weapon +2)
Saving Throw:	13
Morale:	11
Experience Points:	1,640
Treasure Class:	Q (×3)

The transmundane are members of a powerful and enigmatic race whose place of origin is unknown, but which certainly lies beyond Hyperborea. A transmundane looks much like a six- to seven-foot-tall handsome man or woman, typically clad in the dress and hairstyle of classical Greece and bearing an Hellenic name such as Hypnos or Kressida. The flesh, clothing, and hair of these beings are shades of gold and silver, making the transmundane look not unlike animated statues, or perhaps cunning automata; appearances notwithstanding, they do seem to be living creatures. Their voices are high and melodious, and they are surrounded by a pleasing scent of exotic blossoms, but their personalities are most haughty and imperious.

The transmundane understand even the most advanced technology (such as that of ancient Atlantis) and have been known to use such devices in their cryptic schemes. They may bear any weapon, but rarely deign to do so. Generally either one transmundane is encountered, or a pair comprising a male and a female; whether these are mates, siblings, or colleagues remains open to conjecture. (If a pair is met, the female generally will be somewhat friendlier

and more solicitous of "lesser beings".) When slain, a transmundane disappears within a few moments, leaving behind the smell of sweet spices.

The transmundane come to Hyperborea for diverse purposes, not all of which are comprehended easily by men. Oftest their actions seem to be in direct opposition to the diabolical schemes of **dæmons** and such inimical aliens as the **Great Race** and the **mi-go**. To these ends they put their formidable mental powers, as well as the strength of men whose loyalty has been purchased by strange gems found nowhere else in Hyperborea. Despite their frequent warfare against the minions of Thaumagorga, most transmundane are best classified as Lawful Evil, little caring how many humans suffer or die in pursuit of their lofty goals. A rare few seem to be Lawful Good, and these will take some care to minimize human casualties in the course of their eldritch conflict with the dæmons—but even the most benevolent transmundane will suffer not questioning or disobedience from the "lesser beings" that they generously allow to serve as soldiers in their invisible war.

Special:

- 12-in-20 *spell resistance* versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).
- Immune to poison, paralysis, disease, illusions, and any spell that affects the mind.
- +1 or better weapon to hit.
- Can cast the following spells at will (though only one at a time): *advanced spectral phantasm*, *charm person or beast*, *detect evil*, *dimension door*, *discern lie*, *extrasensory perception*, *hold monster*, *invisibility*, *tongues*.



Trapdoor Spider, Giant: see p. 397: Beasts and Monsters: S, *spider, giant*

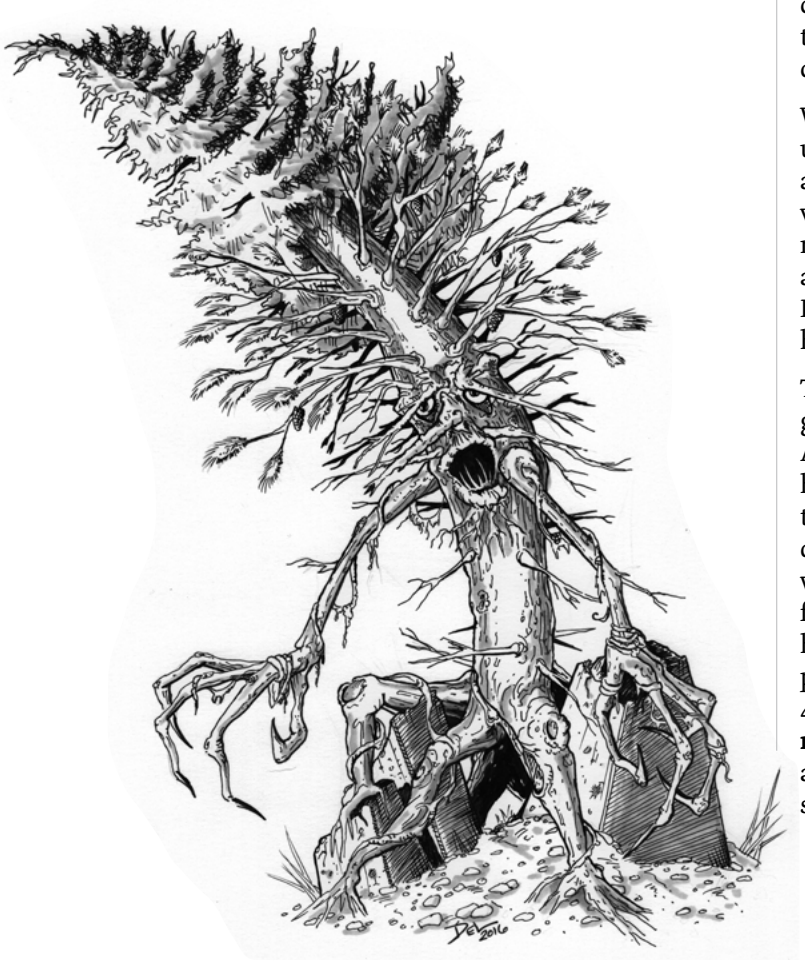
TREE-MAN (Treant)	Adult Tree-Man	Old Tree-Man	Ancient Tree-Man
No. Encountered:	1 (2d12)	1 (1:6)	1 (1:12)
Alignment:	Chaotic (Good or Evil)	Chaotic (Good or Evil)	Chaotic (Good or Evil)
Size:	L	L	L
Movement:	40	40	40
Dexterity:	8	7	6
Armour Class:	2	1	0
Hit Dice:	8	12	16
Attack Rate:	2/1 (claw / claw)	2/1 (claw / claw)	2/1 (claw / claw)
Damage:	2d6 / 2d6	3d6 / 3d6	4d6 / 4d6
Saving Throw:	13	11	9
Morale:	9	10	11
Experience Points:	600	1,500	3,000
Treasure Class:	Q (×5)	Q (×5)	Q (×5)

Sometimes considered a type of wood elemental, these strange beings typically dwell in ancient forests. They are reputed to be the progeny of man and a race of intelligent trees. Although they present as trees of vaguely humanoid countenance, they are quite ambulatory, with long, sinuous arms that open to claws. Most tree-men are indifferent to the affairs of men, though some are known to take up proactive causes for Good or Evil, depending on their individual proclivities. They can converse both in the various tongues of man and also their own ancient language.

Tree-men are found in three basic age groups, determining the tree-man's size and total HD: An 8-HD **adult tree-man** is 9–12 feet tall, a 12-HD **old tree-man** is 12–16 feet tall, and a 16-HD **ancient tree-man** is 16–24 feet tall. Tree-men typically are encountered alone, or in family groups of mostly adults, with 1 old tree-man for every 6 and 1 ancient tree-man for every 12. *N.B.:* Hyperborean tree-men are all conifers (e.g., fir, pine, spruce).

Special:

- ✶ Vulnerable to fire: +2 hp per die of damage.



TREE-MAN CRAWLER
(Pinophytal Horror, Sailback Treant)

No. Encountered:	1d3+1
Alignment:	Neutral
Size:	L
Movement:	40
Dexterity:	12
Armour Class:	2
Hit Dice:	10
Attack Rate:	5/1 (lash ×4 / bite)
Damage:	2d6 (×4) / 3d8
Saving Throw:	12
Morale:	11 (8)
Experience Points:	1,300 (1,450 if hp 55+)
Treasure Class:	Q (×5)

These carnivorous **tree-men** of from 20- to 30-foot height do not walk upright in a bipedal fashion; rather, when they uproot themselves to ambulate, they tip over and place their trunks parallel to the ground. Next, they use their branches to crawl as centipedes—except for the branches on the topside of the trunk, which are raised like a sail (hence the name "sailback treants"). Once parallel to the ground, a tree-man crawler will utilize large knots on opposite sides of its trunk to see; these weird, wooden oculi evince the cold, dead stare of a doll's eyes.

When in ambulatory form, a tree-man crawler unleashes its four tentacle-like roots ("rootacles") to attack prey (typically mammals), lashing and drawing victims to its terrible maw. Like other tree-men, tree-man crawlers are conifers; consequently, their rootacles are covered in sap and adhere to whatever they touch. In fact, resin suffuses these creatures inside and out, hence their vulnerability to fire.

Tree-man crawlers typically are found in high-elevation glaciated regions, and they tend to be territorial: Adults rarely stray more than 100 yards from their home grounds, and they attack on sight any perceived threat within that range. Saplings, after reaching about one foot in height, scurry away to find new grounds where they can root themselves; they oft are mistaken for **giant centipedes** during such journeys. In the hoary depths of the Savage Boreal Coast, legends persist of enormous redwood horrors standing over 400 feet tall, capable of devouring whole a **woolly mammoth**. Esquimaux and Half-Blood Pictish sages and shamans aver that these beings grew from eggs shed by Kraken (Khalk-Xu).

Special:

- Vulnerable to fire: +2 hp per die of damage, –2 saving throw penalty.
- ML reduced to 8 in presence of fire.
- If a Medium creature is struck by two or more rootacles, the crawler will pull the victim to its maw and bite automatically for 3d8 hp damage. The next round, the victim will be constricted for 2d6 hp damage per attached rootacle. Furthermore, the crawler will continue to bite each round that two or more rootacles are attached, and it automatically can attach its remaining rootacles, which each will begin inflicting 2d6 hp damage on the round following attachment. Escaping the crawler's grasp requires an *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*), success indicating the rootacle is broken; alternatively, one may sever a rootacle with a blade, but it must suffer 10 hp damage to break (separate from the main body's hp total). A held victim is at a disadvantage, suffering a –4 penalty to attack rolls.
- The largest tree-man crawlers (those of 55 or more hit points) are long enough that they may use the last four to six feet of their lengths to sweep opponents off their feet. A successful sweep attack deals 2d6 hp damage and knocks *prone* Small or Medium creatures (see Vol. III, p. 242: Combat, *attack modifiers*). A successful *avoidance* save halves the damage and allows the subject to remain standing.



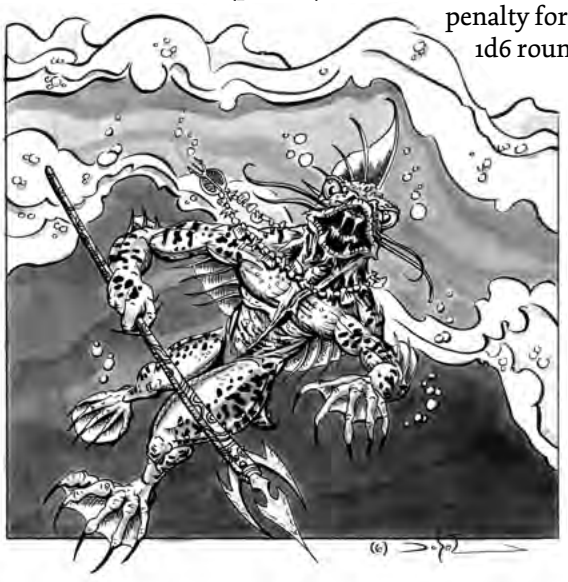
TROGLODYTE (Trog)	Troglodyte	Chieftain
No. Encountered:	2d4 (1d6×10)	1:20
Alignment:	Chaotic Evil	Chaotic Evil
Size:	M	M
Movement:	40 (swim 50)	40 (swim 50)
Dexterity:	10	12
Armour Class:	5	3
Hit Dice:	2	5
Attack Rate:	3/1 (claw / claw / bite) or 1/1 (weapon)	3/1 (claw / claw / bite) or 1/1 (weapon)
Damage:	1d3 / 1d3 / 1d4 (or per weapon)	1d4 / 1d4 / 1d6 (or per weapon)
Saving Throw:	16	14
Morale:	9	10
Experience Points:	32	225
Treasure Class:	J; A	M (×2)

Troglodytes are reptilian humanoids of primitive intelligence, capable of weapon use and simple technology. They are violent creatures who despise men and attack on sight. They dwell in subterranean caverns or dungeons, and they see in the dark through bulging, lamp-like eyes.

Troglodytes have scaly skin, long legs, short tails, and spiny combs that protrude from head, neck, and back; smaller combs protrude from the backs of their arms. The digits of their hands and feet are webbed, and they are superior swimmers, able to hold their breath for as long as two hours. These creatures also possess natural chameleonic abilities and can emit a musk scent that nauseates other creatures. For every 20 troglodytes, there will be **1 troglodyte chieftain**, an exceptional beast with overlapping, chitinous scales.

Special:

- Chameleonic ability increases chance to surprize enemies by 2-in-6.
- Nauseating musk odour surrounds them in 10-foot radius; make *death* (poison) save or suffer –2 attack penalty for 1d6 rounds.



TROLL

No. Encountered:	1d4
Alignment:	Chaotic Evil
Size:	L
Movement:	40
Dexterity:	8
Armour Class:	4
Hit Dice:	6+2
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d6 / 1d6 / 2d6
Saving Throw:	14
Morale:	9
Experience Points:	870
Treasure Class:	D

These repulsively emaciated humanoids stand 8–10 feet tall, with huge noses and beady black eyes. Their hairless, rubbery, wart-riddled skin is of jaundiced or glaucous complexion. They are perhaps the ugliest of humanoids, and their ways are equally cruel.

Trolls speak the Common tongue of man. Typically they dwell in caves and dungeons, though they might lurk in old forests and other places of desolation. They enjoy preying on men, taking sadistic delight in capturing and tormenting their quarry before devouring it.



Special:

- ✶ Acute sense of smell; can scent prey within one mile, unless upwind.
- ✶ Regeneration begins 3 rounds after sustaining damage, healing wounds at a rate of 3 hp per round, save fire or acid damage. Even if killed they will regenerate to life (unless all damage is via fire or acid), limbs reattaching or re-growing as necessary.

BEASTS and MONSTERS: V

VAMPIRE *(Undead Type 11)*

No. Encountered:	1 (2d4)
Alignment:	Evil (Lawful or Chaotic)
Size:	M
Movement:	40 (fly 80)
Dexterity:	16
Armour Class:	2
Hit Dice:	9+2
Attack Rate:	2/1 (pummel / pummel)
Damage:	2d6 / 2d6
Saving Throw:	12
Morale:	10
Experience Points:	2,650*
Treasure Class:	F

* Refer to p. 294: TABLE 122 for classed individuals.

This notorious undead monster is a cursed man arisen from the grave to prey on the weak and drink their blood. Vampires take many forms, some being incorporeal manifestations that haunt locales of unfortunate occurrences. The most common vampires are those oft told of in folklore: malevolent corpses that dwell in cursed tombs, ruins, and other desolate places, where they slumber in coffins, sarcophagi, or like receptacles. Vampires are perhaps the most feared undead because of their brutal power and ability to command both the living and the dead. They are as clever and resourceful as they are sadistic and cruel; to conquer a vampire is no easy task.

Special:

- ✶ At will, can assume the shape of a **bat**, **giant bat**, or **wolf**, or *gaseous form* (as the potion; see VOL. V, p. 438: MAGICAL TREASURE, *magical potions*).
- ✶ Immune to poison, paralysis, fear, and cold.
- ✶ Will not cross a body of water unless secured in its coffin.
- ✶ Strong odour of garlic repels a vampire, unless *death* (poison) save is made.
- ✶ Even if *turning* is not possible (or if *turn* attempt fails), vampires will recoil from the boldly



Taking Flight

presented holy symbol of a Lawful Good cleric, priest, or paladin.
- ✶ +1 or better weapon to hit.
- ✶ Regenerates 3 hp per round; if reduced to 0 hp, assumes gaseous form and returns to its coffin, where it regenerates at 3 hp per turn.
- ✶ Disintegrated by direct sunlight, unless *death* save is made, in which case creature is burnt for 1d6 hp damage per round; this damage does not regenerate unless vampire returns to its coffin for 24 hours. If reduced to 0 hp in sunlight, vampire disintegrates.
- ✶ To otherwise kill a vampire, wooden stake must be driven through its heart when reduced to 0 hp; body must be placed in a coffin and sealed, and decapitated head buried elsewhere.
- ✶ Once per day can *summon* **3d6 giant bats**, **6d6 rats**, **2d12 giant rats**, **2d6 wolves**, or **1d8 dire wolves**, which arrive 1d4 rounds later.
- ✶ Once per victim per day, can ensorcel a man with its gaze; must make *sorcery* save at –2 penalty or acquiesce to vampire's will. The save is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Vampire then can bite victim's neck to drain blood for 1 point of constitution per round. Those drained to 1 or 2 CN become vampire thralls; those drained to 0 CN are slain. Survivors regain lost CN at 1 point per day of complete bed rest.
- ✶ Rare is the vampire that retains a class from its mortal life (oftest a magician or cleric), with abilities as high as 9th level, but no additional HD.



VHUURMIS (Beast-Man)

No. Encountered:	2d6 (5d6)
Alignment:	Neutral
Size:	M
Movement:	50
Dexterity:	11
Armour Class:	4
Hit Dice:	3+2
Attack Rate:	1/1 (weapon)
Damage:	(per weapon +1)
Saving Throw:	15
Morale:	8
Experience Points:	105
Treasure Class:	B

The vhuurmis are a degenerate race of quasi-men that stand some six feet in height and are covered in shaggy, umber-coloured fur. Their faces are fur-hedged as those of baboons, except they are disturbingly human, with bright blue eyes, smooth ruddy skin, and pointed ears. They wield primitive weapons, and they communicate via a complex barking and howling language. Typically they lair in caves that pock the faces of sheer mountain walls and are generally inaccessible to most other creatures.



The vhuurmis are amongst the more ancient races native to Hyperborea. When the decadent empire of the **snake-men** fell, it was the vhuurmis who, from their cliff-side palaces, ruled the Hyperborean mainland for ages; they rose to power and then degenerated to savagery. The first men followed: Hyperborean witches and warlocks who wrested control and hunted the vhuurmis. The dwindling vhuurmis retreated to Mount Vhuurmithadon, a treble-peaked volcano deep in the Spiral Mountain Array. Then came the Green Death. Mankind was driven to nigh extinction, and in the subsequent Dark Age, the vhuurmis rebounded. Presently their savage tribes populate mountain lairs all about the realm.

Special:

- ✶ *Climb* on 11-in-12 chance of success, at full movement rate (see Vol. I, p: 21: Classes, *thief*).
- ✶ +2 bonus to saves versus cold-related attacks.

Viper: see p. 393: Beasts and Monsters: S, *snake*

BEASTS and MONSTERS: W

Walking Dead: see p. 417: Beasts and Monsters: Z, *zombie*
Warhorse: see p. 357: Beasts and Monsters: H, *horse*
Water Elemental: see p. 343: Beasts and Monsters: E, *elemental, water*
Water Snake, Giant: see p. 394: Beasts and Monsters: S, *snake, giant*

WEASEL	Weasel (Ermine, Stoat)	Giant Weasel
No. Appearing:	1d2	1 (1d6)
Alignment:	Neutral	Neutral (or Chaotic Evil)
Size:	S	M
Movement:	40	50
Dexterity:	16	13
Armour Class:	6	2
Hit Dice:	¼	4+3
Attack Rate:	1/1 (bite)	1/1 (bite)
Damage:	1	1d8
Saving Throw:	17	15
Morale:	5	7
Experience Points:	7	175
Treasure Class:	–	–

Weasels are fairly common in Hyperborea. During the winter years, their pelts turn from black or brown to snow white. When they do, such pelts are said to fetch as much as 20 gp in certain towns and cities.

Giant weasels are nocturnal animals eight feet long, sleek, swift, and powerful. Their fur colour depends on species and environment, typically black, white, brown, or golden. Giant weasels are vicious creatures that, although omnivorous, are fond of human flesh. They latch on to prey and siphon blood from their victims. *N.B.:* Intelligent giant weasels have been reported, these being rare and reclusive creatures of Evil alignment.

Special (weasel):

- ✶ Pelt turns white in winter years; camouflage provides 6-in-12 chance to *hide* in snow (see Vol. I, p. 21: Classes, *thief*).

Special (giant weasel):

- ✶ Latches on to prey upon successful hit, draining blood for 1d8 hp damage per round.

Wererat: see p. 365: Beasts and Monsters: L, *lycanthrope*
Werewolf: see p. 365: Beasts and Monsters: L, *lycanthrope*

WHALE	Blue Whale	Killer Whale (Orca)	Narwhale
No. Encountered:	2 (1d4+1)	1 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral	Lawful Good
Size:	L	L	L
Movement:	0 (swim 60)	0 (swim 80)	0 (swim 70)
Dexterity:	4	8	8
Armour Class:	5	5	6
Hit Dice:	18	6	9
Attack Rate:	1/1 (bite)	1/1 (bite)	1/1 (gore)
Damage:	4d6	3d6	2d6
Saving Throw:	8	14	12
Morale:	8	9	10
Experience Points:	5,500	500	1,300
Treasure Class:	–	–	–

The **blue whale** is the largest marine mammal of Hyperborea. It reaches lengths of 100 or more feet and has speckled blue-grey or white skin. It feeds on krill and will not seek human prey, but might swallow a lone swimmer if hungry enough. If harpooned the blue whale can be quite deadly, overturning the largest vessels. Typically they feed in the shallow waters of coastal Hyperborea and breed near the Rim of the World.

The **killer whale** is a black and white hunter of the sea, up to 30 feet long and weighing as much as 30,000 pounds. Killer whales (*orcas*) prey on fish, mammals, and other whales. Of course, they will devour men, too.

The **narwhale** is a grey, spotted, 20-foot-long mammal prized for its great spiral horn of from 8- to 10-foot length (valued at 2,000 gp), found only on the males of the species. Peaceful and intelligent, these "unicorns of the sea" scour glacial waters for prey and will

molest a man only if threatened—except in the case of **fish-men**, which they attack on sight. Narwhales are believed to communicate via telepathy.

Special (blue whale):

- If bite attack hits by a margin of 4 or more (or on a natural 20 in any case), victim is swallowed whole, inflicting 1d6 hp damage per round thereafter; after 3 rounds, the victim may asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*). Swallowed prey can cut its way out with a WC 1–3 blade, with an attack penalty equal to the weapon class. If 20 hp damage is inflicted from within, a large enough rent is cut for escape.

Special (killer whale):

- On a natural 20 attack roll, a Small or Medium victim is swallowed whole, inflicting 1d6 hp damage per round thereafter; after 3 rounds, the victim may asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*). Swallowed prey can cut its way out with a WC 1–3 blade, with an attack penalty equal to the weapon class. If 20 hp damage is inflicted from within, a large enough rent is cut for escape.

Special (narwhale):

- If incited (e.g., pups threatened), can deliver a *charge attack* (see Vol. III, p. 249: Combat Actions, *melee*) for treble damage dice (6d6).

White Ape: see p. 299: Beasts and Monsters: A, *ape, albino*

WIGHT *(Undead Type 5)*

No. Encountered:	1d6
Alignment:	Chaotic Evil
Size:	M
Movement:	30
Dexterity:	7
Armour Class:	5
Hit Dice:	4
Attack Rate:	1/1 (claw)
Damage:	1d4
Saving Throw:	15
Morale:	12
Experience Points:	195
Treasure Class:	B

This dreadful creature is formed when a negative-energy spirit inhabits a cadaver. The result is an undead thing that feeds on positive energy (i.e., life). Pallid of countenance, with long, talon-like nails and broken, jagged teeth, wights walk with a stoop and carry the stench of death and decay. They never desist from attempting to feed.

Special:

- Immune to poison, paralysis, fear, and cold.
- Harmed only by silver or magical weapons.
- Touch drains 1 level of experience unless a *death* save is made (see Vol. III, p. 263: Special Damage, *energy drain*).



Wild Berserker: see p. 368: Beasts and Monsters: M, *man, wild berserker*

Wild Horse: see p. 357: Beasts and Monsters: H, *horse*

WILL-O'-WISP

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	S
Movement:	0 (fly 60)
Dexterity:	17
Armour Class:	−6
Hit Dice:	8
Attack Rate:	1/1 (touch)
Damage:	2d8
Saving Throw:	13
Morale:	7
Experience Points:	1,080
Treasure Class:	Z

These haunting creatures manifest during nocturnal hours, appearing as phosphorescent balls of light (e.g., yellow, green, saffron, violet) in bogs, swamps, marshes, or other places of desolation; too, they might be encountered in dungeon labyrinths. Always encountered solitarily, each will-o'-wisp comprises from one to six balls of light that range from one to two feet in diameter. A will-o'-wisp will flit about playfully, feigning to be a playful færie and throbbing lovely colour displays whilst emitting a peaceful hum. It will lure a victim to a pit, quicksand, or another trap; then it will attack, discharging powerful electricity that drains the victim of life.

Special:

- ✶ Immune to sorcery, save *protection from evil*, which will drive it away, and *magic missile*. Even a spell such as *sanctuary* will not stop a will-o'-wisp.
- ✶ If reduced to 6 hp or fewer, the creature will turn pale blue and lead its conqueror(s) to its lair, which might contains its treasure.

Witch Dæmon: see p. 337: Beasts and Monsters: D, *dæmon, sublunary, lamia*



WOLF	Wolf	Dire Wolf	Winter Wolf
No. Encountered:	2d4 (1d12+6)	1d6 (1d6+6)	1 (2d4)
Alignment:	Neutral	Neutral	Lawful Evil
Size:	M	L	L
Movement:	60	50	60
Dexterity:	11	10	9
Armour Class:	7	6	5
Hit Dice:	2+1	4+1	6
Attack Rate:	1/1 (bite)	1/1 (bite)	1/1 (bite)
Damage:	1d6	2d4	2d4
Saving Throw:	16	15	14
Morale:	7	8	9
Experience Points:	35	150	500
Treasure Class:	—	—	I

The **wolf** is a wild, carnivorous animal that lives and hunts in packs. Wolves are found in caves and wilderness alike; forest species are thinner and longer-limbed, tundra species stockier and of denser coat. Captured wolf pups might be trained much as **dogs**, though the possibility exists of unfortunate incident upon maturation. Every pack has an alpha male, which might be a specimen of maximum hit points.

The **dire wolf** is a larger, heavier, more ferocious wolf, as large as five feet at the shoulder and 500 pounds, seemingly possessed of semi-intelligence. Typically dire wolves range across most wilderness environs, though their lairs usually are located in caves. It is said that **abominable snow-men** have devised a means of training these savage animals to pull their war sleds. Every pack has an alpha male, which might be a specimen of maximum hit points.

The **winter wolf** is an Evil, semi-intelligent, supernatural beast that inhabits the most forbidding regions. These wolves have pure-white coats, stand from five to six feet at the shoulder, and weigh as much as 750 pounds. They can release terrible howls that discharge blasts of cold, freezing to the bone their prey, which they then will crush in their horrible jaws. They are believed to have their own strange language. Winter wolves fear and loathe the **men of Leng**, and they leap in wild, howling fervour when Ythaqqa walks amongst them or sends his frigid wind.

Special (winter wolf):

- ✶ Immune to cold.
- ✶ Vulnerable to fire: +1 hp per die of damage.
- ✶ Frost blast once every 6 rounds; blast is 10 feet long and 10 feet wide at its terminus, causing 4d6 hp damage, with an *avoidance* save allowed for ½ damage.



Wolf Spider, Giant: see p. 397: Beasts and Monsters: S, *spider, giant*

WOLVERINE	Wolverine	Giant Wolverine
No. Encountered:	1d2	1d2
Alignment:	Neutral	Chaotic Evil
Size:	S	M
Movement:	40	50
Dexterity:	17	18
Armour Class:	5	4
Hit Dice:	3	4+5
Attack Rate:	3/1 (claw / claw / bite)	3/1 (claw / claw / bite)
Damage:	1d4 / 1d4 / 1d6	1d6 / 1d6 / 1d8
Saving Throw:	15	15
Morale:	9	11
Experience Points:	53	225
Treasure Class:	—	Q, Y

The **wolverine** is a stocky, short-legged, carnivorous mammal known for its dark, shaggy coat and bushy tail. (These are remarkable for their lighter-coloured bands; hence the coat can be of value to hunters.) Typical wolverines in Hyperborea are about four feet long and weigh as much as 70 pounds. They are robust creatures of nasty temperament, with semi-retractable claws and powerful teeth, and they carry an odious musk stench.



Wolverines are held to possess intelligence slightly above that of other animals. They dwell in boreal forests and tundra regions, hunting deer, elk, and even other predators. They chase down their prey, pounce on it, and drag it to the ground. A wolverine will attack a man on sight.

The **giant wolverine** is a bearlike beast that measures up to six feet long and three feet at the shoulder, weighing as much as 400 pounds. In addition to the prey noted above, a giant wolverine will hunt musk oxen and even small woolly mammoths. Giant wolverines are beasts of higher intelligence, capable of speech and aligned with Chaotic Evil.

Special (all):

- ✶ Offensive musk odour; *death* (poison) save for any creature within 10 feet or suffer a –2 attack penalty due to burning and watering eyes.
- ✶ All attack rolls made at +4 bonus.

Woolly Mammoth: see p. 367: Beasts and Monsters: M, *mammoth, woolly*

Woolly Rhinoceros: see p. 384: Beasts and Monsters: R, *rhinoceros, woolly*

WORM, PURPLE	
No. Encountered:	1 (3d4)
Alignment:	Neutral
Size:	L
Movement:	30
Dexterity:	4
Armour Class:	6
Hit Dice:	14
Attack Rate:	1/1 (bite or sting)
Damage:	2d8 or 2d6
Saving Throw:	10
Morale:	10
Experience Points:	4,000
Treasure Class:	B, Q (×5), X

This enormous, segmented worm grows to 100 feet in length and 10 feet in diameter, its great, round maw lined with three rows of fangs. Each body segment is ring-like and projects two pairs of bristles that are about three feet long. These *chætæ* give the monster locomotion as it burrows through the earth, creating "tubes" by means of a sticky, purple secretion that coats its body.

Purple worms are omnivorous, though they prefer flesh. They will emerge from their subterranean tunnels to feed on surface dwellers, which are betrayed by the subtle vibrations of their movement. Purple worms are typically solitary, though they will migrate hundreds of miles to congregate and mate. It is a matter of conjecture as to whether purple worms have any connexion with Yikkorth, "The Ashen Worm".

Special:

- If bite attack hits by a margin of 4 or more (or on a natural 20 in any case), victim is swallowed whole, inflicting 1d6 hp damage per round thereafter; after 3 rounds, the victim may asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*). Swallowed prey can cut its way out with a WC 1–3 blade, with an attack penalty equal to the weapon class. If 10 hp damage is inflicted from within, a large enough rent is cut for escape.
- Tail sting used when confronted from rear, or if space allows the beast to curl its posterior. Sting delivers venom that is immediately deadly unless a *death* (poison) save is made.



WORM of YMIR (Worm of the Dirt)

No. Encountered:	3d4 (1d12×10)
Alignment:	Chaotic Evil
Size:	S
Movement:	30 (slither 20)
Dexterity:	10
Armour Class:	7
Hit Dice:	1
Attack Rate:	1/1 (pummel)
Damage:	1d4+1
Saving Throw:	16
Morale:	8
Experience Points:	13
Treasure Class:	P, R

These runtish, vaguely humanoid beings stand from three to four feet tall. They have broad, flat heads (sans noses) and large, reptilian eyes that scarcely blink. They are hairless, and their pale, mottled skin ripples like the segments of a worm. Their arms are long, with oversized, club-like fists; their legs are short and stubby.

Worms of Ymir are subterranean creatures. Some have burrowed to the infernal depths of Underborea, where dæmons dwell. Others ever lurk close to the surface, emerging under the cloak of night to perform nefarious deeds, causing hardship and misery to mankind.

The origin of this vile species is mired in conjecture. Viking skalds say that they are the failed progeny of Ymir: maggots that failed to metamorphose to **dwarfs**, trapped in some intermediate stage of development. Thus they refer to them as *worms of Ymir*.

Pictish wise men maintain a different opinion. They refer to this species as *worms of the dirt*, a hated enemy race of men against whom they warred for untold centuries. Ultimately, the Picts drove their adversaries to the bowels of the earth, and there they devolved to their current state, wallowing in clay and burrowing like moles.

Special:

- *Infrared vision* (as the spell) to 120-foot range.
- –2 attack penalty when exposed to bright light.
- Group mind; multiple worms of Ymir share an uncanny empathetic connexion, able to move and react as one.



WRAITH *(Undead Type 7)*

No. Encountered:	1d4
Alignment:	Lawful Evil
Size:	M
Movement:	40 (fly 60)
Dexterity:	10
Armour Class:	3
Hit Dice:	5+4
Attack Rate:	1/1 (touch)
Damage:	1d6
Saving Throw:	14
Morale:	12
Experience Points:	540
Treasure Class:	E

This incorporeal, extra-dimensional undead entity presents as the pale apparition of a man, translucent and misty of form. Wraiths are composed of negative energy of sepulchral stench. They hunger to take their provender of positive energy—sentient life such as Hyperborea supports—and from the Black Gulf they arrive. They dwell in shadows, nocturnal hunters of life. Often wraiths are servants to a higher power or otherworldly master.

Special:

- ✶ Powerless in direct sunlight.
- ✶ Immune to poison, paralysis, fear, and cold.
- ✶ Hit only by silver or magical weapons.
- ✶ Touch drains 1 level of experience unless a *death* save is made (see Vol. III, p. 263: Special Damage, *energy drain*).
- ✶ A man slain by a wraith will become a wraith in 24 hours, serving the monster that slew him.

WYVERN

No. Encountered:	1 (1d6)
Alignment:	Neutral
Size:	L
Movement:	30 (fly 90)
Dexterity:	16
Armour Class:	3
Hit Dice:	7+4
Attack Rate:	2/1 (bite / sting)
Damage:	2d8 / 1d8
Saving Throw:	13
Morale:	10
Experience Points:	1,080
Treasure Class:	E

This is the two-legged dragon of myth and legend, with large pteropine wings, ruddy grey scales, red eyes, and a long, barbed tail. Wyverns possess limited intelligence, their communication slightly more advanced than normal reptiles. This beast attacks with a venomous tail sting, poisoning its victims before devouring them. Wyverns thrive in many environments, including the deepest dungeons and subterranean caverns.

Special:

- ✶ Tail sting delivers venom; make *death* (poison) save or suffer instant paralysis, followed by death in 2d4 rounds.



BEASTS and MONSTERS: Z

ZOMBIE (Walking Dead) *(Undead Type 2)*

No. Encountered:	1d6 (4d6)
Alignment:	Chaotic Evil
Size:	M
Movement:	30
Dexterity:	3
Armour Class:	8
Hit Dice:	2
Attack Rate:	1/1 (pummel or bite)
Damage:	1d8 or 1d3
Saving Throw:	16
Morale:	12
Experience Points:	64
Treasure Class:	J, K, L, M

These undead humanoids, sometimes referred to as the "walking dead", are the soulless corpses of men or humanoids animated by witchcræft, necromancy, or a netherworldly curse; in other cases the affliction of zombiism is akin to disease transmission. Often zombies are tasked with guardianship of a person, place, or thing. Requiring no sustenance, they can stand silent and motionless until a prescribed condition is met, though they move slowly and rely on trapping or surprizing their opponents. Zombies typically pummel their opponents to death and then feast on their flesh, entrails, and brains.



Special:

- Slow to react, always attacking last on initiative; no running movement allowed.
- Immune to poison, paralysis, fear, and cold.
- *Cure disease* destroys zombie.
- Arrows and bolts inflict but 1 hp damage (plus bonuses, if applicable); other piercing / thrusting weapons cause ½ damage (damage dice halved, with bonuses added afterwards).
- Any natural *19–20* attack roll versus a zombie is considered a "head shot" inflicting maximum damage, regardless of weapon type; this mechanic supersedes the optional *critical hits* rule (see Vol. III, p. 258: Advanced Combat, *critical hits*).
- 1-in-4 chance of bite attempt per round; otherwise, pummel attacks apply until the zombie drops its foe, which it then will attempt to eat.
- Bite infects victim with the zombiism disease (no saving throw allowed). Infection manifests 1 turn after bite and begins with intense fever, followed by loss of consciousness 1d6+6 turns later. Within 1d10+2 hours the victim dies; 1d6 turns thereafter he rises as a zombie. *Cure disease* can disrupt and alleviate this process, if cast before victim's death.
- Multiple zombies will attempt to *overbear* victims (see Vol. III, p. 248: Combat Actions, *melee*).

ZOMBIE, INTESTINE *(Undead Type 3)*

No. Encountered:	1d6+5
Alignment:	Chaotic Evil
Size:	M
Movement:	30
Dexterity:	3
Armour Class:	7
Hit Dice:	3
Attack Rate:	1/1 (whip, pummel, or bite)
Damage:	1d4+1 or 1d8 or 1d3
Saving Throw:	15
Morale:	12
Experience Points:	53
Treasure Class:	–

Originally created by the Ixian necromancer Yileenda, intestine zombies present as common **zombies**. Within 30 feet, however, illuminance (and a careful eye) may reveal a large stitched seam running from neck to waist—and serpentine writhing beneath the abdominal skin. At about 20 feet distance from its victim, the intestine zombie's abdominal seam bursts open, releasing foul, bile-oozing intestines that unravel through the air to entangle foes with unnatural strength. Once entangled, the victim is strangled slowly until he passes out. An unbound intestine zombie then will devour its incapacitated foe, but if under the command of a master, it may carry off its victim for unspeakable atrocities.

Special:

- ✶ Immune to poison, paralysis, fear, and cold.
- ✶ Arrows and bolts inflict but 1 hp damage (plus bonuses, if applicable); other piercing / thrusting weapons cause ½ damage (damage dice halved, with bonuses added afterwards).
- ✶ Intestine zombies always attempt to engage enemies from a distance with their intestines' 20-foot reach, oftest gaining *first strike* (see Vol. III, p. 244: Combat, *initiative*).
- ✶ Following the initial damage of a successful attack, the bile-covered intestine curls around the throat of the victim. After 3 rounds, the victim may asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*).
- ✶ Intestines struck for 10 hp damage are severed or rendered useless; this damage does not detract from the monster's overall hit point total. Alternatively, intestines can be broken with an *extraordinary feat of strength* (see Vol. I, p. 7: Attributes, *strength*).

ZUVEMBIE *(Undead Type 7)*

No. Encountered:	1 (1d3)
Alignment:	Chaotic Evil
Size:	M
Movement:	50
Dexterity:	16
Armour Class:	4
Hit Dice:	7
Attack Rate:	3/1 (claw / claw / bite)
Damage:	1d6+1 / 1d6+1 / 1d4+1
Saving Throw:	13
Morale:	12
Experience Points:	1,110
Treasure Class:	E





The zuvembie is the result of a woman imbibing a **black brew** (see Vol. V, p. 436: Magical Treasure, *magical potions*). The resultant transformation is a free-willed undead creature: a provocatively beautiful yet frightening zombie, immortal as a vampire and nearly as keen. The zuvembie retains no memory of its past, forever changed and inscrutable in disposition. It cannot speak, but it can vocalize weird and haunting melodies. With its song it can control small animals and oft maintains unlikely combinations of such creatures in its vicinity (typically old towers, abandoned farms, ruins, caves, and the like).

Zuvembies oft walk naked in moonlight, staring at the stars through cadaverous eyes and pondering inhuman thoughts; too, one will stand for hours or days in the hollow of a tree, in the closet of an old house, or under a stair. When opportunity presents, it will sing its enchanting song to lure a man to its cold embrace, taking him as a lover and then eating his entrails. Zuvembies are renowned for animating their lifeless lovers shortly after killing them and controlling their corpses like puppets.

Special:

- Immune to poison, paralysis, fear, and cold.
- Harmed only by silver or magical weapons.
- *Climb* on 11-in-12 chance of success, at full movement rate (see Vol. I, p: 21: Classes, *thief*).
- Can sing a haunting song that charms any human males within 60 feet who hear it, unless *sorcery* saves are made; the saving throws are modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable. Charmed individuals stand dumbly and gaze into the eyes of the zuvembie, allowing the beast to exact its grisly will.
- Bite *inflicts disease* (reverse of *cure disease*).
- Can cast the following spells at will (though only one at a time): *danse macabre*, *darkness* (through which it can see), *witch fire*.
- Once per week, can *summon* **3d6 small animals**. Each *summoning* conjures one animal type that will remain in the zuvembie's vicinity for 1d4 weeks, warning and protecting their master. To determine animal type, see Table 123.

SUMMONED BEASTS and MONSTERS

Select sorcerers have the ability to conjure small creatures that serve as permanent companions, or terrifying monsters that serve as temporary guardians.

FAMILIARS: Magicians and witches share the esoteric ability to conjure a familiar both to serve and to augment them. Respectively, these abilities are *magician's familiar* (see Vol. I, p. 15: Classes, *magician*) and *witch's familiar* (see Vol. I, p. 62: Magician Subclasses, *witch*). Although each conjuring yields results from the same table (q.v.), the differences in the resultant creatures are noteworthy, even if they are of identical species: For magicians, the animal is simply an animal (though exceptionally keen-witted); for witches, the animal is possessed by an ancestral or animistic spirit. The following table may be used to generate random results for a summoned familiar; alternatively, the referee is at liberty simply to choose an appropriate creature, or to collaborate with the player to select one. The animal will arrive within 1d12 hours.

Table 123: Familiars

2d8 Result	Animal Summoned
2	Archæopteryx
3	Toad, Ice
4	Animal, Small (Bird), Falcon / Hawk
5	Animal, Small (Mammal), Squirrel
6	Animal, Small (Mammal), Hare
7	Animal, Small (Bird), Gull
8	Animal, Small (Bird), Owl
9	Animal, Small (Mammal), Cat
10	Rat
11	Bat
12	Animal, Small (Bird), Raven
13	Weasel
14	Animal, Small (Mammal), Fox
15	Snake, Viper
16	Pegomastax

MONSTER SUMMONING: Magicians (and some subclasses) have access to four spells that conjure monsters to attack or defend for 6 rounds (1 minute). The spells are *summon monster I*, *summon monster II*, *summon monster III*, and *summon monster IV*. The following tables may be used to generate random results for each of these four spells, though the referee is at liberty to select results as he sees fit.

Table 124: Summon Monster I

d8 Roll	Monster Summoned
1	Ape-Man (1)
2	Beetle, Giant Fire (1d2)
3	Cave-Man (1d2)
4	Man, Wild Berserker (1)
5	Orc (1d3)
6	Skeleton (1d2)
7	Stirge (1d2)
8	Worm of Ymir (1d2)

Table 125: Summon Monster II

d8 Roll	Monster Summoned
1	Bat, Giant (1)
2	Fish-Man (1d2)
3	Ghoul (1)
4	Hyæna-Man (1d2)
5	Lizard-Man (1d2)
6	Spider, Giant Crab (1d2)
7	Troglodyte (1d2)
8	Zombie (1d2)

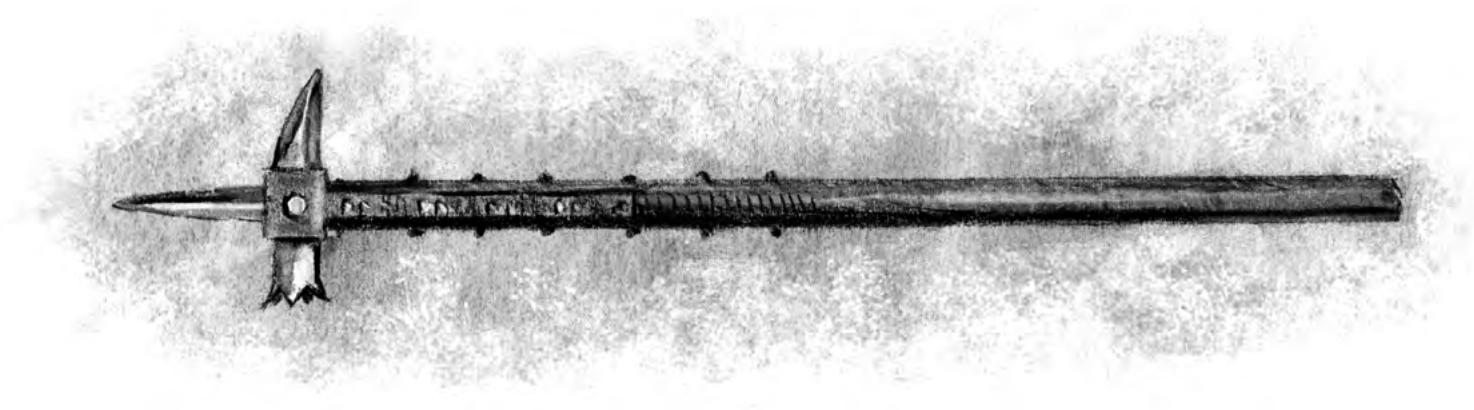
Table 126: Summon Monster III

d12 Roll	Monster Summoned
1	Crab-Man* (1d2)
2	Dwarf (1d2)
3	Frog, Giant (1)
4	Harpy (1)
5	Lycanthrope, Wererat (1)
6	Shadow (1)
7	Spider, Giant Black Widow (1)
8	Spider, Giant Ogre-faced (1)
9	Spider, Giant Trapdoor (1)
10	Tick, Giant (1)
11	Toad, Giant (1)
12	Vhuurmis (1)

* Sans laser rifle

Table 127: Summon Monster IV

d12 Roll	Monster Summoned
1	Abominable Snow-Man (1)
2	Ape, Albino (1)
3	Ape, Mountain (1)
4	Gargoyle (1d2)
5	Ghast (1)
6	Hippogriff (1)
7	Lizard, Giant Draco (1)
8	Night-gaunt (1d2)
9	Scorpion, Giant (1)
10	Weasel, Giant (1)
11	Wight (1)
12	Wolf, Dire (1d2)



BEAST and MONSTER ENCOUNTERS in HYPERBOREA

The following table, arranged in order of increasing hit dice, is provided as a resource for referees who might choose to design their own encounter tables.

Table 128: Beasts and Monsters by Hit Dice

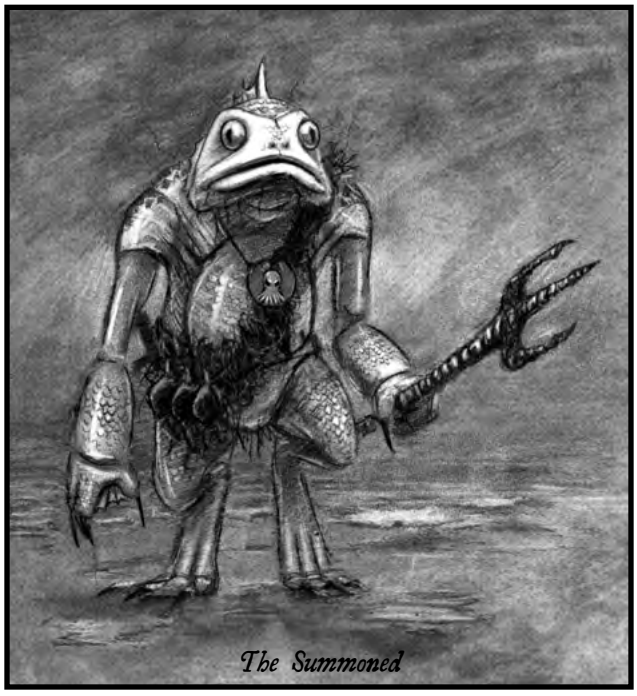
Beast or Monster	<1 HD
Swinish Shade	1 hp
Animal, Small (Bird), Gull	¼
Animal, Small (Bird), Raven	¼
Animal, Small (Mammal), Hare	¼
Animal, Small (Mammal), Squirrel	¼
Bat	¼
Rat	¼
Toad, Ice	¼
Weasel	¼
Animal, Small (Bird), Falcon / Hawk	½
Animal, Small (Bird), Owl	½
Animal, Small (Mammal), Cat	½
Animal, Small (Mammal), Fox	½
Animal, Undead, Small	½
Archæopteryx	½
Bee, Giant	½
Centipede, Giant Black	½
Centipede, Giant Brown	½
Centipede, Giant Pink	½
Pegomastax	½
Rat, Giant	½
Snake, Viper	½
Beast or Monster	**1 HD**
Animal, Undead, Medium	1
Bee, Giant Queen	1
Bird-Man	1
Dæmon, Lesser, Class i	1
Dæmon, Lesser, Class ii	1
Deer, Red	1
Dog, Hunting / Sled	1
Dog, Wild	1
Dragonfly, Giant	1
Man, Bandit	1
Oon	1
Orc	1
Skeleton	1
Snake, Spitting Cobra	1
Stirge	1
Worm of Ymir	1
Beetle, Giant Fire	1+1
Cave-Man	1+1
Dæmon, Lesser, Class iii	1+1
Ferret, Giant	1+1
Fish-Man Hybrid	1+1
Ape-Man	1+2
Man, Wild Berserker	1+4
Beast or Monster	**2 HD**
Bat, Giant	2
Dæmon, Lesser, Class iv	2
Dæmon, Lesser, Class v	2
Deer, Reindeer	2
Dog, War	2
Ghoul	2
Green Slime	2
Horse, Donkey / Mule / Pony	2
Horse, Riding / Wild	2
Mould, Mustard	2
Mummy, Ice, Thrall	2
Orc Lieutenant	2
Snake, Asp	2
Snake, Rattle-	2
Spider, Giant Crab	2
Troglodyte	2
Zombie	2
Beetle, Giant Bombardier	2+1
Camel, Dromedary	2+1
Camel, Leaper	2+1
Lizard-Man	2+1
Wolf	2+1
Camel, Bactrian	2+2
Dæmon, Sublunary, Brown Jenkin	2+2
Fish-Man	2+2
Hyæna-Man	2+2

Snake-Man	2+2
Horse, Light War-	2+3
Beast or Monster	**3 HD**
Crab, Giant	3
Dæmon, Lesser, Class vi	3
Dæmon, Lesser, Class vii	3
Frog, Giant	3
Fungus, Shrieker	3
Fungus, Violet	3
Harpy	3
Horse, Draught	3
Hyæna	3
Lion, Mountain	3
Lycanthrope, Wererat	3
Man, Bandit Lieutenant	3
Mummy, Bog	3
Orc Captain	3
Ox, Musk	3
Skeleton, Large	3
Snake, Python	3
Snake, Giant Water	3
Spider, Giant Black Widow	3
Spider, Giant Ogre-faced	3
Tick, Giant	3
Wolverine	3
Zombie, Intestine	3
Boar	3+1
Dwarf	3+2
Shadow	3+2
Spider, Giant Trapdoor	3+2
Spore-Man	3+2
Toad, Giant	3+2
Vhuurmis	3+2
Bear, Black	3+3
Cave-Man Sub-Chief	3+3
Crab-Man	3+3
Dæmon, Lesser, Class viii	3+3
Horse, Heavy War-	3+3
Pegasus	3+3
Pterodactyl	3+3
Ape-Man Alpha	3+4
Grey Ooze	3+4
Man, Wild Berserker Sub-Chief	3+6

Beast or Monster	**4 HD**
Ant, Giant	4
Ant, Giant Radioactive	4
Aurochs	4
Dæmon, Lesser, Class ix	4
Dæmon, Lesser, Class x	4
Deer, Giant Elk	4
Dog, Blink	4
Gargoyle	4
Gelatinous Cube	4
Ghast	4
Lycanthrope, Werewolf	4
Mummy, Ice	4
Night-gaunt	4
Scorpion, Giant	4
Spider, Giant Wolf	4
Wight	4
Wolf, Dire	4+1
Ape, Albino	4+2
Eagle, Giant	4+2
Hippogriff	4+2
Lizard, Giant Draco	4+2
Lizard-Man Sub-Chief	4+2
Weasel, Giant	4+3
Abominable Snowman	4+4
Ape, Mountain	4+4
Centaur	4+4
Fish-Man Sub-Chief	4+4
Gibbering Mouther	4+4
Gorgon	4+4
Hyæna-Man Leader	4+4
Wolverine, Giant	4+5
Beast or Monster	**5 HD**
Animal, Undead, Large	5
Ape, Carnivorous	5
Cockatrice	5
Crocodile	5
Dæmon, Lesser, Class xi	5
Dæmon, Lesser, Class xii	5
Dæmon, Lesser, Class xiii	5
Eel, Electric	5
Hell Hound	5
Hyæna, Giant	5

Hydra, Aqua-	5
Hydra, Pyro-	5
Leech, Giant	5
Lion	5
Lizard, Giant Chameleon	5
Man, Bandit Captain	5
Man of Leng	5
Ochre Jelly	5
Orc Chieftain	5
Owl Bear	5
Rust Monster	5
Scorpioid of Xin	5
Slithering Slime	5
Snake, Giant Python	5
Tentacular Horror	5
Troglodyte Chieftain	5
Spider, Giant Phase	5+4
Wraith	5+4
Bear, Brown	5+5
Cave-Man Chieftain	5+5
Man, Wild Berserker Chieftain	5+8
Beast or Monster	**6 HD**
Beetle, Giant Stag	6
Cloaker	6
Dæmon, Lesser, Class xiv	6
Dæmon, Lesser, Class xv	6
Lizard, Giant Tuatara	6
Lotus Woman	6
Lycanthrope, Werewolf Superior	6
Manticore	6
Shark, Great White	6
Skeleton, Giant	6
Snake, Giant Asp	6
Tiger	6
Whale, Killer	6
Wolf, Winter	6
Lizard-Man Chieftain	6+2
Troll	6+2
Abominable Snow-Man Alpha	6+4
Basilisk	6+4
Mummy	6+4
Crab-Man Overlord	6+6
Dæmon, Sublunary, Succubus	6+6
Elder Thing	6+6
Gorgon, Greater	6+6
Mi-Go	6+6
Minotaur	6+6
Nightmare	6+6
Beast or Monster	**7 HD**
Ghost, Banshee	7
Griffin	7
Hydra, Aqua-	7
Hydra, Pyro-	7
Lizard, Giant Komodo	7
Mummy, Ice, Noble	7
Otyugh	7
Zuvembie	7
Spectre	7+4
Wyvern	7+4
Bear, Polar	7+5
Fish-Man Chieftain	7+7
Transmundane	7+7
Beast or Monster	**8 HD**
Aboleth	8
Dæmon, Greater, Class I	8
Dæmon, Greater, Class V	8
Dæmon, Sublunary, Gnoph-Yikk	8
Elemental, Air, Class I	8
Elemental, Earth, Class I	8
Elemental, Fire, Class I	8
Elemental, Water, Class I	8
Giant, Hill	8
Invisible Stalker	8
Octopus, Giant	8
Salamander, Fire	8
Snake, Giant Spitting Cobra	8
Tiger, Sabre-Tooth	8
Tree-Man, Adult	8
Will-o'-Wisp	8
Ape, Albino, Superior	8+4
Bear, Cave	8+5
Beast or Monster	**9 HD**
Chimæra	9
Dæmon, Greater, Class II	9
Dæmon, Sublunary, Babi-Ngepet	9
Dæmon, Sublunary, Lamia	9

Hydra, Aqua-	9
Hydra, Pyro-	9
Salamander, Ice	9
Whale, Nar-	9
Automaton, Flesh	9+2
Vampire	9+2
Phoongh	9+3
Dæmon, Sublunary, Ghul	9+6
Beast or Monster	10 HD
Black Pudding	10
Centipede, Monstrous Green	10
Colour out of Space	10
Dæmon, Greater, Class III	10
Ghost	10
Giant, Frost	10
Giant, Hill, Chieftain	10
Great Race	10
Remorhaz	10
Rhinoceros, Woolly	10
Roper	10
Shambling Mound	10
Thew Waggon	10
Tiger, Sabre-Tooth Superior	10
Tree-Man Crawler	10
Automaton, Bronze	10+2
Minotaur Superior	10+6
Beast or Monster	11 HD
Dæmon, Greater, Class IV	11
Giant, Fire	11
Automaton, Clay	11+2
Beast or Monster	12 HD
Aerial Minion	12
Behir	12
Crocodile, Giant	12
Cyclops	12
Elemental, Air, Class II	12
Elemental, Earth, Class II	12
Elemental, Fire, Class II	12
Elemental, Water, Class II	12
Lich	12
Mammoth, Woolly	12
Naga	12
Shoggoth	12
Sloth, Ground	12
Slug, Giant	12
Squid, Giant	12
Tree-Man, Old	12
Beast or Monster	13 HD
Dæmon, Greater, Class VI	13
Beast or Monster	14 HD
Giant, Frost, Jarl	14
Worm, Purple	14
Automaton, Stone	14+2
Beast or Monster	15 HD
Crab, Monstrous	15
Dæmon, Greater, Class VII	15
Giant, Fire, Jarl	15
Beast or Monster	16 HD
Elemental, Air, Class III	16
Elemental, Earth, Class III	16
Elemental, Fire, Class III	16
Elemental, Water, Class III	16
Mammoth, Woolly, Superior	16
Sea Serpent	16
Tree-Man, Ancient	16
Automaton, Iron	16+2
Beast or Monster	18 HD
Squid, Colossal	18
Whale, Blue	18




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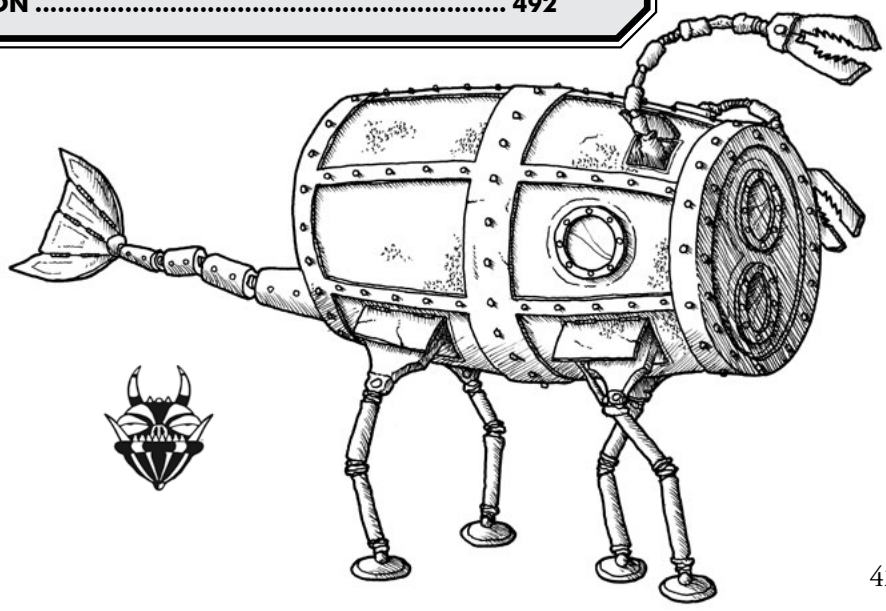
ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



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TREASURE DETERMINATION

As noted in Vol. IV, p. 294: Beast and Monster Statistics, each creature type has an associated treasure class (TC). This taxonomy signifies the typical wealth the creatures have stored or hidden about their lairs, some portions of which might be found on individual monsters. In other cases, treasure might be located in a creature's lair because adventuring folk have met their unfortunate demise there. Note that treasure classes are associated with "lair numbers" of the monster type; i.e., the figure enclosed in parentheses following the *No. Encountered* statistic for each monster.

Also, it is not unusual for other monsters to be located about the lair of the primary monster. Unless secondary or tertiary monsters have numbers commensurate to lair numbers, no additional treasure will be found. For instance, a lone **hill giant** living amongst a tribe of **orcs** will not possess lair treasure, but if a dungeon level has both an **orc** lair and a **harpy** lair, then both treasure classes should be reckoned.

Each treasure class is listed hereafter on p. 429: Table 129, which is followed by subsequent tables and descriptions. Note that **cp** = copper pieces, **sp** = silver pieces, **ep** = electrum pieces, **gp** = gold pieces, and **pp** = platinum pieces. It is the purview of the referee to modify results, or to assign specific treasures as desired.



Magical Treasure

Table 129: Treasure Classes

Class	cp ×500	sp ×500	ep ×500	gp ×500	pp ×50	Gems	Jewellery	Magical Treasure
A	2d6 (25%)	2d6 (30%)	2d6 (25%)	2d10 (40%)	1d4 (25%)	6d6 (40%)	4d8 (50%)	Any 3 (30%)
B	2d8 (50%)	2d6 (25%)	2d4 (25%)	1d6 (25%)	–	2d4 (30%)	1d4 (25%)	1 armour (15%); 1 shield (15%); 1 sword (15%)
C	2d12 (20%)	2d6 (30%)	2d4 (10%)	–	–	1d6 (30%)	1d4 (25%)	Any 2 (20%)
D	2d8 (10%)	2d12 (15%)	2d8 (15%)	2d6 (50%)	–	1d12 (30%)	2d4 (25%)	Any 2 (20%); 1 potion (25%)
E	2d10 (10%)	2d12 (25%)	2d6 (25%)	2d8 (25%)	–	2d6 (15%)	2d4 (10%)	Any 3 (25%); 1 scroll (25%)
F	–	2d20 (20%)	2d12 (15%)	2d10 (40%)	2d4 (35%)	4d8 (20%)	1d12 (10%)	Any 3, except weapons (30%); 1 scroll (30%); 1 potion (30%)
G	–	–	–	2d4×10 (50%)	2d10 (50%)	3d6 (30%)	1d10 (30%)	Any 4 (35%); 1 scroll (35%)
H	1d6×10 (25%)	2d10×10 (40%)	2d4×10 (40%)	2d6×10 (55%)	5d10 (20%)	1d10×10 (50%)	1d4×10 (50%)	Any 4 (15%); 1 scroll (20%); 1 potion (20%)
I	–	–	–	–	3d6 (35%)	2d10 (60%)	2d6 (50%)	Any 1 (20%)
J	4d6 coins*	–	–	–	–	–	–	–
K	–	4d4 coins*	–	–	–	–	–	–
L	–	–	3d4 coins*	–	–	–	–	–
M	–	–	–	1d8 coins*	–	–	–	–
N	–	–	–	–	1d4+1 coins*	–	–	–
O	2d4 (25%)	1d6 (20%)	–	–	–	–	–	–
P	–	2d6 (30%)	1d4 (20%)	–	–	–	–	–
Q	–	–	–	–	–	1d4+1 (50%)	–	–
R	–	–	–	4d4 (40%)	1d6×10 (45%)	4d8 (60%)	2d6 (45%)	–
S	–	–	–	–	–	–	–	2d4 potions (40%)
T	–	–	–	–	–	–	–	1d4 scrolls (50%)
U	–	–	–	–	–	2d4×10 (90%)	3d10 (80%)	1 of each magic**, except scrolls and potions (70%)
V	–	–	–	–	–	–	–	2 of each magic**, except scrolls and potions (80%)
W	–	–	–	1d6×10 (60%)	2d4 (15%)	2d4×10 (60%)	4d10 (50%)	1 scroll (map) (60%)
X	–	–	–	–	–	–	–	1 potion (60%); 1 miscellaneous magic (60%)
Y	–	–	–	4d12 (70%)	–	–	–	–
Z	1d6 (20%)	2d4 (25%)	2d4 (25%)	2d4 (30%)	2d6 (30%)	1d6×10 (50%)	4d8 (50%)	Any 3 (55%)

* Indicates the number of coins per individual; i.e., no multiplying factor is involved. These treasure classes allow for a lair to have a set amount of treasure stored or hidden and for individual occupants to own personal coinage (e.g., 4–24 copper pieces, 4–16 silver pieces).

** Roll for each category of magical treasure as shewn on p. 434: Table 133, except scrolls and potions.

How to Use the Treasure Classes Table: The foregoing table can produce mixed results; some monsters will be wealthy, some will prove empty-handed, and others will range somewhere in the middle. The easiest way to explain the use of Table 129 is by example. For instance, if a monster type is noted for treasure class C, then it has a 20% chance to have 2d12×500 cp, a 30% chance to have 2d6×500 sp, a 10% chance to have 2d4×500 ep, a 30% chance to have 1d6 gems, a 25% chance to have 1d4 jewellery pieces, and a 20% chance to have 2 magical treasures. Each treasure type is checked individually, so a treasure horde might include copper and electrum, but no silver, depending on the dice results.

MONETARY TREASURE

COINS: As earlier noted, the major coin types in Hyperborea are platinum (pp), gold (gp), electrum (ep), silver (sp), and copper (cp). For their exchange rate and other general information, refer to Vol. I, p. 113: Coinage. These coins are approximately two or three pennyweight, so a single piece typically weighs 1/100th of a pound. When determining treasure, the referee might replace hundreds of coins with ingots, bars, or "bricks" of 100-piece value. Furthermore, the minting standard of Khromarium is not inclusive of all lands about the realm; indeed, some gold coins might weigh ¼ pound (25-gp coins, as it were).

GEMS: Gems as treasure will be valued as shewn in the following table. The referee might roll once for each gem, or he might roll twice or thrice, dividing the cache of gems in halves or in thirds, respectively. Roll d% to determine the value of gems as treasure.

Table 130: Gems

d% Result	Gem Type	GP Value
01–03	Azurite	1d20
04–06	Banded agate	1d20
07–09	Blue quartz	1d20
10–12	Eye agate	1d20
13–15	Hematite	1d20
16–18	Lapis lazuli	1d20
19–21	Malachite	1d20
22–24	Moss agate	1d20
25–27	Obsidian	1d20
28–30	Rhodochrosite	1d20
31–33	Tiger-eye	1d20
34–36	Turquoise	1d20
37–38	Bloodstone	1d20×5
39–40	Carnelian	1d20×5
41–42	Chalcedony	1d20×5
43–44	Chrysoprase	1d20×5
45–46	Citrine	1d20×5
47–48	Jasper	1d20×5
49–50	Moonstone	1d20×5
51–52	Onyx	1d20×5
53–54	Rock crystal	1d20×5
55–56	Sardonyx	1d20×5
57–58	Smoky quartz	1d20×5
59–60	Star rose quartz	1d20×5
61–62	Zircon	1d20×5
63–64	Alexandrite	1d20×10
65–66	Amber	1d20×10
67–68	Chrysoberyl	1d20×10
69–70	Coral	1d20×10
71–72	Garnet	1d20×10
73–74	Jade	1d20×10
75–76	Jet	1d20×10
77–78	Pearl	1d20×10
79–80	Spinel	1d20×10
81–82	Tourmaline	1d20×10
83–84	Aquamarine	1d20×50
85–86	Black pearl	1d20×50
87–88	Deep blue spinel	1d20×50
89–90	Peridot	1d20×50
91–92	Topaz	1d20×50
93–94	Violet garnet	1d20×50
95 Roll again:	*01–50* = Emerald *51–00* = Fire opal	1d20×100
96 Roll again:	*01–50* = Opal *51–00* = Oriental amethyst	1d20×100
97 Roll again:	*01–50* = Oriental topaz *51–00* = Sapphire	1d20×100
98 Roll again:	*01–50* = Star ruby *51–00* = Star sapphire	1d20×100
99 Roll again:	*01–20* = Black sapphire *21–40* = Diamond *41–60* = Jacinth *61–80* = Oriental emerald *81–00* = Ruby	1d20×500
00	A gem of prodigious size and weight (from 2 to 5 lbs.). Roll again to determine gem type, and multiply its value by 10.	

Gem value is determined by type, size, cut, and other factors. So, a semiprecious stone that is finely cut and polished may be worth as much as a more precious stone of rough craftsmanship. Furthermore, an enormous gem may be worth as much as ten times its listed value. Lastly, the history of a gem may also influence its worth.



A Prodigious Gem

JEWELLERY: These are bracelets, brooches, crowns, diadems, earrings, necklaces, pendants, rings, and the like, worn for ornamental, religious, and sorcerous reasons. Typically they are crafted of precious metals, elaborately designed, engraved, and/or set with gems. Jewellery value is determined by size, material(s), craftsmanship, and so forth. The history of a jewellery piece also might factor into its worth: The golden diadem of a queen, even if somewhat tarnished, might be considered of great value. *N.B.:* At the discretion of the referee, the category "jewellery" might be used for other *objets d'art*; examples include candelabra, chalices, drinking horns, idols, paintings, plaques, rugs, scroll cases, statuettes, tapestries, vases, and so on.

To determine randomly the type of jewellery found, first roll d20 on TABLE 131 to find the form of the article. Next roll d%, followed by d12, on p. 433: TABLE 132 to decide its value and composition. Disregard incongruous results.

Table 131: Jewellery Types

d20 Roll	Object	Weight (lbs.)	d20 Roll	Object	Weight (lbs.)
1	Anklet	–	11	Earring	–
2	Armband	1	12	Girdle	3
3	Bracelet	–	13	Locket	–
4	Bracer	1	14	Mask	1
5	Brooch	–	15	Medallion	1
6	Chain	1	16	Necklace	1
7	Circlet	1	17	Orb	2
8	Comb	–	18	Pendant	–
9	Crown	4	19	Ring	–
10	Diadem	2	20	Sceptre	3

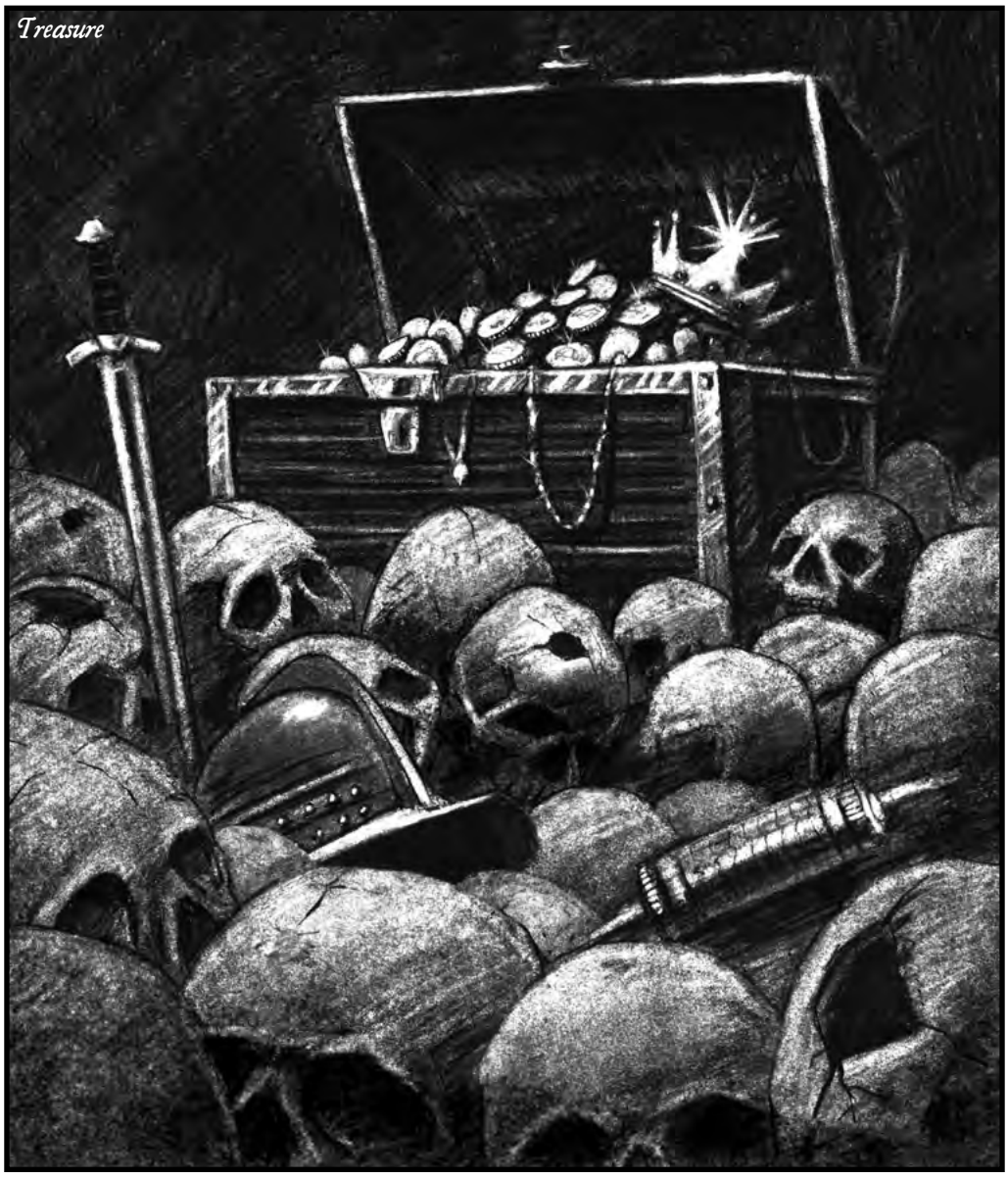


Table 132: Jewellery Value and Composition

		Material (roll d12)															
d% Result	GP Value	Pewter	Bronze	Copper	Copper+	Silver	Silver+	Yellow Ivory	Electrum	Electrum+	Gold	Gold+	Coral	Jade	Platinum	Platinum+	Star Metal
01	1	1–6	7–10	11		12											
02	2	1–6	7–10	11		12											
03	3	1–6	7–10	11		12											
04	4	1–6	7–10	11		12											
05	5	1–5	6–9	10		11		12									
06	10	1–4	5–8	9		10		11	12								
07	15	1–4	5–8	9		10		11	12								
08	20	1–4	5–7	8	9	10		11	12								
09	25	1–2	3–4	5	6	7		8	9		10		11	12			
10	30	1–2	3–4	5	6	7		8	9		10		11	12			
11	35	1–2	3–4	5	6	7		8	9		10		11	12			
12	40	1–2	3–4	5	6	7		8	9		10		11	12			
13	45	1–2	3–4	5	6	7		8	9		10		11	12			
14	50	1	2–3	4	5	6	7	8	9		10		11	12			
15	55		1–2	3–4	5	6	7	8	9		10		11	12			
16	60		1–2	3–4	5	6	7	8	9		10		11	12			
17	65		1–2	3–4	5	6	7	8	9		10		11	12			
18	70		1–2	3–4	5	6	7	8	9		10		11	12			
19	75		1–2	3	4	5	6	7	8	9	10		11	12			
20	80		1–2	3	4	5	6	7	8	9	10		11	12			
21–30	100		1	2	3	4	5	6	7	8	9	10	11	12			
31–40	200			1	2	3	4	5	6	7	8	9	10	11	12		
41–50	300				1	2–3	4	5	6	7	8	9	10	11	12		
51–60	400				1	2–3	4	5	6	7	8	9	10	11	12		
61–70	500						1–2		3–4	5	6–7	8	9	10	11		12
71–80	600						1–2		3–4	5	6–7	8	9	10	11		12
81–85	750						1		2	3	4–5	6	7–8	9–10	11		12
86–88	1,000						1		2	3	4–5	6–7	8	9	10	11	12
89–90	1,250									1–2	3–4	5–6	7	8	9–10	11	12
91–92	1,500									1–2	3–4	5–6	7	8	9–10	11	12
93–94	1,750											1–4			5–8	9–10	11–12
95	2,000											1–4			5–8	9–10	11–12
96	3,000														1–4	5–8	9–12
97	4,000														1–4	5–8	9–12
98	5,000															1–4	5–12
99	7,500															1–6	7–12
00	10,000															1–8	9–12

+ Set with gems; if desired, the referee may roll on p. 430: TABLE 130 to determine the exact gems present in the piece.

MAGICAL TREASURE

Magical treasure consists of scrolls, potions, wands, rings, armour, shields, weapons, and other enchanted sundries. This category also includes technological items of Atlantean or alien manufacture; note that these too will register as "magical" when *detect magic* is cast. Roll d% and consult Table 133 to determine randomly "Any" magical treasure from Table 129. Once a category is established, refer to the corresponding sub-table to determine the specific item. If a particular magical treasure is noted (e.g., treasure class S calls for potions), then refer directly to the appropriate sub-table. Also, where exclusions are noted (e.g., treasure class F has no weapons), simply reroll if necessary.

Each magic item is assigned suggested experience point (XP) and gold piece (gp) values. An item's *XP value* is intended for characters who retain the magic item earned or discovered. If the PC party elect to sell an item, the *GP value* is the typical sum derived from the sale. No additional XP is awarded for the sale of magic items.

Table 133: Magical Treasure

d% Result	Magical Treasure Category
01–25	Scrolls
26–45	Potions
46–55	Rods, Staves, & Wands
56–60	Rings
61–70	Armour
71–75	Shields
76–85	Swords
86–90	Other Melee Weapons
91–95	Missile Weapons
96–00	Miscellaneous Magic Items

MAGICAL SCROLLS: Most scrolls are contained in cylinders of bone, crystal, ivory, metal, or wood. They oftest are writ on paper, parchment, or the skin of some exotic creature. In other instances, a scroll might be graven on a clay or stone tablet, or perhaps a piece of bark.

Table 134: Magical Scrolls

d% Result	Magical Scroll Type	XP Value	GP Value
01–05	Cursed Scroll	—	1,000
06–15	Map	—	—
16–20	Protection Scroll: Animals	500	2,500
21–25	Protection Scroll: Dæmons	2,000	10,000
26–30	Protection Scroll: Elementals	1,500	7,500
31–35	Protection Scroll: Lycanthropes	1,250	6,250
36–40	Protection Scroll: Magic	1,000	5,000
41–45	Protection Scroll: Otherworldly Beings	2,500	12,500
46–50	Protection Scroll: Petrifaction	2,000	10,000
51–55	Protection Scroll: Plants	500	2,500
56–60	Protection Scroll: Undead	1,250	6,250
61–00	Spell Scroll	100 per spell level	500 + 100 per spell level

Magical Scroll Descriptions:

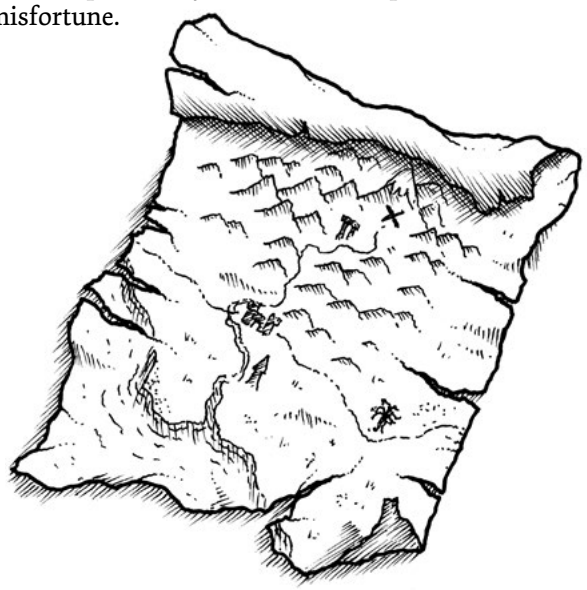
Cursed Scroll: This cursed item is invoked the moment the first word, rune, character, diagram, or geometric shape is glimpsed. The reader is cursed, similarly to the *bestow curse* spell (the reverse of *remove curse*). Roll a d10 on Table 135 to determine which effect is unleashed:

Table 135: Cursed Scrolls

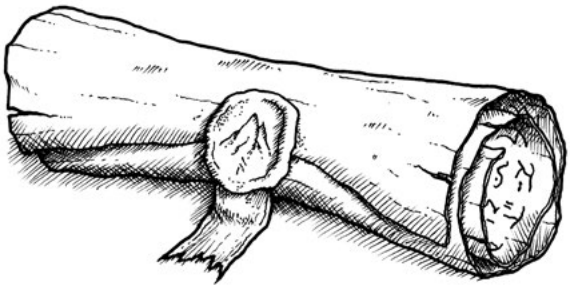
d10 Roll	Curse
1	Victim transformed into a frog, mouse, pig, or like inoffensive animal
2	50% chance to drop held items per round of combat
3	All attack rolls penalized by −4
4	All saving throws penalized by −4
5	Armour class penalized by −2
6	One attribute reduced to a score of 3
7	Victim reduced to a drooling imbecile (intelligence 1)
8	Disease manifests, deadly after 1d8 weeks unless *death* (poison) save made
9	*Explosive runes* (as the spell)
0	Reader and all within 10 feet transported to Saturn, Yuggoth, or the cavernous depths of Underborea

Most effects are permanent unless a *remove curse* spell is cast. Curses #6 and #7 also can be reversed with a *restoration* spell, and curse #8 with *cure disease*. Curses #9 and #0 effect their mischief instantaneously and are not subject to negation.

Map: This is a dungeon or wilderness map, scrawled on paper or parchment, that shews the location (or perhaps former location) of a valued treasure item—possibly magical—of the referee's device. The map may reveal **secret** or **concealed doors** and other mysteries, but it may contain some inaccuracies. One-in-four of these maps actually will lead to a trap or some other misfortune.



Protection Scroll: These can be utilized by a literate character of any class and level. **Protection scrolls** are at once identifiable, even by non-sorcerers, because they are writ in the Common tongue of man. Each **protection scroll** creates a circle of defence that radiates 10 feet around the reader and lasts for 6 turns (1 hour).



Some scrolls proscribe a specific effect type, such as magic or petrifaction. Other scrolls prevent a specified creature type from approaching within the circle's radius; likewise none of the specified creature's powers can penetrate the circle. If such creatures are within a 10-foot radius of the reader when the scroll is invoked, they are pushed away. (Exception: non-hostile animals and plants are unaffected.)

Animals are defined as natural wildlife (**bears**, **lions**, **rats**, **sharks**, etc.), including giant forms.

Dæmons include all **greater**, **lesser**, and **sublunary dæmons**, **hell hounds**, and **nightmares**.

Elementals and *lycanthropes* include all varieties described in Vol. IV.

Magic prevents all spells and spell-like abilities from penetrating the circle; however, spells cannot be cast from within the circle, either.

Otherworldly beings include **aboleths**, **crab-men**, **elder things**, **fish-men**, the **Great Race**, **mi-go**, **night-gaunts**, **phoongh**, **spore-men**, and **tentacular horrors**. (This scroll evokes the mystic sigil of a flaming eye in a pentagram.)

Petrifaction defends against being turned to stone by a **basilisk**, **cockatrice**, or **gorgon**, as well as the *flesh to stone* spell (reverse of *stone to flesh*), but it does not prohibit those creatures' other attack forms.

Plants include all vegetal monsters, as well as sorcery like the *entangle* spell.

Undead includes all creatures of *Undead Type 0–12* (but not *Undead Type 13*).

Spell Scroll: Eight different magical languages are used in Hyperborea, each with its own distinct runic alphabet, diagrams, and weird geometric shapes. Although similarities exist, practitioners of one school are generally unable to utilize the **spell scrolls** of another school. As well, the disjointed scribblings of shamans are intelligible only to others of their ilk.

A sorcerer must use his *read scrolls* ability to determine the contents of a **spell scroll**. A magician, for example, will be able to cognize and incant the spells contained in a magician's scroll, but not necessarily those of other schools. He may be able to determine a scroll as that of a druid, a necromancer, or another school, and at the referee's discretion even might descry the specific spells contained within, but he cannot invoke their magic (though note the optional rule in Vol. II, p. 139: Spells, *spell casting*). To determine from which school of sorcery a **spell scroll** comes, roll d%:

Table 136: Spell Scroll School

d% Result	Spell School
01–45	Magician
46–50	Cryomancer
51–55	Illusionist
56–60	Necromancer
61–65	Pyromancer
66–70	Witch
71–90	Cleric
91–95	Druid
96–97	Shaman (Cleric)
98	Shaman (Druid)
99	Shaman (Magician)
00	Shaman (Necromancer)

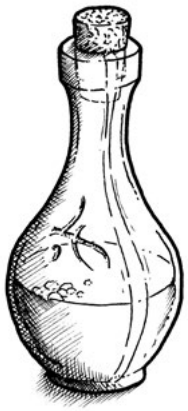
Some **spell scrolls** contain multiple spells. Roll d6, treating a score of *6* as *1*, to find the number of spells on the scroll. Then roll d% on the following table to determine the level of each spell:

Table 137: Spell Scroll Level

d% Result	Spell Level
01–45	1
46–68	2
69–83	3
84–93	4
94–98	5
99–00	6

The precise spell(s) contained in a scroll must be selected or randomly determined by the referee. Unless the referee decides otherwise, the default casting ability (CA) of a **spell scroll** is the sum of 2d6, or 1 level above that required to cast the spell, whichever is greater.

MAGICAL POTIONS: Potions generally are contained in ceramic, crystal, glass, or metal phials; unless otherwise indicated, each contains a single dose. The potions noted hereafter are but a small sample of possibilities. Unless otherwise noted, a potion's standard duration is 1d4+6 turns if fully quaffed; if but half is imbibed, the duration is 1d4 turns.



Identifying a potion can be tricky business. Magicians and their subclasses, as well as warlocks and legerdemainists, are typically able to identify a potion by taste alone. Other classes might fathom a vague idea of a potion's properties following a taste, but accurate identification is a dubious proposition.

Pills and Ampoules: Esteemed as the most advanced alchemists of Hyperborea, the abhorrent **snake-men** have developed lozenge-shaped *pills* that contain all the properties of potions. Some men have learnt the painstaking methods involved with this sub-science of alchemy; notwithstanding, discovering such a pill is a rare occurrence. The snake-men also concoct highly concentrated potions contained in *ampoules*, tiny, sealed glass capsules, which can be injected subcutaneously with a syringe. If an ampoule is drunk, the imbiber must make a *test of constitution* (see Vol. I, p. 8: Attributes, *constitution*) or vomit violently, ejecting the liquid before its properties take hold; if successful, the potion is effective.

Table 138: Magical Potions

d% Result	Potion Type	XP Value	GP Value
01–06	Antidote	200	400
07–09	Black Brew	750	1,500
10–11	Elixir of Longevity	500	5,000
12–16	Love Potion	300	600
17–21	Poison	—	25–2,000*
22–26	Potion of Climbing	300	600
27–31	Potion of Cure Disease	300	600
32–36	Potion of Delusion *(cursed)*	—	250
37–41	Potion of Diminutiveness	300	600
42–46	Potion of Extraordinary Growth	750	1,500
47–50	Potion of Extraordinary Healing	400	800
51–55	Potion of Fire Protection	250	500
56–58	Potion of Flying	500	1,000
59–63	Potion of Gaseous Form	300	600
64–66	Potion of Giant Power	500	1,000
67–71	Potion of Healing	200	400
72–75	Potion of Heroic Action	300	600
76–79	Potion of Invincibility	350	700
80–83	Potion of Invisibility	400	800
84–88	Potion of Levitation	250	500
89–91	Potion of Super-heroic Action	450	900
92–96	Potion of Super-Speed	250	500
97–00	Potion of Water Breathing	400	800

* See Vol. III, p. 265: Table 101 for poison types and costs.

Magical Potion Descriptions:

Antidote: This putrid-smelling potion is green and clumpy. It functions as the *neutralize poison* spell, detoxifying a poison victim. The entire potion must be imbibed for the antidote to prove efficacious; this task may prove challenging if the sufferer is incapacitated.

Black Brew: This gruesome swill typically is concocted by a witch or shaman. It consists of tannin-rich bog water that contains ground rattlesnake bones, bat's blood, dew from a nighthawk's wings, black lotus pollen, and mushrooms grown from the corpse of a sorcerer. These ingredients must be stirred together in a copper vessel whilst a forbidden incantation (passed down orally) is sung aloud.

Any male who dares drink this potion must make a *death* (poison) saving throw or die instantly, his jellied brain melting out his ears, nose, and mouth. A female who drinks the brew becomes a bizarre form of free-willed zombie known as a **zuvembie**. If a **black brew** is administered to a woman who is unwilling to become a zuvembie, she must make a *transformation* save to resist conversion; otherwise, the change occurs over the next 1d6 turns (death followed by undeath).

Elixir of Longevity: Drinking this entire potion reduces the age of the imbiber by 2d6 years. However, always a 1-in-20 chance exists that the opposite will occur. Additionally, if more than one such potion is quaffed in one's lifetime, the chance-in-twenty increases by one (+1), cumulatively; thus, the third such potion consumed carries a 3-in-20 chance of the opposite effect.

Love Potion: This potion causes the drinker to become *charmed* (as the *charm person* spell) by the first, or most prominent, intelligent creature viewed. If the object of the drinker's adoration is of the opposite sex and of similar race or species, the drinker will become completely *enamoured* of that individual. The *charm* effect persists for the standard potion duration; however, if the drinker becomes *enamoured*, the effect is permanent unless *dispel magic* is cast. *N.B.:* This potion is not the same as a witch's **philtre** (see Vol. I, p. 62: Magician Subclasses, *witch*).

Poison: This highly toxic liquid comes in two basic forms: *penetrative* and *ingestible*. For a complete understanding of poison types and their application, refer to Vol. III, p. 265: Special Damage, *poison*; as noted in that section, some referees might eschew the use of poison in their campaigns. To determine which poison type is discovered, roll d%; gold piece value accords with poison type as noted in Vol. III, p. 265: Table 101.

Table 139: Random Poisons

d% Result	Poison Type
01–20	*penetrative I*
21–30	*penetrative II*
31–35	*penetrative III*
36–40	*penetrative IV*
41–45	*penetrative V*
46–65	*ingestible I*
66–80	*ingestible II*
81–90	*ingestible III*
91–95	*ingestible IV*
96–00	*ingestible V*

Potion of Climbing: This potion allows the drinker to climb with ability commensurate to the *spider climb* spell, except using the standard potion duration.

Potion of Cure Disease: This potion is hard to swallow, burning and tingling the imbiber from toes to fingertips and causing profuse sweating. It remedies nearly all forms of illness if fully consumed. The subject is alleviated of all debilitating effects within 1d6 rounds.

Potion of Delusion: To even the most discerning taster, this potion appears to be a **potion of healing** or **extraordinary healing** (qq.v.). In fact, it does nothing of the sort, though the imbiber will believe he has been healed. A **potion of delusion** is revealed for what it is if an *identify* spell is cast.

The referee must inquire subtly as to what the player thinks his character's hit point total is after drinking it. For instance, a fighter with 9 hp drinks what he believes to be a **potion of healing** and so believes he has gained 7 hp, for 16 hp total. If that fighter later suffers 9 or more hp damage, he will in sooth be rendered unconscious (or worse).

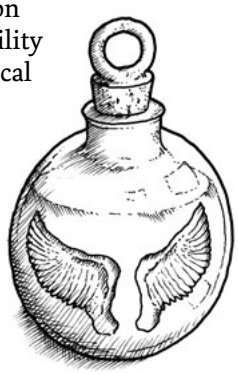
Potion of Diminutiveness: When half this potion is consumed, the drinker and all his gear are reduced to 50% of normal size. If the entire potion is quaffed, he is reduced to six inches in height. An unwilling imbiber is allowed a *sorcery* saving throw to resist the effect.

Potion of Extraordinary Growth: Drinking half this potion will grow the imbiber to a height of 1d4+11 feet. Such a person gains all the benefits associated with a **potion of giant power** (q.v.). A nonhuman creature administered half this potion grows to 150% size and inflicts ×1.5 damage (as the *enlarge* spell).

Consuming the entire potion enlarges the imbiber to a height of 1d6+24 feet. Such a person gains the same +3 attack bonus as for a **potion of giant power**, but all attack damage is 4d6. Enlarged monsters are doubled in size and inflict double damage dice.

Potion of Extraordinary Healing: Drinking this entire potion restores 3d8+6 hp. Alternatively, it can be consumed in thirds for 1d8+1 hp of healing per dose.

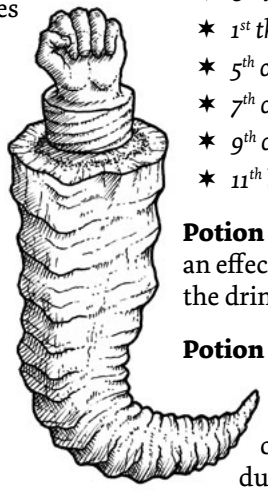
Potion of Fire Protection: This potion provides the drinker with invulnerability to normal heat and fire. Against magical fire, the imbiber gains a +4 bonus on all saving throws; furthermore, any damage sustained from magical fire is reduced by –2 per die (potentially negating all damage).



Potion of Flying: This potion allows the drinker to *fly* as the spell, except using the standard potion duration.

Potion of Gaseous Form: This potion transforms the imbiber and all his gear into a transparent and insubstantial gas able to drift at 20 MV. The gaseous form can see, hear, and smell, but cannot communicate. It can slip through tiny cracks and holes, under doors, and so forth. The gaseous form can be propelled by a strong wind, but otherwise can slip around or through a light breeze.

Potion of Giant Power: This potion provides the drinker with the raw strength of a giant. In melee combat, he gains a +3 attack and damage bonus (not cumulative with the drinker's ST *attack modifier* and *damage adjustment*, if applicable), and his base weapon damage is 2d6 for WC 1 weapons or 3d6 for larger weapons. *Weapon mastery* and/or magical weapons further may enhance attack and damage bonuses. Furthermore, *tests of strength* are at a 5-in-6 chance, and *extraordinary feats of strength* at a base 40% (see Vol. I, p. 7: Attributes, *strength*). This potion cannot be "stacked" with other strength-enhancing sorceries.



Potion of Healing: Drinking half this potion restores 1d4 hp. If the entire potion is quaffed, 2d4+2 hp are restored.

Potion of Heroic Action: This potion is effective solely on fighters (and their subclasses) whose level is less than 10th, including 0th-level mercenaries. It increases the drinker's fighting ability (FA) on a sliding scale according to his level, as shewn below. Hit dice and hit points also are increased temporarily (using the appropriate HD type); any damage sustained is subtracted from the temporary total first.

- *0th level* = +4 FA/HD
- *1st through 4th level* = +3 FA/HD
- *5th through 8th level* = +2 FA/HD
- *9th level* = +1 FA/HD

Potion of Invincibility: This potion is useable only by fighters (and their subclasses). The entire potion must be consumed. It provides the drinker with invulnerability versus opponents of 3 HD or fewer, unless such opponents wield magical weapons. Furthermore, it provides a +2 AC bonus and a +2 bonus to all saving throws. This potion lasts but 3d6 rounds.

Potion of Invisibility: Drinking this potion produces an effect identical to the *invisibility* spell, except using the standard potion duration.

Potion of Levitation: Drinking this potion produces an effect identical to the *levitate* spell, except using the standard potion duration.

Potion of Super-heroic Action: This potion is effective solely on fighters (and their subclasses) whose level is less than 12th, including 0th-level mercenaries. It increases the drinker's fighting ability (FA) on a sliding scale according to his level, as shewn below. Hit dice and hit points also are increased temporarily (using the appropriate HD type); any damage sustained is subtracted from the temporary total first.

- *0th level* = +6 FA/HD
- *1st through 4th level* = +5 FA/HD
- *5th or 6th level* = +4 FA/HD
- *7th or 8th level* = +3 FA/HD
- *9th or 10th level* = +2 FA/HD
- *11th level* = +1 FA/HD

Potion of Super-Speed: Drinking this potion produces an effect identical to the *haste* spell, including ageing the drinker by one year. The duration is but 5d4 rounds.

Potion of Water Breathing: Drinking this potion produces an effect identical to the *water breathing* spell. This potion has three doses of one-third each; for each third consumed, the duration is 1d4+6 turns.

MAGICAL RODS, STAVES, and WANDS:

Rods, staves, and wands are magical devices, each with their own distinctions. Typically one or more *command words* must be spoken to invoke their powers, much like speaking the final incantation of a spell. Each is of finite existence, fashioned with 1d20+40 charges; the referee is at liberty to reduce this total as judged appropriate, because discovered items may have seen extensive use.

Rods are wrought of metals such as brass, bronze, copper, gold, iron, platinum, silver, and steel, typically of from three- to four-foot length and ½-inch thickness. Oft they are topped with skulls (stylized or real), animal head sculptures, or other designs; other rods might be set with gems, crystals, or meteoritic stones.

Staves are carved of rare woods, typically of from five- to six-foot length and 1½-inch thickness. Their lengths may be straight or twisted, smooth or gnarled, stained or natural; they might be shod in bronze, iron, steel, or perhaps a precious metal. Some are etched or burnt with runes, symbols, and geometric shapes; some also are tipped with crystals or gems. Staves shod in metal may be treated as quarterstaves for purposes of combat; if not shod in metal, however, they deliver but 1d4 hp damage.

Wands are of about 1- to 1½-foot length and ¼-inch thickness. They are crafted of bone, ivory, or wood, and their tips are set with crystals or gems. Some wands are designed elaborately, whereas others appear quite plain.

Table 140: Magical Rods, Staves, & Wands

d% Result	Magical Rod, Staff, or Wand Type	XP Value	GP Value	Weight (lbs.)
01–04	Atlantean Lightning Rod	2,000	10,000	3
05–06	Ophisimian Rod	7,000	35,000	5
07–08	Rod of Absorption	8,000	40,000	5
09–11	Rod of Cancellation	3,000	15,000	5
12–15	Rod of Iron Detection	1,500	7,500	8
16–17	Rod of Lordly Might	5,000	25,000	10
18–19	Rod of Resurrection	6,000	30,000	5
20–21	Rod of Rulership	8,000	40,000	5
22–24	Rod of Smiting	4,000	20,000	5
25–28	Staff of Curing	6,000	30,000	5
29–32	Staff of Healing	4,000	20,000	5
33–34	Staff of the Magus	15,000	75,000	5
35–38	Staff of Necromancy	8,000	40,000	5
39–40	Staff of Power	12,000	60,000	5
41–44	Staff of the Seeker	5,000	25,000	5
45–48	Staff of the Snake	7,000	35,000	5
49–52	Staff of Striking	5,000	25,000	5
53–56	Staff of Withering	8,000	40,000	5
57–60	Wand of Fear	3,000	15,000	—
61–64	Wand of Fireballs	4,000	20,000	—
65–68	Wand of Freezing	6,000	30,000	—
69–72	Wand of Illuming	2,000	10,000	—
73–76	Wand of Lightning Bolts	4,000	20,000	—
77–80	Wand of Magic Detection	2,500	12,500	—
81–84	Wand of Magic Missiles	4,000	20,000	—
85–88	Wand of Paralysis	3,500	17,500	—
89–92	Wand of Phantasms	4,000	20,000	—
93–96	Wand of Polymorphing	4,000	20,000	—
97–00	Wand of Secret Door & Trap Location	5,000	25,000	—

Magical Rod, Staff, and Wand Descriptions:

Atlantean Lightning Rod: This three-foot-long, slightly tapered device is composed of a curious blue metal with a ribbed finish. A knoblike protuberance surmounts the tip, and a faint seam transects the rod's circumference at about the midpoint. The thicker half of the rod is treated with a warm, spongy, somewhat tacky substance that moulds to the user's grip. The rod sounds and feels hollow.

Twisting the knob at the tip anticlockwise activates the rod, whereupon it will emit a faint hum. By pointing the rod at a target within 40 feet and flicking his wrist (as if to crack a whip), the wielder can discharge an arc of electrical current from the rod's tip, which will strike the target for 2d6 hp damage. A *device* saving throw is allowed for half damage; the save is modified by *defence adjustment* (see Vol. I, p. 7: Attributes, *dexterity*), if applicable. Each such usage drains 1 charge. Turning the knob clockwise will return the rod to quiescence.

Additionally, if both halves of the rod are gripped and the entire upper portion turned widdershins, a sharpened metal point will extend from the rod's tip, converting the whole into a well-balanced javelin. Twisting the weapon clockwise will retract the javelin tip and return it to rod form. The javelin form can be wielded in melee combat as a **+1 javelin**.

If hurled, the javelin will transform into a 5 × 30-foot bolt of lightning (cf. **javelin of lightning**). Base damage to all in the bolt's 80-foot path is 1 hp per charge remaining in the device (e.g., a fully charged rod hurled in javelin form would inflict 60 hp damage to each creature it strikes). *Avoidance* saves are permitted for half damage (again modified by *defence adjustment*, if applicable). This usage irrevocably destroys the **Atlantean lightning rod**.

Ophisimian Rod: These sorcerous artefacts demonstrate Hyperborean contempt for other intelligent species. The **ophisimian rod**, shaped like an amphisbæna, is made of lead and worked with titanium details. From one leaden serpent mouth emerges the head and torso of a screaming great ape; from the other, the ape's squat and bowed legs.

Activating the power of the rod discharges a narrow, 60-foot coppery beam that changes any simian into a snake of the same hit dice, or vice-versa; a *device* saving throw is allowed to resist this transfiguration. For most normal snakes and apes, this effect also *stuns* for 1d4 rounds (see Vol. III, p. 242: Combat, *attack modifiers*). For **ape-men** and **snake-men**, however, the change of form also evokes a new and fully formed personality with class, abilities, levels, memories—and seething anger. The **ophisimian rod's** power can be activated only once per day; each use drains 1 charge.

When they made these devices of cruel humour, the Hyperboreans had yet to consider the other races of man worthy of even passing notice. The rod was meant to chastise actual pretenders to intelligence, as

the Hyperboreans saw them. Therefore, its effects on humans are unpredictable. Any human targeted by the **ophisimian rod** is entitled to a *device* saving throw with a +2 bonus. If the save fails, roll d8 and consult the following table:

d8 Roll	Effect
1	*Polymorph other* into (roll d10): *1–2* = **albino ape**; *3* = **albino ape superior**; *4–5* = **carnivorous ape**; *6–7* = **mountain ape**; *8–9* = **ape-man**; *0* = **ape-man alpha**.
2	*Polymorph other* into (roll d10): *1–2* = **asp**; *3–4* = **python**; *5–6* = **rattlesnake**; *7–8* = **spitting cobra**; *9–10* = **viper**.
3	*Polymorph other* into (roll d10): *1* = **naga**; *2–3* = **giant asp**; *4–5* = **giant python**; *6–7* = **giant spitting cobra**; *8–9* = **giant water snake**; *0* = **snake-man**.
4	One arm is transformed into the mighty thews of a **carnivorous ape**, burly and hairy; the other becomes a **snake** (see result #2, and roll d10 to determine snake type). The ape arm can claw for 1d6+1 hp damage or grasp with 17 strength, but it cannot use tools or weapons; the snake arm has no intrinsic loyalty to the victim.
5	Face and head become that of a **carnivorous ape** (−4 charisma); hair becomes a mass of venomous snakes like that of a **gorgon**, but these snakes have no intrinsic loyalty to the victim (who is mercifully immune to their poison).
6	Subtle pheromonal changes make the target anathema to simians and ophidians alike. Unintelligent kinds will attack the target immediately; those of higher intellect will hate and plot to destroy the victim.
7	Target grows obvious fangs that function like those of a **viper** (−2 charisma) and must eat only live food (e.g., birds, frogs, lizards, rodents), engorging on such at least once per week.
8	Target becomes an **albino ape**, gaining that creature's size, AC, and natural attacks, but retaining HD and class abilities; likewise, intellect and personality are retained, but the victim is subject to the black moods of the beast from time to time. This transformation is not a polymorph effect and cannot be dispelled.

Rod of Absorption: This rod is useable by magicians and clerics (and their respective subclasses). The **rod of absorption** draws hostile sorcery into it, in effect nullifying and storing each spell. The holder of the rod must be the target of the enemy spell, or within its area of effect. Each absorbed spell level costs 1 charge, so a level 3 spell would drain 3 charges.

The wielder of the **rod of absorption** knows at once the level of the spell being cast in his presence. The player must announce the invocation of the rod right away. After the spell is absorbed, the wielder knows exactly what the spell is, including at what CA level it was fired. The wielder of the rod then can discharge a stored spell at a time of his choosing; this latter function costs no charges.

Rod of Cancellation: This rod may be wielded by any character class. When touched to another magic item, it permanently drains all the properties of that item. To make contact, an attack roll versus the opponent's armour class must succeed, with a +2 bonus for the magical properties of the rod. If successful the rod withers, a single-use item; if the attack misses, additional attempts may be made.

Rod of Iron Detection: This heavy rod of dull black iron has a knobby, mace-like head and a narrow, cross-hatched haft of 18 inches. It is useable by any character class. The rod functions as a **+1 footman's mace**.

At the top of the handle is a single button. If the button is pressed, the rod can detect the presence of iron and/or steel to a depth of 50 feet. The head of the rod will begin to shake and then point in the direction of the metal for 1 turn. The rod will not distinguish a single small object, but it will locate a mass of such. When its final charge is expended, the rod disintegrates to rust particles.

Rod of Lordly Might: This rod, useable only by fighters (and their subclasses), is wrought of heavy, alien ore. It is four feet long and two inches thick, capped by a flanged ball. The haft is lined with six small studs that function as buttons. In its natural form the **rod of lordly might** is equivalent to a **+2 great mace**, with spell-like functions:

At-Will Functions:

- *Paralysis:* Requires successful melee attack, with *device* save allowed to resist. The effect persists for 2d6 turns. A hit costs 1 charge; no charge is expended if the attack roll misses.
- *Hit Point Drain:* Requires successful melee attack; no saving throw allowed. The rod drains the victim of 2d4 hp and confers them to the wielder. Hit points beyond the wielder's maximum are temporary; once subtracted, they cannot be restored. A hit costs 2 charges; no charges are expended if the attack roll misses.
- *Circle of Fear:* Rod must be raised prominently. All viewers within 50 feet of the wielder must make *device* saves or flee in panic for 2d4 rounds; the saves are modified by *willpower adjustment*, if applicable (see Vol. I, p. 9: Attributes, *wisdom*). This function costs 3 charges.

Button-activated Functions:

- *Button #1:* Transforms rod into **+1 flame tongue long sword** (q.v.).
- *Button #2:* Transforms rod into **+3 battle axe**.
- *Button #3:* Transforms rod into **+2 short spear**, **+2 long spear**, or **+3 great spear**, depending on how long button is depressed.
- *Button #4:* Transforms rod into iron ladder capable of extending up to 50 feet in length (depending on how long button is depressed). If the rod is held against a wall when this function is used, spikes will emerge at five-foot intervals, allowing for a stable, vertical ladder drilled into a surface area as hard as granite. Button #4 remains at the bottom of the device. If the button is pressed again, the ladder will shrink until reverting to rod shape.
- *Button #5:* Makes the ladder extend down as opposed to extending up. After the ladder extends, button #5 remains at the top of the ladder. With button #4 at the bottom and button #5 at the top, the wielder may extend the ladder up or down and then collapse it once the destination is achieved. *N.B.:* Either button #4 or button #5 can be used to force open a door with 18-strength capacity (see Vol. I, p. 7: Attributes, *strength*; Vol. III, p. 233: Adventure, *adventure actions and procedures*).
- *Button #6:* Activates rod to indicate magnetic north, the rod pulling until pointed in correct direction. In Hyperborea, the rod points to Mount Vhuurmithadon, the true centre of the realm. This button also allows the wielder to intuit an accurate approximation of underground depth.



The **rod of lordly might** does not disintegrate upon expenditure of its final charge; rather, it loses all its spell-like functions noted above, and buttons #1–5 cease to function, in effect leaving a **+2 great mace** that indicates magnetic north.

Rod of Resurrection: This rod can be used only by a cleric (or cleric subclass). It allows the wielder to resurrect any deceased person, so long as he has not been dead for more than 100 years. The remains (bones, ashes, or the like) must be touched by the rod. Of course, the resurrected person must make a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*). Each use of this item drains 1d4 charges. If the rod is drained to 0 charges, it will wither; if it is drained to negative charges, the wielder must make a *death* saving throw or lose 1 energy level (see Vol. III, p. 263: Special Damage, *energy drain*).

Rod of Rulership: This rod of bronze with stylized sabre-tooth head can be wielded by any character class. When the wielder grips the item with two hands, holds it high overhead, and shouts "Obey!", (1d4+1)×100 hit dice of creatures within 120 feet will succumb to his rulership. Creatures with 15+ intelligence and/or 9+ HD are allowed *device* saving throws to resist; the saves are modified by *willpower adjustment*, if applicable (see Vol. I, p. 9: Attributes, *wisdom*).

Those vulnerable to the effect will obey the wielder as though he were their unquestioned overlord and they his loyal vassals; his issued commands will be obeyed without question. Even allies are subject to the wielder's will. The effect will persist for as long as the wielder grips the rod with two hands, at a cost of 1 charge per turn.

Rod of Smiting: This iron rod is the equivalent of a **+3 footman's mace** and may be used by any character class able to employ such a weapon; it does not look like a mace, but rather a heavy iron sceptre topped with a stylized skull. When the **rod of smiting** strikes an **automaton** (or other like construct), the target must make a *device* saving throw or be destroyed; no saving throw is allowed on a natural 20 attack roll.

If the automaton makes its save, treble damage is delivered (damage dice trebled, with modifiers added afterwards). Likewise, when a natural 20 attack roll is scored against any other creature, the rod automatically delivers treble damage. A charge is expended any time an automaton is struck by this item and any time a natural 20 attack roll is achieved versus other creatures. Once all charges are spent, the **rod of smiting** is reduced to a **+3 footman's mace** with no additional properties.

Staff of Curing: This staff can be wielded by clerics (and their subclasses). It is loaded with curative spells, though it can be used but once per person per day:

- *cure blindness* (1 charge)
- *cure deafness* (1 charge)
- *cure disease* (3 charges)
- *cure madness* (3 charges)

Staff of Healing: This staff can be wielded by clerics (and their subclasses). By touch, it heals 2d4 hp damage per charge. It can be used only once per day on a particular creature.

Staff of the Magus: This staff can be wielded by magicians (and their subclasses). It provides a +2 bonus on *sorcery* saving throws and has the following spell-like powers, each cast at CA 12 capacity and useable but once per day. Note that each spell that permits a saving throw uses the *device* category, regardless of spell description.

- *detect magic* (0 charges)
- *enlargement* (0 charges)
- *hold portal* (0 charges)
- *light* (0 charges)
- *protection from evil* (0 charges)
- *dispel magic* (1 charge)
- *fireball* (1 charge)
- *invisibility* (1 charge)
- *knock* (1 charge)
- *lightning bolt* (1 charge)
- *pyrotechnics* (1 charge)
- *web* (1 charge)
- *ice storm* (2 charges)
- *passwall* (2 charges)
- *summon elemental* (2 charges)
- *telekinesis* (2 charges)
- *wall of fire* (2 charges)
- *control winds* (3 charges)

Strike of Retribution: To invoke this terrible power, the sorcerer must with great purpose snap the staff over his knee, releasing a 30-foot-radius globe of destruction. The power of this globe is predicated on how many charges the staff has remaining. All creatures within 10 feet suffer 8 hp damage per remaining charge; creatures within 11–20 feet suffer 6 hp damage per remaining charge; and creatures within 21–30 feet suffer 4 hp damage per remaining charge. A *device* saving throw halves the damage sustained; the save is modified by *defence adjustment*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*). The sorcerer who breaks the staff has a 3-in-6 chance to be *teleported* to Saturn; if not, he is incinerated by the explosion.

Staff of Necromancy: The exterior of this gnarled, twisted staff is charred black, its top formed about the skull of the human sacrifice used to craft the device. It is useable by magicians, clerics, necromancers, witches, priests, and shamans, of Neutral or Evil alignment; Neutral characters will exhibit Evil tendencies with prolonged use. A Good character who touches the staff will suffer a jolt of negative energy for 5d4 hp damage. The **staff of necromancy** has the following powers, all exercised at CA 11 capacity. Note that each spell that permits a saving throw uses the *device* category, regardless of spell description.

- transform staff to *cudgel of bone* (0 charges)
- *detect undead* (1 charge)
- *ray of enfeeblement* (1 charge)
- *vampiric touch* (1 charge)
- *animate dead* (2 charges)
- *gelatinize bones* (3 charges)
- *finger of death* (5 charges)

Staff of Power: This seemingly unspectacular oaken staff is shod in iron. In the hands of a magician (or magician subclass), it functions as a **+2 quarterstaff** and provides a +2 bonus to AC and saving throws. When the staff is used as a melee weapon, the wielder can choose to expend 1 or 2 charges upon a successful attack roll, respectively doubling or trebling the damage dice (with bonus damage added afterwards).

The **staff of power** has an array of spell-like powers, some of which must be determined randomly; all are cast at CA 11 capacity. Note that each spell that permits a saving throw uses the *device* category, regardless of spell description. Furthermore, this device shares the *strike of retribution* power of the *staff of the magus*.

- *cone of cold* (d6: 1–4) or *fireball* (5–6) (1 charge)
- *continuous light* (1 charge)
- *darkness* (1 charge)
- *levitate* (1 charge)
- *lightning bolt* (d6: 1–2) or *magic missile* (3–6) (1 charge)
- *paralyze* (1 charge)
- *ray of enfeeblement* (1 charge)
- *shield* (1 charge)
- *globe of invulnerability, lesser* (2 charges)
- *globe of invulnerability, greater* (3 charges)



Staff of the Seeker: This straight, five-foot staff of shore pine is stained with the blood of **succubi**. It can be wielded by magicians (and their subclasses). When the staff is discharged at a single opponent within 60 feet, a blue-green ball of energy (the "seeker") will shoot forth. The seeker has a streaming, curling tail that emits firefly-like motes of energy. Cunningly it will seek its prey, circling around allies, obstacles, or other hindrances until striking its target. Its effects, however, are variable; roll a d6 on the table below.

d6 Roll	Effect
1–2	*inflict blindness* (reverse of *cure blindness*) (1 charge)
3–4	*inflict deafness* (reverse of *cure deafness*) (1 charge)
5	*paralyze* (2 charges)
6	*disintegrate* (3 charges)

Each effect functions at CA 11 capacity. Note that each spell that permits a saving throw uses the *device* category, regardless of spell description. If an effect is evoked that costs more charges than the staff contains, the staff will function, but will then explode, causing 2d6 hp damage to the wielder, scorching his hands, and blistering his skin. Otherwise, if drained to 0 charges, the staff will crumble to scorched pine shavings.

Staff of the Snake: This wavy, six-foot staff of green yew is carved to the likeness of a python. It can be wielded by clerics, cleric subclasses, and necromancers. Although unshod, it is treated as a **+2 quarterstaff**. Upon delivering a successful attack roll, the wielder can release the staff whilst commanding it to transform into a quasi-python. At once the snake will coil around a victim of Small or Medium size; this usage costs 1 charge.

The victim is allowed a *device* saving throw. If the save fails, the victim is taken to the ground, trapped for 1d4 turns unless the wielder commands the snake to let go. When the duration is met, the snake will slither back to the wielder.

If attacked, the snake has AC 5, HD 6, and 30 hp, though it does not fight back. If the snake form is destroyed, the staff is broken. If the staff runs out of charges, it will not wither to dust; rather, it will revert to a snake and slither away.



The Seeker

Staff of Striking: This rune-graven staff can be wielded by magicians and clerics (and their respective subclasses). It functions as a **+3 quarterstaff**. When a hit is scored, the wielder may use 1 charge to double the damage dice, or 2 charges to treble the damage dice (with bonus damage added afterwards). When the final charge is expended, the staff reverts to a **+3 quarterstaff** with no special powers.

Staff of Withering: This thin staff of rhododendron wood appears charred and weak. However, in the hands of a cleric, cleric subclass, necromancer, or witch, it functions as a **+1 quarterstaff**. When a successful hit is scored, the wielder may expend 2 charges to age the target by 10 years; a *device* saving throw must be made to resist the sorcerous ageing. If 3 charges are expended, a randomly determined limb will wither to a shrivelled, charnel thing, likewise pending a *device* saving throw. Ageless creatures, dæmons, and undead are unaffected by this item. Each function may be used once per day. Once the final charge is spent, the staff will crumble to dust.



Wand of Fear: This wand can be wielded by magicians and clerics (and their respective subclasses). When the command word is spoken, a cone emanates, 60 feet long and 30 feet wide at the terminus. Creatures in the area of effect must make *device* saving throws or flee in panic for 1d3 turns; the saves are modified by *willpower adjustment*, if applicable (see Vol. I, p. 9: Attributes, *wisdom*). The victims will run as swiftly as possible, and any held items will be dropped. This wand can be used once per turn; each use costs 1 charge.

Wand of Fireballs: This carnelian- or ruby-tipped wand can be used by magicians (and their subclasses). It contains the *fireball* spell, released at CA 9 capacity, except the saving throw for half damage is versus *device*. In the hands of a pyromancer, every 1 result on the damage dice can be rerolled once. This wand can be used once per turn; each use costs 1 charge.

Wand of Freezing: This sapphire-tipped wand can be used by magicians (and their subclasses). It contains the *cone of cold* spell, released at CA 9 capacity, except the saving throw for half damage is versus *device*. In the hands of a cryomancer, every 1 result on the damage dice can be rerolled once. This wand can be used once per turn; each use costs 1 charge.

Wand of Illuming: This wand is tipped by an amethyst brilliant. It can be used by magicians (and their subclasses). It has the following powers, invoked at CA 9 capacity, each useable once per turn. Refer to the appropriate spell for the first four powers; the fifth is unique.

- ✶ *continuous light* (1 charge)
- ✶ *dancing lights* (1 charge)
- ✶ *light* (1 charge)
- ✶ *pyrotechnics* (1 charge)

Burst of Sunshine: Invoked is a sudden eruption of luminous, blue-green light that emanates blazing, golden-orange rays. *Burst of sunshine* has a 120-foot range and occupies a 40-foot-diameter area of effect. Undead caught in the burst sustain 6d6 hp damage, with no saving throws allowed. Creatures within or facing the burst must make *device* saves or be blinded and *stunned* for 1 round (see Vol. III, p. 242: Combat, *attack modifiers*). This function drains 3 charges.

Wand of Lightning Bolts: This rune-graven copper wand can be used by magicians (and their subclasses). It contains the *lightning bolt* spell, released at CA 9 capacity, except the saving throw for half damage is versus *device*. This wand can be used once per turn; each use costs 1 charge.

Wand of Magic Detection: This golden wand can be used by magicians (and their subclasses). It contains the *detect magic* spell. This device can be used as oft as preferred; each use costs 1 charge.

Wand of Magic Missiles: This silver wand can be used by magicians (and their subclasses). It contains the *magic missile* spell, released at up to CA 9 capacity; i.e., the wielder can opt to release 1, 2, 3, 4, or 5 *magic missiles*. This device can be used as oft as preferred; each missile costs 1 charge.



Wand of Paralysis: This wand, carved from the rib of a dæmon and topped with a black sapphire, is useable by magicians (and their subclasses). It emits a ray that is 60 feet long and 10 feet wide at the terminus. Creatures in the area of effect must make *device* saving throws or become paralyzed for 2d6 turns; the saves are modified by *defence adjustment*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*). This wand can be used once per turn; each use costs 1 charge.

Wand of Phantasms: This pearl-tipped brass wand can be used by magicians (and their subclasses). It contains the *spectral phantasm* spell, released at CA 9 capacity, except the saving throw is versus *device*. This wand can be used once per turn; each use costs 1 charge when used by an illusionist, or 2 charges for other sorcerers.

Wand of Polymorphing: This wand of carved soapstone can be used by magicians (and their subclasses). When invoked, it emits a green ray, thin as a finger, with a 60-foot range. The target is surrounded by motes of green-blue sparks. He must make a *device* saving throw or become *polymorphed* into a tiny, inoffensive creature such as a frog, mouse, newt, snail, or toad, as the *polymorph other* spell; the save is modified by *defence adjustment*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*). The transmogrification includes any gear carried. *N.B.:* The victim is subject to a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*) if reverted to its natural shape via sorcery or other means.

Wand of Secret Door and Trap Location: This wand may be wielded by any character. When held, it glows green and points in the direction of a secret door, or glows red and points in the direction of a trap (magical or mundane). The range is 20 feet for each such function. Every time the wand detects either a secret door or a trap, 1 charge is expended.

MAGICAL RINGS: Magical rings typically are crafted of copper, silver, gold, or platinum; some are of crystal or stone. Oft they are etched with tiny runes (command words, in some cases) and set with gems of great worth. Other magical rings are deceivingly simple in appearance, such as a plain band of copper or silver. Magical rings will fit themselves exactly to the wearer's finger. Only one may be worn on each hand. With the exception of the **ring of wizardry**, all rings can be worn by any character class.



Table 141: Magical Rings

d% Result	Magical Ring Type	XP Value	GP Value
01–05	Ring of Animal Command	1,000	6,000
06–07	Ring of Elemental Command (Air)	5,000	30,000
08–09	Ring of Elemental Command (Earth)	5,000	30,000
10–11	Ring of Elemental Command (Fire)	5,000	30,000
12–13	Ring of Elemental Command (Water)	5,000	30,000
14–15	Ring of Elemental Command (Wood)	5,000	30,000
16–20	Ring of Feather Falling	1,000	6,000
21–24	Ring of Feather Walking	1,000	6,000
25–29	Ring of Fire Resistance	1,000	6,000
30–34	Ring of Free Motion	1,000	6,000
35	Ring of the Hyperborean Kings	5,000	50,000
36–39	Ring of Invisibility	1,500	15,000
40–41	Ring of Khromarium	150	900
42–46	Ring of Lightning Resistance	1,000	6,000
47–50	Ring of Protection	4,000	40,000
51–52	Ring of Regeneration	5,000	50,000
53–56	Ring of Shooting Stars	3,000	18,000
57–60	Ring of Spell Storing	2,500	25,000
61–65	Ring of Sustenance	500	3,000
66–69	Ring of Telekinesis	2,000	12,000
70–74	Ring of Warmness	1,000	6,000
75–79	Ring of Water Walking	1,000	6,000
80–89	Ring of Weakness *(cursed)*	—	1,000
90–94	Ring of Wind	500	3,000
95–96	Ring of Wizardry	4,000	40,000
97–00	Ring of X-Ray Vision	4,000	40,000

Magical Ring Descriptions:

Ring of Animal Command: This ring is fashioned from rune-etched leather. It allows the wearer to control unintelligent animals totalling no more than 20 HD. These creatures must be from the animal kingdom, neither monsters nor supernatural beasts; furthermore, animals of elevated intellect are unaffected.

The animals must be within 120 feet of the wearer, who simply points the ring and issues mental commands of simple meaning. The animals will obey without question, even to their deaths if so directed. The ring wearer continuously must concentrate on directing the beasts (i.e., no fighting or other actions besides basic movement and brief words); otherwise, they will resume their normal activity, wander off, or potentially become aggressive.

Ring of Elemental Command (Air): This silver ring is set with a blue sapphire. When it is worn, **air elementals** and their kin cannot attack or approach within 10 feet of the wearer. However, the wearer's saving throws versus gases (poisonous or otherwise) are at –2 penalties. The wearer can invoke the following spell-like powers, one at a time, each at CA 12 capacity:

Once per day:

- *fly*
- *gust of wind*
- *invisibility*
- *wall of force*
- *wind wall*

Once per week:

- *control winds*

Ring of Elemental Command (Earth): This ring is composed of marble and studded with tiny diamonds. When it is worn, **earth elementals** and their kin cannot attack or approach within 10 feet of the wearer. However, the wearer's saving throws versus petrifaction effects are at –2 penalties. The wearer can invoke the following spell-like powers, one at a time, each at CA 12 capacity:

Once per day:

- *feather fall*
- *passwall*
- *stone shape*
- *wall of stone*

Once per week:

- *move earth*
- *stone to flesh*

Ring of Elemental Command (Fire): This ring presents as a simple brass band etched with a fire rune. When it is worn, **fire elementals** and their kin cannot attack or approach within 10 feet of the wearer. However, the wearer's saving throws versus cold and water are at –2 penalties. The wearer enjoys the protection of a **ring of fire resistance** (q.v.) and can invoke the following spell-like powers, one at a time, each at CA 12 capacity:

Once per day:

- *burning hands*
- *flaming sphere*
- *pyrotechnics*
- *wall of fire*

Once per week:

- *flame strike*

Ring of Elemental Command (Water): This bulky ring is carved of jade. When it is worn, **water elementals** and their kin cannot attack or approach within 10 feet of the wearer. However, the wearer's saving throws versus electricity are at –2 penalties. The wearer is provided with constant *water breathing* (as the spell) and can invoke the following spell-like powers, one at a time, each at CA 12 capacity:

Once per day:

- *air-like water*
- *create water*
- *wall of ice*
- *water walk*

Once per week:

- *control water*

Ring of Elemental Command (Wood): This ring is carved of ash wood. When it is worn, **shambling mounds**, **tree-men**, and like vegetal monsters cannot attack or approach within 10 feet of the wearer. However, the wearer's saving throws versus fire are at –2 penalties. The wearer can invoke the following spell-like powers, one at a time, each at CA 12 capacity:

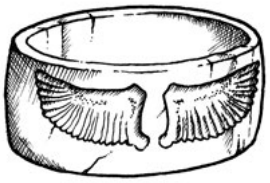
Once per day:

- *entangle*
- *tree shape*
- *wall of thorns*
- *warp wood*

Once per week:

- *liveoak*
- *repel wood*

Ring of Feather Falling: This silver ring is engraved with a pair of feathered wings. When worn, it automatically activates a *feather fall* spell at CA 10 capacity if the wearer falls five or more feet.



Ring of Feather Walking: This pewter ring is etched with a repeating feather motif. When worn, it allows the wearer to *move silently* at a base 8-in-12 chance, though armour restrictions apply (see Vol. I, p. 23: Classes, *thief*). If worn by a character who has the *move silently* ability at this level or better, then his chance-in-twelve is improved by one (+1).



Ring of Fire Resistance: This golden ring is set with a prominent ruby and etched with tiny runes that symbolize fire and the deity Helios. The wearer is unharmed by heat or normal fire. He gains a +2 saving throw bonus versus magical fire and sustains –1 hp per die of magical fire damage (potentially negating all damage).

Ring of Free Motion: This ring is crafted of eel skin. It provides the wearer with freedom of action. Any spell that would hinder or inhibit movement (e.g., *entangle*, *forest of bones*, *hold person*, *slow*) is ineffective. The wearer can pass through dense growth unimpeded. Furthermore, he is slippery as an eel in water, able to move as freely as he would on the surface and to use any weapon without restriction; the ring does not, however, provide water-breathing capability.

Ring of the Hyperborean Kings: This golden ring is set with a large brilliant-cut ruby. Once per week it can be used to *summon elemental* (as the spell) at CA 10 capacity. If the ring is worn by a non-Hyperborean, the *summoned* creature will turn on the wearer on a base 1-in-8 chance. If the wearer is Hyperborean, the elemental never will turn on him, and concentration is not required to maintain control. If the ring is worn by a Hyperborean sorcerer whose casting ability is 7 or greater, the *summoned* elemental will be **class II**; if his CA is 10 or greater, the elemental will be **class III**.

Ring of Invisibility: This ring is but a simple gold band. When placed on the finger, it functions as per the *invisibility* spell. It can be used once per day.

Ring of Khromarium: Those born amidst the time-haunted towers and teeming slums of Khromarium are marked invisibly and indelibly with the strange and eldritch history of that city. An indefinable élan marks the meanest beggar, shiftiest footpad, or cruellest sorcerer as a child of Khromarium, another link in the ancient chain that binds and protects that haunted place. A portion of that essence is distilled and enchanted into this silver signet ring.

The **ring of Khromarium** serves to indicate to all men of Khromarium that the bearer is also from there. All *reaction* rolls with denizens of Khromarium are made at a +2 bonus for the bearer. Further, by a combination of uncanny luck and accommodating connexions, the ring halves the time needed for all research tasks in Khromarium.

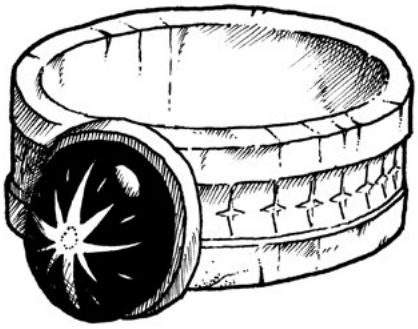
Ring of Lightning Resistance: This ring is wrought of cold iron. The wearer is unharmed by normal electricity or lightning. He gains a +2 saving throw bonus versus magical electricity and sustains –1 hp per die of magical electricity damage (potentially negating all damage).

Ring of Protection: This ring is forged of polished steel, its inner surface etched with a pentagram set within a magic circle. If donned, it encircles the wearer with a field of eldritch energy equivalent to **+1 plate mail** (AC 2, DR 2). Furthermore, all saving throws are provided a +1 bonus. The benefits of this ring cannot be "stacked" with any other armour or magical protection.

Ring of Regeneration: This large ring is carved of hematite, roughly hewn and at first uncomfortable and unwieldy. If worn it heals the wearer of 1 hp damage per turn until fully restored. It also will regrow lost limbs and even will raise the dead, so long as the deceased was not slain by fire, acid, poison, or disease (the effects of which cannot be regenerated).

Despite the benefits of this ring, it also comes with a curse of sorts: The wearer cannot remove the ring. It bonds with his finger bone and must be destroyed by a crushing blow if removal is desired. To recover a **ring of regeneration** from a previous wearer, he must perish of natural causes, fire, acid, poison, or disease.

Ring of Shooting Stars: This ring is forged of ore extracted from a star stone. Its dweomers are rare and peculiar. In the outdoors, during the darkness of night, it provides the following spell-like powers (at CA 10 capacity, where relevant):



Once per day:

- *ball of lightning:* The ring can release from one to four *balls of lightning*, the number selected by the wearer. Each ball will strike one target within 120 feet. Targets gain *device* saving throws for half damage, modified by *defence adjustment*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*). If four balls are fired, each inflicts 2d4 hp damage; if three are fired, each inflicts 3d4 hp damage; if two are fired, each inflicts 5d4 hp damage; and if one ball is fired, it inflicts 4d12 hp damage.
- *dancing lights*
- *moonlight*
- *ultraviolet vision*

Once per week:

- *shooting star:* The ring can release a *shooting star*, a quasi-meteor of fire with a 75-yard range. It strikes its target for 1d12+24 hp damage, with a *device* saving throw allowed for half damage. Creatures within 10 feet of the target are in the burst radius, so they too sustain 24 hp damage each, though are also allowed *device* saving throws for half damage (i.e., 12 hp). All such saving throws are modified by *defence adjustment*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*)

In lightless or dimly illumed subterranean environs, the ring can be used at any time of day, but its powers are different (likewise at CA 10 capacity, where relevant):

Once per day:

- *færie fire*
- *infrared vision*
- *spark shower:* The ring can emit a shower of sparks in a 20-foot-long cone, 10 feet wide at the terminus. Any creatures in the area of effect sustain 2d4 hp damage (no saving throw allowed), or 4d4 hp damage if clad in metal armour.
- *starlight*

Ring of Spell Storing: This rune-graven silver ring is set with a tiger-eye stone. The ring contains 1d4+1 magician spells, which the wearer can cast once per day as though he were a CA 7 sorcerer. First, determine how many spells the ring contains. Next, for each spell roll a d6 on the table below to ascertain what spell levels are contained within. Once the spell levels are known, the referee may select appropriate spells, or randomly roll for them. *N.B.:* One-in-ten of these rings instead contains illusionist spells.

d6 Roll	Spell Contained
1–3	level 1 magician spell
4–5	level 2 magician spell
6	level 3 magician spell

Ring of Sustenance: The wearer of this unembellished brass ring can survive without food and water for as long as seven days. Too, the wearer requires little sleep; a mere two hours' repose per night provides refreshment (of mind and body) equivalent to eight hours of normal rest. After seven days, the wearer must eat heartily and then sleep for 18 uninterrupted hours; if not, the ring's dweomer will not function, and the wearer will be haggard, suffering –2 penalties to attack rolls, damage, and saving throws. A **ring of sustenance** must be worn for one week before its benefits are realized. If removed for any reason, this stricture again must be observed.

Ring of Telekinesis: This ring is carved of amethyst. It contains the power of *telekinesis* (as the spell), except with a pre-set maximum weight limit. Roll a d6: *1–2* = 25 pounds; *3–4* = 50 pounds; *5* = 100 pounds; *6* = 250 pounds. The ring may be used twice per day.

Ring of Warmness: This golden ring is set with a fire opal. To its wearer it confers warmth, so that he never grows cold—even in subfreezing temperatures. It also provides a +2 bonus on all saving throws related to cold damage, and it reduces each die of cold damage by –1 (potentially negating all damage).

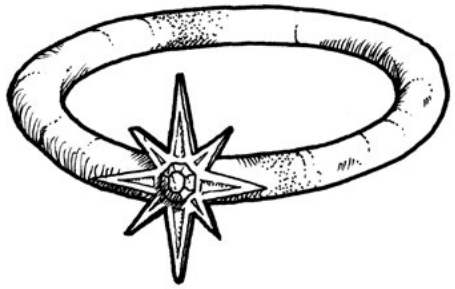
Ring of Water Walking: This silver ring is set with an aquamarine. When worn, it functions as per the *water walk* spell at CA 10 capacity.

Ring of Weakness: If a sorcerer casts *identify* on this ring, it will be revealed as a strength enhancer. It may be fashioned of any precious metal and may or may not be set with a precious stone. Roll a d10: If the result is *1–9*, the ring is *cursed*, decreasing strength by 50% (round down, min. 3). The ring can be removed only if *remove curse* is cast; otherwise it remains stuck on the wearer's finger. A d10 result of *0* indicates a reversed, non-cursed version, providing a 50% strength increase (round down, max. 18); still it cannot be removed unless *remove curse* is cast. The **ring of weakness** can function differently for each wearer; i.e., if either version is removed from one's finger, and another person dons it, a d10 again must be rolled.

Ring of Wind: Oft referred to as the "mariner's ring", this magical ring is carved of smoothly polished coral and graven with symbols of the deity Boreas. When pointed at the sails of a vessel, its enchantment causes them to belly with power equivalent to a *strong breeze* (see Vol. III, p. 272: Waterborne Expeditions, *wind*). Use of this item can be exhausting, however, for the wielder is affected by kickback pressure and must struggle to keep steady his ring arm.

For every point of constitution, the wielder can maintain this dweomer for 3 turns (½ hour). For every additional 3 turns, an *extraordinary feat of constitution* must be rolled (see Vol. I, p. 8: Attributes, *constitution*). Furthermore, the user must rest for an amount of time equal to the time used, or suffer penalties of –4 to attack rolls, damage, and saving throws. *N.B.:* Try as they might, allies cannot buttress the stamina of the ring wearer.

Ring of Wizardry: This shining golden ring may be wielded by magicians (and their subclasses). It doubles the base number of spells a magician can memorize per day (not including bonus spells). One or more spell levels are affected. To determine, roll a d10 on the following table:



d10 Roll	Spell Level(s) Doubled
1–3	level 1 spells
4–6	level 2 spells
7–8	level 3 spells
9	level 1 and 2 spells
0	level 1, 2, and 3 spells

Ring of X-Ray Vision: This ring is crafted of ruby. When pointed at a door, wall, floor, or ceiling, the wearer can see through as if the obstruction were transparent and normal light were present on the opposite side. The range is 10 feet, and a 10-foot circular viewing area is provided; i.e., if the wearer wishes to see through a stone wall, he must approach within 10 feet of said wall and point the ring.

The **ring of x-ray vision** cannot penetrate more than three feet of wood, one foot of stone, or three inches of metal; neither can it pierce any thickness of lead or gold. This ring may be used once per day, for a maximum of 1 turn. After using the ring, the wearer will experience dizziness and nausea; if combat occurs within 1 turn, he will suffer –2 penalties to attack rolls and saving throws.

MAGICAL ARMOUR: Magical armours are stronger and more durable than their mundane equivalents. Oft they are crafted of rare, valuable, and exotic materials; a suit of magical plate mail, for instance, might be gold-chased steel, and magical chain mail oft is crafted of pure copper. Each magical "plus" improves (decreases) armour class, so **+1 chain mail** provides AC 4 instead of the standard AC 5.

Magical armour is also about 50% lighter than comparable non-magical armour. Thus, *heavy* armour becomes *medium*; *medium* armour becomes *light*; and *light* armour becomes as unencumbering as normal clothing. This benefit does not relax armour restrictions associated with character class. However, it does apply to *class ability* restrictions. For example, a thief in **+1 chain mail** operates at a penalty when attempting to perform several of his class abilities, because the class is allowed only light armour types. A ranger in **+1 chain mail**, however, can perform all his class abilities as normal, because he is allowed to wear any armour type.

Cursed armour, if *identified*, reveals magical armour of beneficial sort—indeed, seemingly of opposite properties, so **–2 chain mail** is perceived as **+2 chain mail**. Once donned it cannot be removed, unless the victim is struck by a natural *20* blow from a melee weapon, which will destroy the **cursed armour** and also inflict treble damage dice (with any applicable modifiers added afterwards; this treble damage supersedes the optional *critical hit* system, if used). **Cursed armour** is unaffected by *dispel magic* or *remove curse* spells; sorcery that imparts otherworldly wisdom, however, may reveal that one day an enemy combatant might destroy the armour.

Table 142: Magical Armour

d% Result	Magical Armour Type	XP Value	GP Value	Weight (lbs.)	Movement (MV)
01–06	Leather +1	300	1,500	8	40
07–11	Leather +2	1,000	6,000	8	40
12–16	Leather +3	1,750	17,500	8	40
17–21	Studded +1	400	2,000	10	40
22–26	Studded +2	1,250	7,500	10	40
27–31	Scale +1	500	2,500	13	40
32–36	Scale +2	1,500	9,000	13	40
37–41	Chain Mail +1	600	3,000	15	40
42–45	Chain Mail +2	1,750	10,500	15	40
46–48	Chain Mail +3	2,000	20,000	15	40
49–52	Chain Mail –2 *(cursed)*	—	1,500	15	30
53–57	Laminated +1	600	3,000	15	40
58–61	Laminated +2	1,750	10,500	15	40
62–65	Banded Mail +1	700	4,200	18	40
66–68	Banded Mail +2	1,750	17,500	18	40
69–72	Splint +1	700	4,200	18	40
73–75	Splint +2	1,750	17,500	18	40
76–78	Plate Mail +1	800	4,800	20	30
79–81	Plate Mail +2	2,000	20,000	20	30
82–83	Plate Mail +3	3,000	30,000	20	30
84–87	Plate Mail –2 *(cursed)*	—	2,500	20	20
88–90	Field Plate +1	1,500	15,000	25	30
91–92	Field Plate +2	3,000	30,000	25	30
93–94	Full Plate +1	3,000	30,000	30	30
95	Full Plate +2	5,000	50,000	30	30
96–99	Special: Atlantean Shell Armour	1,250	12,500	15	40
00	Special: Zirconium Suit	10,000	100,000	50	30

Special Armour Descriptions:

Atlantean Shell Armour: Neither metal nor bone but lighter and suppler than either, the iridescent material of this armour most closely resembles mother-of-pearl. The secret of its making is lost with the super-science of ancient Atlantis. Generally, a suit of **Atlantean shell armour** consists of a cuirass, greaves, and vambraces, though variations exist. It protects as chain mail (AC 5, DR 1), but can be worn freely by those classes permitted only light armour.

Zirconium Suit: This artefact of an age undreamt appears to be an extraordinary suit of full plate armour composed of thinly plated, silver-grey metal. Every joint of the 50-pound **zirconium suit** is finely articulated, sealed airtight with black leathery material of alien manufacture; even the great helm with its tinted glass visor has no openings. The **zirconium suit** is stylized to appear as a heavily muscled man, though with peculiar bosses and odd ridges.

On the back of the left hand is a triangular box from which a small, red crystalline knob projects. To don the suit, a trio of buttons under the chin of the helm must be depressed. This action causes the back to split open, allowing a man to step within before pressing the buttons to re-close the armour, which mechanically conforms to the wearer's shape. The **zirconium suit** has the following special qualities:

Armour Class –2

Damage Reduction 3: Physical damage beyond 3 hp on any individual blow implies that the impact of the blow harmed the wearer but has not penetrated the suit.

Critical Hit Vulnerability: The suit can withstand 50 perfect (natural *20*) blows, which must be tracked. On the 50th such blow, the suit will rupture, lace with fissures, and fall apart.

Energy Absorption: The suit provides its wearer with immunity to radiation and a +4 saving throw bonus versus fire and electricity.

Acid Vulnerability: Corrosive acid can destroy the suit (see Vol. III, p. 260: Saving Throw, *item saving throws*; treat suit as *metal*, *hard*).

Movement: The suit weighs 50 pounds (weight class *heavy*), though allows for medium-weight movement (MV 30).

Anti-Gravity: Float up / down at 20 MV, bearing an additional 500 pounds of weight.

Air- / Watertight: The suit is airtight and watertight, allowing the wearer to survive in the frigid vacuum of the Black Gulf or as deep as 1,000 feet underwater. Also, the suit provides oxygen to the wearer so that he may breathe comfortably for as long as eight hours. The suit will recharge its air supply at a rate of one hour per hour of disuse.

Hydration and Climate Control: The suit cools and hydrates the wearer so that drinking water is unnecessary; also, the suit provides a cool, semi-dry temperature.

Strength: The suit provides its wearer with 18 strength.

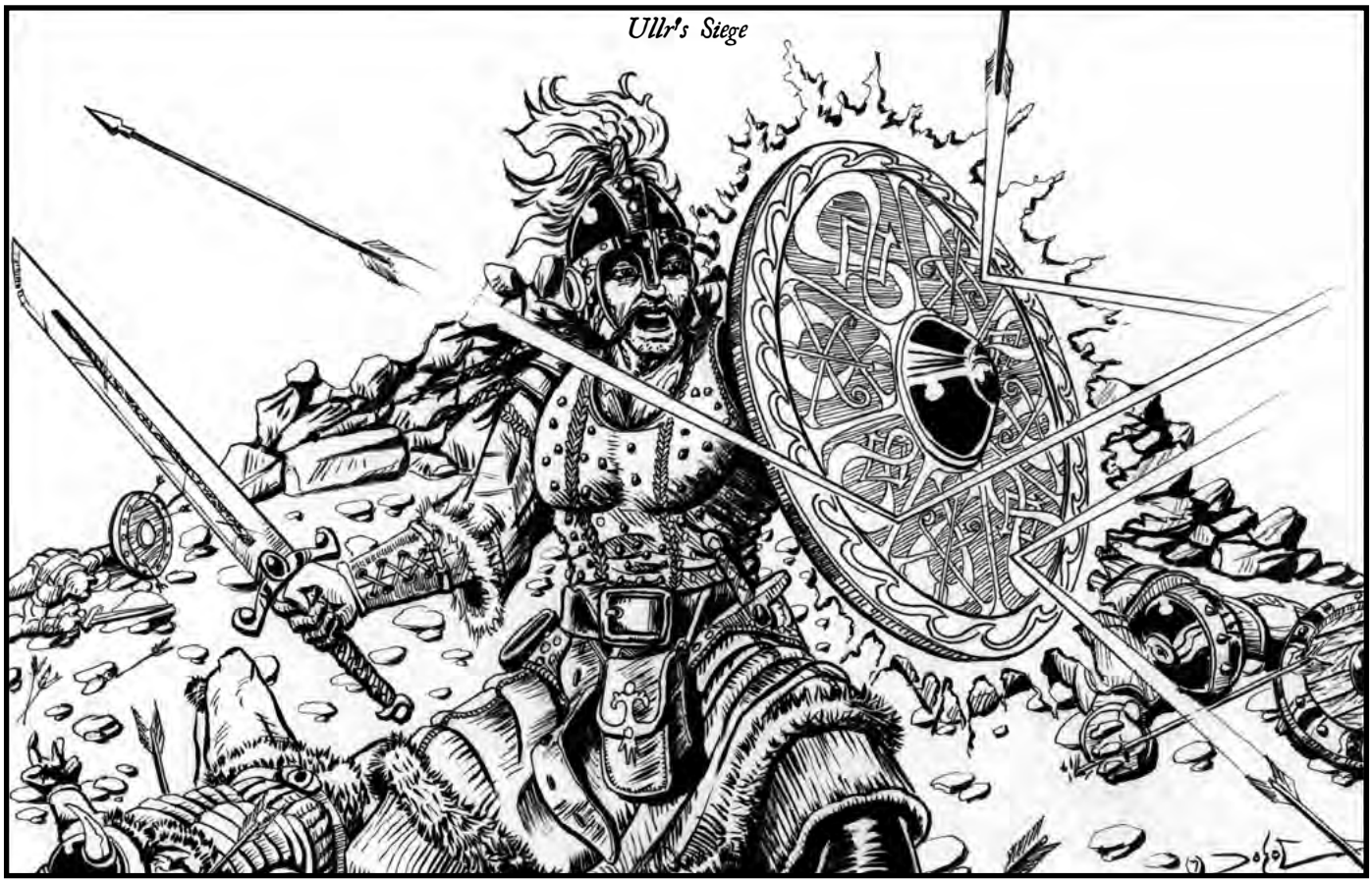
Claws: If the fist of the right gauntlet is double-clenched, a trio of 15-inch-long blades of blue steel project from the knuckles. These claws crackle with electricity and may be used to rake opponents at a +2 attack bonus for 1d6+2 hp damage, plus a further 1d6 hp electrical damage.

Energy Blast: Once per round the wearer can tap the left-hand crystalline knob and release a blast that is 30 feet long and 5 feet wide at the terminus. Those in the area of effect suffer 3d6 hp damage (*avoidance* save for ½).

MAGICAL SHIELDS: Magical shields are stronger and more durable than their mundane equivalents. Oft they are crafted of rare, valuable, and exotic materials; a **+2 small shield**, for instance, might be composed entirely of silver. Each magical "plus" improves (decreases) armour class, so a **+1 large shield** decreases melee AC by 2 and missile AC by 3. Magical shields weigh the same as comparable non-magical shields.

Table 143: Magical Shields

d% Result	Magical Shield Type	XP Value	GP Value
01–28	Small Shield +1	275	2,750
29–38	Small Shield +2	475	4,750
39–43	Small Shield +3	750	7,500
44–48	Small Shield +1, +4 vs. Missiles	500	5,000
49–73	Large Shield +1	350	3,500
74–83	Large Shield +2	700	7,000
84–88	Large Shield +3	1,000	10,000
89–90	Special: Large Shield +3, Ullr's Siege	2,000	20,000
91–00	Special: Small Shield −1, Missile Attraction *(cursed)*	–	1,000



Special Shield Descriptions:

Large Shield +3, Ullr's Siege: These Viking war shields are worked with the arrows and runes of Ullr. Any hurled or propelled missile that misses the bearer by a margin of 1 or 2 on the attack roll is returned to its source at full speed, striking at the FA of the bearer of **Ullr's siege**.

Small Shield –1, Missile Attraction: If *identified*, this shield will be revealed as a **+1 small shield**; in sooth, it is a **–1 small shield** that curses its bearer with treble the normal chance to be targeted by random missile fire. Once wielded it cannot be removed, unless the victim is struck by a natural 20 blow from a melee weapon, which will destroy the cursed shield and also inflict treble damage dice (with any applicable modifiers added afterwards; this treble damage supersedes the optional *critical hit* system, if used). The cursed shield is unaffected by *dispel magic* or *remove curse* spells.

MAGICAL SWORDS: Magical swords are extraordinarily balanced and honed. Each "plus" is applied both to attack and damage rolls. Many magical blades will cast light (10-foot radius for daggers, 20-foot radius for swords); typically the sword simply must be unsheathed for its light to be shed, though some might remain lightless unless a specific command word is spoken. Most magical swords are forged of steel, some of bronze, and others of rare or exotic materials, such as silver, gold, crystal, or meteoritic rock.



Intelligent Magical Swords: Some magical swords are possessed of intelligence, ego, and purpose. Intelligent swords can communicate audibly, telepathically, or through vague empathetic connexions. Some intelligent blades command a small selection of spell-like powers (such as a 10d6 *fireball* or *lightning bolt* once per day if the sword is pointed, or perhaps *protection from evil* any time the blade is brandished). Any such powers are best determined by the referee.

Many intelligent swords also are aligned with Law or Chaos, Good or Evil; indeed, a sword might contain the soul of a dæmon or some other agent. A sword is an instrument of death; hence, some intelligent swords might crave the death of all creatures whose alignment is in opposition to their own, whereas others might be more specific, such as a sword with the purpose to slay **ape-men** or **orcs**. Even in the hands of a compatible wielder, if the purpose of an intelligent sword is ignored or postponed for an unreasonable period, the sword will find a way to acquire a new "master".

Some intelligent swords are strict in their *ethe*, punishing with electric shocks men of dissimilar alignment who are foolish enough to unsheathe them. Furthermore, they might urge their wielders to dissociate from or even destroy allies whose alignments are opposed to the swords'. Some swords may complain about, protest, or even forbid the use of other weapons and/or magic items. In extreme conditions, an intelligent sword might turn on its master, forcing him to strike himself or one of his allies.

Table 144: Magical Swords

d% Result	Magical Sword Type	XP Value	GP Value
01–05	Dagger +1	250	1,250
06–08	Dagger +2	500	3,000
09–10	Dagger +3	1,000	10,000
11–15	Sword, Short +1	350	1,750
16–18	Sword, Short +2	650	4,000
19–20	Sword, Short +3	1,250	12,500
21–25	Sword, Short, Falcata +1	350	1,750
26–28	Sword, Short, Falcata +2	650	4,000
29–30	Sword, Short, Falcata +3	1,250	12,500
31–35	Sword, Short Scimitar +1	350	1,750
36–38	Sword, Short Scimitar +2	650	4,000
39–40	Sword, Short Scimitar +3	1,250	12,500
41–46	Sword, Long +1	450	2,250
47–49	Sword, Long +2	800	4,800
50–51	Sword, Long +3	1,500	15,000
52–57	Sword, Broad +1	450	2,250
58–60	Sword, Broad +2	800	4,800
61–62	Sword, Broad +3	1,500	15,000
63–67	Sword, Scimitar +1	450	2,250
68–70	Sword, Scimitar +2	800	4,800
71–72	Sword, Scimitar +3	1,500	15,000
73–75	Sword, Bastard +1	500	2,500
76–77	Sword, Bastard +2	850	5,000
78	Sword, Bastard +3	1,600	16,000
79–81	Sword, Two-handed +1	600	3,000
82–83	Sword, Two-handed +2	1,000	6,000
84	Sword, Two-handed +3	1,800	18,000
85–87	Sword, Two-handed Scimitar +1	600	3,000
88–89	Sword, Two-handed Scimitar +2	1,000	6,000
90	Sword, Two-handed Scimitar +3	1,800	18,000
91–00	Special (see Table 145)	—	—

Table 145: Special Swords

d% Result	Special Sword Type	XP Value	GP Value
01–06	Dagger +2, Laser	1,000	10,000
07–11	Dagger +2, Venom	750	7,500
12–17	Sword +1, Death Soldier's Muster	1,000	10,000
18–22	Sword +2, +4 vs. Dæmons	1,200	12,000
23–27	Sword +2, +4 vs. Lycanthropes	1,200	12,000
28–32	Sword +2, +4 vs. Otherworldly Beings	1,200	12,000
33–37	Sword +2, +4 vs. Undead	1,200	12,000
38–42	Sword +2, Flame Tongue	1,500	15,000
43–47	Sword +2, Frost Brand	1,500	15,000
48–51	Sword +2, Laser	2,000	20,000
52–56	Sword +2, Quickthorn	1,000	10,000
57–61	Sword +2, Selene's Crescent	1,500	15,000
62–67	Sword +2, Serpent	1,200	12,000
68–70	Sword +2, Sun Blade	3,000	30,000
71–73	Sword +2, Vorpal	5,000	50,000
74–76	Sword +3, Howling Dervish	4,500	45,000
77–79	Sword +3, Soul Drinker	5,000	50,000
80–82	Sword +4, Defender	3,000	30,000
83–85	Sword +5, Holy Avenger	4,000	40,000
86–00	Sword −2 *(cursed)*	—	1,000



Special Sword Forms: If sword form is not delineated, it may be selected by the referee or randomly determined using a d20:

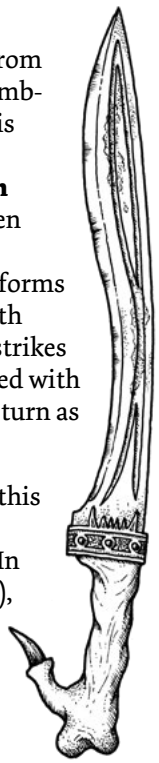
Table 146: Special Sword Forms

d20 Roll	Sword Form
1–3	short sword
4	falcata
5	short scimitar
6–11	long sword
12–15	broad sword
16–17	scimitar
18	bastard sword
19	two-handed sword
20	two-handed scimitar

Special Sword Descriptions:

Dagger +2, Laser: This weapon of ancient Atlantean origin appears as a bladeless dagger hilt composed of light, durable metal and set with geometrically arranged crystals. The hilt has a triggering mechanism (button) that causes a 12-inch beam of solid energy to spring forth. The **laser dagger** provides a +2 attack bonus and inflicts 2d6 hp damage. It is effective versus opponents damaged only by magical weapons. These weapons are created with 100 charges; each successful hit drains 1 charge.

Dagger +2, Venom: This double-edged steel blade features a bronze hilt that is hollowed and may contain six doses of *penetrative poison* (see Vol. III, p. 265: Special Damage, *poison*). On a natural *19–20* attack roll (assuming such is a hit), the poison is released from the blade's tip. To replace the poison, the wielder must unscrew the pommel to access the hollow.



Sword +1, Death Soldier's Muster: This razor-sharp falcata has a bone hilt, and from its lower grip a talon projects from a thumb-like extension. The blade of this weapon is grooved with deep fullers that never are completely free of dried blood. The **death soldier's muster** is a +1 weapon, but when wielded by a *death soldier* (a necromantic warlock), its full power is released: It performs as a +2 weapon and also adds 3 to the death soldier's dexterity for determining who strikes first when initiative is tied. Any man killed with this blade by a death soldier will rise in 1 turn as a **zombie** to serve him for one day.

Sword +2, +4 vs. Dæmons: The blade of this sword is composed of goshenite (a clear crystal), its hilt of gem-encrusted silver. In the presence of **dæmons** (120-foot range), the sword glows crimson. The weapon provides a base +2 attack and damage bonus; this bonus is +4 versus dæmons.

Sword +2, +4 vs. Lycanthropes: The blade of this sword is composed of silver, the pommel of its copper hilt set with a moonstone. In the presence of **lycanthropes** (120-foot range), its moonstone glows. The weapon provides a base +2 attack and damage bonus; this bonus is +4 versus lycanthropes.

Sword +2, +4 vs. Otherworldly Beings: The entirety of this sword is forged of star metal (meteoritic iron). Its black blade is etched with strange geometric shapes and curvilinear designs, and its pommel is set with a rune-graven ball of lead. In the presence of otherworldly beings (120-foot range), the sword vibrates and drones. The weapon provides a base

+2 attack and damage bonus; this bonus is +4 versus **aboleths**, **crab-men**, **elder things**, **fish-men**, the **Great Race**, **mi-go**, **night-gaunts**, **phoongh**, **spore-men**, and **tentacular horrors**.

Sword +2, +4 vs. Undead: The rune-graven blade and hilt of this sword are composed of cold iron. In the presence of undead (120-foot range), its runes glow purple. The weapon provides a base +2 attack and damage bonus; this bonus is +4 versus all creatures of *Undead Type 0–12* (but not *Undead Type 13*).

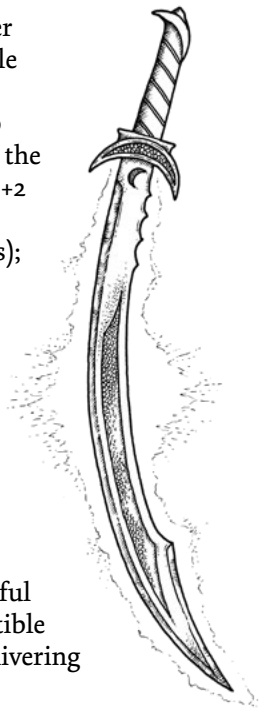
Sword +2, Flame Tongue: The blade of this sword is forged of red star metal, its hilt of blue steel. Its wielder is protected as if wearing a **ring of fire resistance**. When a command word is spoken, the blade will ignite, sheathed in tongues of fire. These flames can be used to ignite oil, burn webs, or light other combustibles such as cloth, paper, parchment, and wood. The weapon provides a base +2 attack and damage bonus; fire delivers an extra 1d6 hp damage, or an extra 1d8 hp damage versus cold-based creatures and undead.

Sword +2, Frost Brand: The blade of this sword appears to be carved of ice, its hilt of copper and set with a white or blue sapphire. It sheds a pale blue luminance when unsheathed, the radius of which extends to 60 feet in subfreezing temperatures. The **frost brand** functions as a **ring of warmness** when held. Also, at the will of the wielder, it can absorb any normal fire within 60 feet; when the sword is plunged into a magical fire, such as a *wall of fire*, the fire likewise is dissipated. The weapon provides a base +2 attack and damage bonus; this bonus is +6 versus fire-based creatures.

Sword +2, Laser: This weapon of ancient Atlantean origin appears as a bladeless sword hilt composed of light, durable metal and set with geometrically arranged crystals. The hilt has a triggering mechanism (button) that causes a 26-inch beam of solid energy to spring forth. The **laser sword** provides a +2 attack bonus and inflicts 2d10 hp damage. It is effective versus opponents damaged only by magical weapons. These weapons are created with 100 charges; each successful hit drains 1 charge.

On a natural *20* attack roll, the target must make an *avoidance* saving throw or lose an extremity. For humanoids, roll a d8 to determine the effect: *1–4* = hand removed; *5–6* = arm removed at elbow; *7* = leg removed at knee; *8* = head removed. For non-humanoid targets, the referee should devise similar probabilities, which might include tails, tentacles, and so forth; note that limb removal is not applicable versus some creatures (e.g., **elementals**, **green slimes**, **grey oozes**). Obviously, most decapitated victims are killed outright; otherwise, limb removal causes an additional 2d10 hp damage.

Sword +2, Quickthorn: This **+2 short sword** is composed of a rare wood, strong as steel, originating from Saturn. Its pommel is set with green meteoritic iron. When melee is engaged, the **quickthorn** wielder always makes the first attack, regardless of initiative results. This boon applies only to the first swing, in the case of a wielder with multiple attacks. One-in-six of these weapons is a falcata.



Sword +2, Selene's Crescent: This silver filigreed **+2 scimitar** shines with the pale radiance of Selene when full, providing moonlight in a 25-foot radius. If used to sacrifice an aurochs to Lunaqqua under the fullness of Selene, it gives the wielder a +2 bonus on all saving throws until Selene next is darkened (approximately 23 days); if the sacrifice is conducted during the festival week of Bealltainn, this benediction persists for one full year. In either case, the bonus is forfeit if the wielder parts with the weapon.

Sword +2, Serpent: This gold filigreed **+2 long sword** has a straight, narrow, double-edged blade etched to portray a snake. The **serpent sword** is blessed by Yig. Once per day, on its first successful strike, the blade—in a nearly imperceptible flash—will take the form of a snake, delivering venom with its "bite".

The victim must make a *death* (poison) saving throw or suffer an additional 3d6 hp damage. If the first successful strike is on a natural *19–20* attack roll, then the victim must make a *death* (poison) saving throw or instantly be paralyzed, his flesh bloating and blueing, froth foaming at his lips; death follows 1d3 rounds later. Subsequent successful attacks on the same day are as a normal **+2 long sword**.

Sword +2, Sun Blade: This is a **+2 bastard sword** with a ruby-studded bronze hilt and a blade of red gold (copper and gold alloy). The **sun blade** is said to be blessed by Helios. When wielded against creatures of negative energy / shadow / the Black Gulf, or versus undead creatures, it becomes a +4 weapon that delivers double base damage (with other bonuses added afterwards).

Furthermore, when this weapon is swung, it sheds scarlet light, illuming a 10-foot radius around the wielder and spreading 5 feet per round for as long as the sword is swung, until it reaches a maximum radius of 60 feet. After 1 turn the light will fade. This power may be used thrice per day; during subsequent battles, the sword will radiate light, but only in a five-foot radius.

Sword +2, Vorpal: This weapon appears as a normal **+2 sword**. Its true is power realized when a natural *20* is rolled, for the target of such a blow is beheaded cleanly. Obviously, most decapitated victims are killed outright; some creatures, however, will prove unaffected by such a blow (e.g., **automata**, **elementals**, **grey oozes**, **shoggoths**).

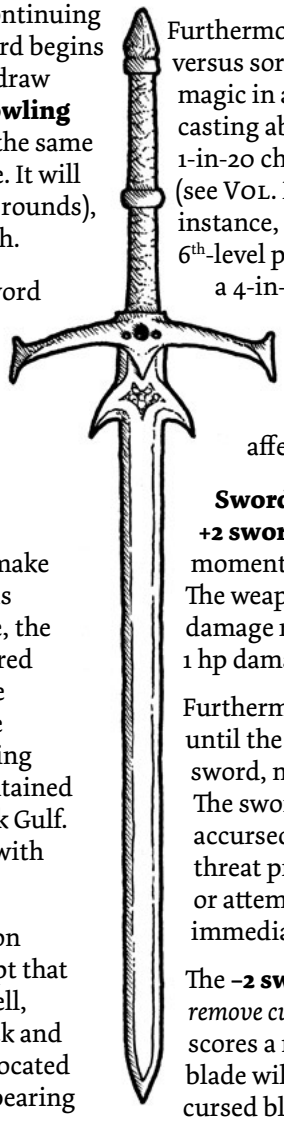
Sword +3, Howling Dervish: The blade of this sword is of polished steel, its hilt of bronze, and its pommel set with lapis lazuli. After this sword is used in melee combat for 3 consecutive rounds, it will leap from the hand of the wielder, dancing in midair and continuing to fight on its own for 3 rounds. Once the sword begins to dance its dervish, the wielder at once may draw another weapon and continue to fight; the **howling dervish** always will stay near him, attacking the same targets as its master at an identical attack rate. It will whirl about, howling wildly for 30 seconds (3 rounds), and then drop to the ground with a rueful sigh.

Sword +3, Soul Drinker: The blade of this sword appears to be forged of the very stuff of the terrifying Black Gulf, a slice of the night sky within which can be glimpsed the winking of distant stars and haunting nebulæ. The hilt is forged of star metal that is cold to the touch. The weapon provides a +3 attack and damage bonus.

When a natural *20* is rolled, the victim must make a *death* saving throw, or his body will wither as his soul is sucked into the blade; furthermore, the victim's remaining hit points will be transferred to the sword wielder (a temporary boost if the transferral results in more hit points than the wielder normally would possess). After draining 66 victims, the blade will break apart, the contained souls wailing as they stream forth to the Black Gulf. **Soul drinkers** are intelligent blades aligned with Chaos, though indifferent to Good or Evil.

Sword +4, Defender: This adamantine weapon appears as any standard magical sword, except that its blade is graven with ancient runes that spell, "DEFENDER". The weapon provides a +4 attack and damage bonus; however, the bonus can be allocated to defence when wielded against opponents bearing melee weapons (axes, flails, hammers, maces, spears, swords, etc.). Each round the **defender** is employed, the user may subtract from the attack and damage bonus and apply that subtraction to AC (e.g., a fighter wielding a **defender** may use the sword as +2 to attack and damage, +2 to AC; or perhaps +1 to attack and damage, +3 to AC). The user must declare his preferred usage before initiative is rolled. **Defenders** are intelligent blades aligned with Law.

Sword +5, Holy Avenger: The blade of this sword is of polished steel, its hilt of gem-encrusted yellow gold. In the hands of anyone save a paladin, this sword functions as a **+2 sword**. In the hands of a paladin, the sword's full potential is realized: a +5 attack and damage bonus and double base damage versus Chaotic Evil opponents (with modifiers applied afterwards).



Furthermore, when a paladin wields a **holy avenger** versus sorcerous opponents, the sword *dispels* harmful magic in a 10-foot radius. This power functions at a casting ability (CA) equal to the paladin's level, with a 1-in-20 chance of failure per level difference (see Vol. II, p. 170: Spells: D, *dispel magic*). For instance, if a 10th-level magician casts a *fireball* at a 6th-level paladin wielding a **holy avenger**, the spell has a 4-in-20 chance to affect the paladin.

N.B.: The *dispel magic* effect of this weapon strictly applies to the 10-foot radius around the paladin; a spell with a large area of effect will be *dispelled* in that radius alone, fully affecting those outside it.

Sword –2: This blade is revealed as a **+2 sword** if *identified*; in truth, it is cursed. The moment it is wielded in combat, the curse is realized. The weapon imposes a –2 penalty to attack and damage rolls (minimum of 1 hp damage on a hit).

Furthermore, the user can wield no other weapon until the cursed sword is destroyed—no other sword, missile weapon, or the like may be employed. The sword will seem to spring to the hand of the accursed, and he will be forced to fight with it when a threat presents. He cannot cast a spell during combat or attempt any other action that does not involve immediately fighting with the cursed blade.

The **–2 sword** can be dropped quickly following a *remove curse* spell. It is destroyed if an opponent scores a natural *20* attack roll versus the wielder. The blade will attract this critical blow; the wielder of the cursed blade himself will not be hit. Struck thusly, the **–2 sword** will explode into dozens of shards, causing one last deleterious effect: 3d6 hp damage to all within a 20-foot radius, with no saving throws allowed.



Holy Avenger
"A Paladin in Underborea"

OTHER MAGICAL MELEE WEAPONS:

Magical melee weapons are extraordinarily balanced and honed. Each "plus" is applied to both attack and damage rolls. Most are forged of steel, some of bronze, and others of rare or exotic materials, such as silver, gold, crystal, or meteoritic rock. Few will emanate magical light, and if so the radius is usually no greater than 10 feet; fewer still will present with intelligence, ego, and purpose.

Table 147: Other Magical Melee Weapons

d% Result	Magical Melee Weapon Type	XP Value	GP Value
01–03	Axe, Hand +1	300	1,500
04–05	Axe, Hand +2	600	3,600
06–08	Axe, Battle +1	450	2,250
09–10	Axe, Battle +2	800	4,800
11	Axe, Battle +3	1,500	15,000
12–13	Axe, Great +1	600	3,000
14	Axe, Great +2	1,000	6,000
15	Club, Light +1	200	1,000
16	Club, War +1	300	1,500
17–18	Flail, Horseman's +1	300	1,500
19–20	Flail, Footman's +1	450	2,250
21	Flail, Footman's +2	800	4,800
22–23	Halberd +1	500	2,500
24	Halberd +2	900	5,400
25–27	Hammer, Horseman's +1	300	1,500
28–30	Hammer, War +1	450	2,250
31–32	Hammer, War +2	800	4,800
33	Hammer, War +3	1,500	15,000
34–35	Hammer, Great +1	600	3,000
36	Hammer, Great +2	1,000	6,000
37–38	Javelin +1	400	2,000
39	Javelin +2	750	4,500
40–41	Lance +1	600	3,000
42	Lance +2	1,200	7,200
43–45	Mace, Horseman's +1	300	1,500
46–48	Mace, Footman's +1	450	2,250
49–50	Mace, Footman's +2	800	4,800
51	Mace, Footman's +3	1,500	15,000
52–53	Mace, Great +1	600	3,000
54	Mace, Great +2	1,000	6,000
55–57	Morning Star +1	450	2,250
58–59	Morning Star +2	800	4,800
60	Morning Star +3	1,500	15,000
61–62	Pick, Horseman's +1	300	1,500
63–64	Pick, War +1	450	2,250
65	Pick, War +2	800	4,800
66–67	Pike +1	500	2,500
68	Pike +2	1,000	6,000
69–70	Quarterstaff +1	250	1,250
71	Quarterstaff +2	500	3,000
72–73	Sickle +1	250	1,250
74	Sickle +2	500	3,000
75–77	Spear, Short +1	450	2,250
78–79	Spear, Short +2	800	4,800
80	Spear, Short +3	1,500	15,000
81–82	Spear, Long +1	450	2,250
83	Spear, Long +2	800	4,800
84–85	Spear, Great +1	500	2,500
86	Spear, Great +2	900	5,400
87–88	Spiked Staff +1	500	2,500
89	Spiked Staff +2	1,000	6,000
90–91	Trident +1	500	2,500
92	Trident +2	1,000	6,000
93–94	Whip +1	250	1,250
95	Whip +2	500	3,000
96–00	Special (see Table 148)	–	–

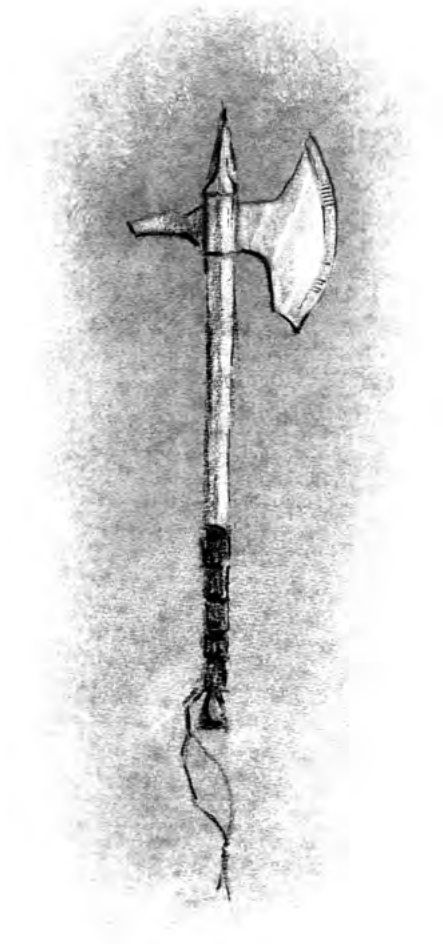


Table 148: Special Melee Weapons

d% Result	Special Melee Weapon Type	XP Value	GP Value
01–05	Axe, Hand +2, Hurling	750	7,500
06–09	Axe, Battle +2, Decapitator	5,000	50,000
10–11	Axe, Great +3, Dæmon's Thirst	5,000	50,000
12–16	Club, War +1, Shadow Rattle	2,000	20,000
17–21	Club, War +1, Spider God's	1,000	10,000
22–26	Flail, Footman's +2, Disarmer	1,500	15,000
27–29	Hammer, Great +2, Fomorian Mattock	1,000	10,000
30–34	Hammer of Thunderbolts	2,500	25,000
35–43	Javelin of Lightning (×2d4)	300 ea.	3,000 ea.
44–51	Javelin of Piercing (×2d4)	300 ea.	3,000 ea.
52–56	Lance +2, Cataphract's Tether	2,000	20,000
57–61	Mace +2, Disruptor	1,750	17,500
62–66	Quarterstaff +3, Telescopic	2,500	25,000
67–71	Sickle +3, Reaper's	4,000	40,000
72–76	Spear, Short +2, Backbiter *(cursed)*	—	1,000
77–81	Spiked Staff +2, Lightning	1,500	15,000
82–86	Spiked Staff +2, Propulsive	1,500	15,000
87–91	Trident +3, Fish Commander	2,000	20,000
92–96	Whip +2, Shocking	1,000	10,000
97–00	Whip +3, Honest Scourge	2,000	20,000

Special Melee Weapon Descriptions:

Axe, Hand +2, Hurling: This **+2 hand axe** is composed entirely of steel, perfectly balanced and razor-edged. It can be hurled to a range of 60 with no penalty to the attack roll; at its maximum range, however, it halts in midair and simply drops to the ground.

Axe, Battle +2, Decapitator: This weapon appears as a normal **+2 battle axe** (though 1-in-6 is a great axe). Its true power is realized when a natural *20* is rolled, for the target of such a blow is beheaded cleanly. Obviously, most decapitated victims are killed outright; some creatures, however, will prove unaffected by such a blow (e.g., **automata**, **elementals**, **grey oozes**, **shoggoths**).

Axe, Great +3, Dæmon's Thirst: This rare weapon appears as a great axe bound to an ironbound haft of dark, alien wood. It is double-bitted on one side (single cheek with two perpendicular bits), opposed by a flaring, spiked butt, and is topped by a stout spear head. The **dæmon's thirst great axe** is a conduit to a dæmon-haunted netherworld of uncertain proportions, where the souls of the foulest and most depraved individuals languish. On a natural *20* attack roll, the victim must make a *death* saving throw at a –3 penalty, or his body will be surrounded by a coruscating field of electricity that discharges from the axe. This energy channels a purple stream of cackling dæmonic visages that rip out the victim's soul and suck it through the axe to the Hadean netherworld, leaving behind a withered husk of a body; no resurrection or reincarnation is possible.

Club, War +1, Shadow Rattle: Each of these fearsome totems comprises a blackened skull mounted upon a stout shaft of oak. The skull's eyes are stopped with obsidian and lead, and a horn of unknown provenance is mounted in its centre. Inside the empty brain case, bits of bone and stranger substances rattle to ancient inhuman rhythms that chill the blood and threaten to strip away the thin veneer of human meaning that covers a more ancient, uncaring world.

The **shadow rattle** functions as a **+1 war club** for most wielders; it is a **+2 war club** for any shaman. Once per day any wielder can shake the rattle to cast *darkness* with a 60-foot range (120 feet if used by a shaman). Once per day a shaman can use the **shadow rattle** to *summon* **1d6 shadows** that take the shape of his or her totem animal. They will serve for the duration of one combat, but if they do not completely drain one human of strength and take the new shadow back to their realm, then the shaman must sacrifice 1,000 XP instead. If the shaman does not have enough XP, he will become a shadow and be taken back to the darkness.

Club, War +1, Spider God's: In their deep forests and hidden canyons, the debased tribes of Picts that worship Tlakk-Nakka craft these war clubs at the height of their vile rituals. The savage weapons are constructed of human bones bound with the webs and chitin of the **giant ogre-faced spider**. On a natural *20* attack roll, the club will wrap a Small or Medium opponent in the web net of a giant spider (19–ST rounds to escape). Against Large opponents, the web causes the subject to be *hindered* for 1d4 rounds (see Vol. III, p. 242: Combat, *attack modifiers*).

Flail, Footman's +2, Disarmer: This weapon appears to be a normal **+2 footman's flail**; however, it is specially enchanted to rip melee weapons from enemy hands. When the wielder of this magical flail makes an attack roll, a natural *17–20* (that also qualifies as a hit) will rip the weapon from his target's hand, unless a *test of*

strength is made (see Vol. I, p. 7: Attributes, *strength*). If the opponent is disarmed, his weapon will fly 6d6 feet away in a random direction. *N.B.:* The referee must determine the strength of certain monsters and NPCs; he either may assign a score or dice for it using 3d6, or 4d6 (drop low).

Hammer, Great +2, Fomorian Mattock: The pitted iron head of this crushing pick-adze is bound to a shaft of solid oak, carved in the runes of the proto-Kelts with curses that damn the works of man. The smell of turned earth and shattered stone surrounds the enormous mattock. Horses and birds will avoid whoever carries the **fomorian mattock**, shying away or fleeing in terror.

Employing this artefact requires a minimum 16 strength. It functions as a normal **+2 great hammer**. Once per week, in one mighty blow, the wielder can breach or knock down one structure no larger than a small house, such as a gate, a menhir, a statue, a wall, or a shrine to the gods of mankind. After this use, the wielder will enter a *berserk rage* (see Vol. I, p. 29: Fighter Subclasses, *berserker*)—however, in the absence of enemies, the chance of attacking allies is 2-in-6. After the *berserk rage* ends, the wielder must rest for 6d4 turns, unable to do anything but stare at his hands in utter confusion and despondency; berserkers are subject only to their normal recovery period.

Hammer of Thunderbolts: This **+3 great hammer** is so large and heavy that it can be wielded only by a fighter (or fighter subclass) of 18 strength. Forged by dwarfish slaves of Ymir, this magical hammer delivers double damage dice on any hit (i.e., 4d6 plus any applicable modifiers). If the wielder wears **gauntlets of ogre power** and a **girdle of giant power** (qq.v.), further effects are realized: The hammer can be hurled to a range of 60 (sans range penalties) and will slay any **mountain ape**, **cyclops**, **fire giant**, **frost giant**, or **hill giant** on contact, with no saving throw allowed. When hurled, the hammer sounds a thunderclap upon striking an enemy, *stunning* all within a 20-foot radius of the stricken creature unless *transformation* saves are made (see Vol. III, p. 242: Combat, *attack modifiers*).

The hurled hammer will return to its wielder in 1 round, so it may be hurled every other round. However, the wielder will be exhausted after three such hurls and must attempt an *extraordinary feat of constitution* (see Vol. I, p. 8: Attributes, *constitution*). If successful, the wielder may make another throw; additional *extraordinary feats* may be rolled thereafter, each at a cumulative –8% penalty. If an *extraordinary feat* fails, the wielder must rest for a minimum of 1 turn.

Javelin of Lightning: This rune-graven copper javelin can be hurled as far as 80 feet. Upon release it transforms into a 5 × 30-foot bolt of lightning. It affects all in its path to its terminus, delivering 6d6 hp damage, with *avoidance* saves allowed for half damage. If a wall, a tree, or another obstacle prevents the bolt from reaching its terminus, it will rebound, striking the same targets—and possibly the hurler himself, if he is foolish enough to hurl this dangerous weapon in tight quarters. This weapon disappears after one use. **Javelins of lightning** are discovered in sheaves of 2d4.

Javelin of Piercing: This weird weapon is not hurled by its wielder; he merely points at the desired target and speaks a command, and the **javelin of piercing** launches itself (usually from some type of quiver) to a range of 60, sans range penalties. It attacks at the fighting ability (FA) of its wielder with a +6 bonus, and it inflicts 1d6+6 hp damage. The weapon can be launched in any direction (vertically, horizontally, or diagonally). It withers to ash on a successful hit; otherwise it can be recovered normally. **Javelins of piercing** are discovered in sheaves of 2d4.

Lance +2, Cataphract's Tether: This 12-foot steel lance of superior craftsmanship is bedecked with the feathers of flightless birds from the Kimmerian steppes. For most wielders it functions as a normal **+2 lance**. Only a cataphract can evoke its true powers: a base damage of 1d10, rising to 1d12 when wielded from atop a **heavy warhorse**.

Moreover, the **cataphract's tether** weaves its subtle enchantment over a cataphract's mount. So long as the warrior carries the lance with him, his horse will be protected if left behind (outside a dungeon or cave, for example). No wandering monsters will assail the mount, fodder will be plentiful, and horse thieves will wander fruitlessly elsewhere. When the cataphract emerges, his horse will be nearby and will come when called. The cataphract must carry the lance, though, and cannot stow it as baggage during the underground sojourn.

Mace +2, Disruptor: This **+2 footman's mace** (1-in-6 is a great mace) may be wielded only by one of Good alignment. A Neutral or Evil creature attempting to use it will be shocked for 3d6 hp damage per round. The **disruptor mace** possesses minimal intelligence and will convey through empathy its relentless desire to slay the undead and dæmonkind. On a hit against such a creature (though only once per creature per day), the weapon attempts to *turn undead* with TA 12 capacity. Even if such a target is not *turned* or *destroyed*, the **disruptor mace** inflicts double damage dice against these creatures.

Quarterstaff +3, Telescopic: This silver-shod **+3 quarterstaff** of six-foot length emanates silvery-green light in a 10-foot radius. Per the will of the wielder, the quarterstaff can shrink to an 18-inch baton with all the properties of a **+3 boomerang** (q.v.), or can extend to an unbreakable yet flexible 10-foot pole—a must for any seeker.

Sickle +3, Reaper's: This enchanted weapon severs heads like so much chaff. When a natural *20* is rolled, the target is beheaded cleanly; in the hands of a necromancer, a natural *19* or *20* will suffice. Obviously, most decapitated victims are killed outright; some creatures, however, will prove unaffected by such a blow (e.g., **automata**, **elementals**, **grey oozes**, **shoggoths**). This baleful weapon sends the souls of decapitated victims to the service of Thaumagorga, the lord of dæmonkind, for the sickle whispers his name as beheading transpires. As such, only the Evil can maintain its possession; otherwise, the wielder himself must submit or go mad.

Spear, Short +2, Backbiter: This cursed short spear appears to be a +2 weapon upon *identification*, and indeed it does function as such. However, each time it is used, the referee must make a secret d8 roll. If a *1* is rolled, the weapon will fly from the wielder's hands and penetrate his back for 1d10+10 hp damage. Furthermore, the spear will be embedded and cannot be loosed unless a *remove curse* spell first is cast on the victim; subsequently removing the spear causes an additional 2d6 hp damage. *Remove curse*, however, will not harm the cursed spear; it must be cast in lava to be destroyed. *N.B.:* For every 24 hours this cursed weapon remains lodged, the victim must make a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*) or go into shock and die of complications related to impalement within a day or two.

Spiked Staff +2, Lightning: This great spiked staff is made of oak and blued steel, deeply etched with runes of power sacred to Boreas, the mad north wind; some of the power of that god is bound within it. Thrice per week the end of this weapon can be struck firmly against the ground to generate a *lightning bolt* (as the spell) from the jagged spike at the tip, at a casting ability equal to the wielder's level (min. CA 5).

Spiked Staff +2, Propulsive: This spiked staff of ebony, shod with a single iron spike, appears to be a normal +2 weapon. However, if the wielder scores a natural *19–20* (and such a roll qualifies as a hit), the target—no matter what size—will be propelled back 1d20+10 feet. If a tree, a wall, or another firm obstruction lies betwixt the target and his destination point, he will suffer an additional 1d6+2 hp damage. In any case, all such victims must make *avoidance* saving throws or fall *prone* for 1 round as well (see Vol. III, p. 242: Combat, *attack modifiers*).

Trident +3, Fish Commander: This **+3 trident** is especially useful on sea and underwater expeditions. Any aquatic creature (e.g., fish, reptile, water-breathing mammal) of animal intelligence within 60 feet of the wielder must make a *sorcery* saving throw or become completely docile. Such creatures will not attack the wielder or anyone else. They are under the empathic command of the wielder; i.e., he can convey emotions such as anger, fear, hunger, or sadness. Furthermore, he can compel them to move in any direction he desires for as long as he wishes. Even creatures that make their saving throws will not come within 10 feet of the wielder of this trident. The *fish command* power can be used no more than 20 times, after which the weapon becomes a simple **+3 trident**.

Whip +2, Shocking: These 15-foot, black leather whips once were wielded by Atlantean taskmasters, though it is believed they were invented and employed by the **snake-men** ages before. **Shocking whips** are charged with potent electrical energy. When a hit is scored, the whip causes a bonus 3d6 hp of lightning damage, with no saving throw allowed. If, however, the electrical discharge scores the maximum 18 hp damage, the whip will fizzle to ash, and the wielder will sustain a jolt of 1d6 hp damage.

Whip +3, Honest Scourge: These copper-handled whips are relics from the height of the sorcerous science once practiced on the Floating Island of Paradoxon. The twisted leather lash is braided from the skins of eldritch horrors that drift onto that strange island from the Black Gulf. The distilled power of these beasts forms invisible barbs that line the scourge.

If the **honest scourge** is used to entangle a foe, all attempts to escape entanglement are considered *extraordinary feats of strength* or *dexterity* (see Vol. I, p. 7: Attributes, *strength* or *dexterity*). Further, when the whip is wielded by a paladin, he can ask an entangled creature as many as three questions. The creature will be compelled to tell the truth, though a *device* saving throw allows the target to answer evasively or incompletely; the save is modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable.

MAGICAL MISSILE WEAPONS: These weapons provide a bonus both to attack and damage rolls. Many are crafted of rare or exotic materials, such as alien wood or metal, crystal, gold, ivory, or silver. In cases where the launcher is magical and the missile mundane, the attack still qualifies as magical when considering those creatures harmed only by magical weapons. Enchanted arrows and bolts will conform themselves to the optimal size and weight for the mechanism that fires them.

Note that magical arrows, crossbow bolts, and sling bullets are single-use items; they are destroyed on a successful hit. If the target is missed, each magical ammunition round might be salvaged on a 3-in-6 chance. Recovering a magical sling bullet outdoors is impossible short of a *detect magic* spell, however.

Table 149: Magical Missile Weapons

d% Result	Magical Missile Type (Ammunition)	XP Value	GP Value
01–10	Arrow +1 (×2d12)	25 ea.	125 ea.
11–15	Arrow +2 (×2d8)	50 ea.	300 ea.
16–18	Arrow +3 (×2d6)	75 ea.	450 ea.
19–20	Arrow +4 (×2d4)	100 ea.	1,000 ea.
21–22	Bolt +1 (×2d20)	25 ea.	125 ea.
23	Bolt +2 (×2d10)	50 ea.	300 ea.
24–25	Bullet +1 (×1d10+10)	20 ea.	100 ea.
	Magical Missile Type (Weapon)	XP Value	GP Value
26–28	Bola +1	250	1,250
29–30	Bola +2	500	3,000
31–33	Boomerang +1	250	1,250
34–35	Boomerang +2	500	3,000
36–40	Bow*, Long +1	600	3,000
41–43	Bow*, Long +2	900	5,400
44–45	Bow*, Long +3	1,800	18,000
46–50	Bow*, Short +1	500	2,500
51–53	Bow*, Short +2	800	4,800
54–55	Bow*, Short +3	1,500	15,000
56–61	Crossbow, Heavy +1	600	3,000
62–65	Crossbow, Heavy +2	900	5,400
66–71	Crossbow, Light +1	500	2,500
72–75	Crossbow, Light +2	800	4,800
76–78	Dart +1 (×2d6)	75 ea.	375 ea.
79–80	Dart +2 (×2d4)	125 ea.	750 ea.
81–83	Hooked Throwing Knife +1	250	1,250
84–85	Hooked Throwing Knife +2	500	3,000
86–88	Sling +1	200	1,000
89–90	Sling +2	400	2,400
91–00	Special (see TABLE 150)	—	—

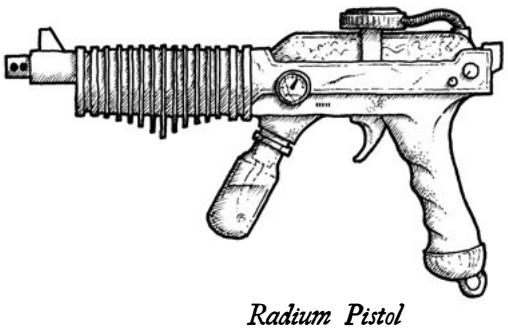
* 2-in-6 chance that bow is composite.

Table 150: Special Missile Weapons

d% Result	Special Missile Type	XP Value	GP Value	Weight (lbs.)
01–15	Arrow, Orbiter *(cursed)*	—	1,000	—
16–18	Arrow +3, Dæmon Slaying (×1d3)	300 ea.	3,000 ea.	—
19–21	Arrow +3, Lycanthrope Slaying (×1d3)	300 ea.	3,000 ea.	—
22–24	Arrow +3, Otherworldly Being Slaying (×1d3)	300 ea.	3,000 ea.	—
25–27	Arrow +3, Undead Slaying (×1d3)	300 ea.	3,000 ea.	—
28–30	Arrow +3, Yig's (×1d3)	300 ea.	3,000 ea.	—
31–32	Arrows, Apollo's Golden	5,000	30,000	—
33–34	Boomerang +2, Flawless Returning	1,500	15,000	1
35–36	Bow +3, Eldritch Energy	5,000	50,000	3
37–38	Bullet +2, Tathlum Shot (×3d4)	200 ea.	1,000 ea.	—
39–45	Crossbow, Laser	4,000	40,000	5
46–49	Crossbow, Repeating +1	1,000	10,000	6
50–51	Crossbow, Repeating +2	1,500	15,000	6
52–54	Crossbow +3, Accuracy	1,800	18,000	5 or 10
55–61	Frost Ray Gun	2,500	25,000	2
62–63	Hooked Throwing Knife +2, Flawless Returning	1,500	15,000	2
64–65	Hooked Throwing Knife +2, Witchwere's Hand	2,000	20,000	2
66–67	Lasso +2, Golden	1,500	15,000	3
68–74	Pistol, Paralyzing	2,500	25,000	2
75–81	Pistol, Radium	2,000	20,000	4
82–98	Radiation Grenade (×5d4)	200 ea.	1,000 ea.	1
99–00	Sling +2, Giant Killer	600	6,000	1



Glaive



Radium Pistol

Special Missile Weapon Descriptions:

Arrow, Orbiter: This cursed missile appears to be a **+2 arrow** if *identified*. It oft is found mixed with other, beneficial magical arrows. When shot, it always will miss its target and appear to be gone. The arrow will continue on an orbital path, entering the Black Gulf and circling the whole of the realm. Twenty-four hours later, the arrow will strike the shooter (so long as he is still in the same dimension), delivering 3d6 hp damage. Once removed, it will crumble to splinters.

Arrow +3, Dæmon Slaying: This cold iron **+3 arrow** is fletched with vulture feathers, its shaft engraved with a death rune designed to slay **dæmons**. If the arrow hits a dæmon, the creature is at once slain, and the arrow destroyed.

Arrow +3, Lycanthrope Slaying: This silver **+3 arrow** is fletched with hawk feathers laced with wolfsbane, its shaft engraved with a death rune designed to slay **lycanthropes**. If the arrow hits a lycanthrope, the creature is at once slain, and the arrow destroyed.

Arrow +3, Otherworldly Being Slaying: This hemlock **+3 arrow** is fletched with goose feathers, its shaft engraved with a death rune designed to slay otherworldly beings (**aboleths**, **crab-men**, **elder things**, **fish-men**, the **Great Race**, **mi-go**, **night-gaunts**, **phoongh**, **spore-men**, and **tentacular horrors**). If the arrow hits an otherworldly being, the creature is at once slain, and the arrow destroyed.

Arrow +3, Undead Slaying: This ivory **+3 arrow** is fletched with eagle feathers, its shaft engraved with a death rune designed to slay the undead (all creatures of *Undead Type 0–12*). If the arrow hits an undead monster, the creature is at once slain, and the arrow destroyed.

Arrow +3, Yig's: This magical arrow does not appear to be an arrow at all; rather, it appears as a snake that is thin as an arrow and unnaturally stiff. If **Yig's arrow** strikes its victim, it will release deadly venom. The victim must make a *death* (poison) saving throw or die instantly. If the save is made, the venom still inflicts 2d6 hp damage. If the arrow misses its target, it will transform into a briefly glimpsed, shadowy serpent that slithers away to realms unknown.

Arrows, Apollo's Golden: In the aftermath of the Green Death, when the tribes of mankind warred over the lands abandoned by the Hyperboreans, Apollo gifted sets of these **golden arrows** to his champions. But Chaos, death, and the torpor of Xathoqqua were the only true victors, and the champions of Law were cut down and lost in the far reaches of the Hyperborean lands. In tombs and caves, atop windswept cairns, and lost in the towers of Khromarium, sets of Apollo's holy missiles still persist.

Each set of **Apollo's golden arrows** is imbued with the power of the golden god: one each of **death**, **distance**, **terror**, and **awe**. Each arrow can be fired but once, its power then dispersed back to the god. Each arrow gains an additional +2 attack bonus if fired by a paladin or priest dedicated to Apollo.

Arrow of Death: Acts as a +4 weapon. Any creature struck by the arrow must make a *death* saving throw with a –4 penalty. A failed save spells instant death for the victim, consumed from within by the god's overwhelming light. Even if the save is successful, the **arrow of death** inflicts double base damage (i.e., 2d6 hp, with modifiers added afterwards).

Arrow of Distance: Functions as a +2 weapon and unerringly will *teleport* the shooter to wherever the arrow hits, depositing him in the most advantageous position. That is, if the arrow is shot at a narrow ledge on a sheer cliff, the shooter will be *teleported* to a safe position atop it; if shot at the tossing spar of a ship, the shooter will find himself sitting athwart the beam. If it is fired at a creature, the arrow will cause damage as normal and bring the shooter into immediate melee range, with automatic initiative on the following combat round. Only the shooter is affected by the arrow's power.

Arrow of Terror: Functions as a +2 weapon. Upon impact, wherever it strikes, the arrow will unleash the overwhelming terror of mortals confronted by the divine. This effect is similar to the spell *fear*, though it fills a 30-foot radius. All creatures of 6 or more HD in the area of effect are allowed *sorcery* saving throws, modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable; otherworldly beings receive a +4 bonus.

Arrow of Awe: Meant to be fired into the air, this arrow strips away the veil before the eyes of mortals and exposes them to the chastening power of the god. All creatures within 60 feet of the shooter will be overwhelmed by awe. As with the **arrow of terror**, those of 6 or more HD are allowed *sorcery* saving throws, modified by *willpower adjustment* (see Vol. I, p. 9: Attributes, *wisdom*), if applicable; otherworldly beings receive a +4 bonus. This awe effect elicits an immediate reaction roll at a +4 bonus in regards to the shooter (see Vol. III, p. 240: The Encounter, *reaction*); any result of 12 or more acts as a *charm monster* spell, though no further saving throws are permitted.

Boomerang +2, Flawless Returning: This **+2 boomerang** is carved of yellow ivory and graven with shamanic runes. When hurled, the boomerang always will return to the hurler (even if a hit is scored), so rapidly that it may be thrown every round. Furthermore, it can be hurled to its maximum range of 60 without suffering range penalties.

Bow +3, Eldritch Energy: This weapon is restricted to fighters (and their subclasses). It presents as an unstrung composite longbow crafted of yew, mammoth sinew, and aurochs horn. When the wielder motions his draw hand in the manner in which he would normally nock an arrow, a glowing yellow string appears, as well as an arrow seemingly composed of energy.

The **eldritch energy bow** is a +3 weapon that shoots arrows of 1d6+3 hp damage; strength bonuses never apply to damage from these magical bows. Because they do not require reloading, they are also faster to discharge than normal bows, increasing the archer's rate of fire by one step; i.e., 3/2 = 2/1, 2/1 = 5/2, 5/2 = 3/1. The **eldritch energy bow** conforms to the same range categories as a normal composite longbow; each energy arrow disappears at the 240 long-range maximum.

Once per turn, an **eldritch energy bow** can shoot an energy rope of up to 60-foot length. The end will entwine around a targeted object, persisting for 1 turn. This rope also can be used to subdue an enemy target of Small or Medium size. The target must be within 60 feet, and no other energy arrows can be shot on the same round. On a natural *16–20* attack roll (that also qualifies as a hit), the target is bound for 1 turn, unless he makes a successful *avoidance* saving throw.

Bullet +2, Tathlum Shot: These large sling stones were crafted by the Kelts when they came to Hyperborea and were used to drive away the Evil giants that sought to force the early Kelts from the Gal Hills. The **tathlum shots** were made from the brains of the Kelts' enemies and wrought with powerful enchantments. A successful hit will slay instantly any **cyclops**, or score double damage against **dæmons**, **hill giants**, and otherworldly beings (**aboleths**, **crab-men**, **elder things**, **fish-men**, the **Great Race**, **mi-go**, **night-gaunts**, **phoongh**, **spore-men**, and **tentacular horrors**). A natural *20* attack roll results in an explosion that causes 2d4 hp damage to all in a 50-foot radius (or 4d4 hp damage versus the aforementioned enemies of the ancient Kelts). Typically 3d4 **tathlum shots** are found in a soft leather pouch.

Crossbow, Laser: Originally of alien design, this metal crossbow later was reproduced by Atlantean and Amazon engineers, though presently its manufacture is a lost science. It looks much like a light crossbow, except that it lacks a string, it is not loaded with traditional crossbow bolts, and 3-in-6 are equipped with laser scopes. A magazine is loaded into the hollow butt of the stock. Each magazine contains 30 charges; typically one or two spare magazines are found in the weapon's proximity.

These weapons have a range of 75, with no range penalties applicable. Those equipped with laser scopes grant a +4 attack bonus, a small red dot marking the target. Laser scopes are delicate, easily ruined by dirt and weather; too, they have a finite existence: On any natural *1* attack roll, they have a 2-in-6 chance to burn out, essentially irreparable (hence the +4 bonus is lost).

A **laser crossbow** can be fired at a 3/1 attack rate. Each laser inflicts 1d6+6 hp damage (considered fire damage). A **laser crossbow** is not a magical weapon; notwithstanding, it can damage creatures only harmed by such.

Crossbow, Repeating +1: This weapon provides a +1 bonus to attack and damage rolls. It jams only on a natural *1–2* attack roll.

Crossbow, Repeating +2: This weapon provides a +2 bonus to attack and damage rolls. It jams only on a natural *1* attack roll.

Crossbow +3, Accuracy: This crossbow provides a +3 bonus to attack and damage rolls. Furthermore, all ranges are considered short range; i.e., no range penalties apply. Most of these weapons are light crossbows; 1-in-6 is a heavy crossbow.

Frost Ray Gun: This armament of ancient Atlantean manufacture is composed of transparent crystal within which runs a coil of thin copper tubing. The weapon can be wielded with one hand and fired at a 1/1 attack rate. When the trigger is squeezed, the gun releases a frosty blue ray that is 30 feet long and 10 feet wide at the terminus. This ray of cold delivers 3d10+3 hp damage to any creature in its path, with *avoidance* saves allowed for half damage. If shot at, fresh or salt water freezes solid to the ray's limit.

Modern sorcerers have failed to unlock the riddle of the **frost ray gun's** creation. This weapon, which is prized by cryomancer societies, can be fired 66 times before crumbling to crystal shards and copper bits. If a frost ray gun is discovered, the referee may roll 1d6×11 to determine how many charges it contains.

Hooked Throwing Knife +2, Flawless Returning: This hooked throwing knife has a distinctive star shape. It features five curved, bladeless prongs that radiate from a central hub forged of rune-graven bronze. When the centre of the hub is depressed, five curved blades spring from the prongs, each blade of some five-inch length. When hurled, the missile always returns to the hurler (even if a hit is scored), so rapidly that it may be thrown every round. Note that standard range penalties apply.

Hooked Throwing Knife +2, Witchwere's Hand: These hooked throwing knives have centres made of blackened, rune-scored wood and flanges composed of the petrified severed fingers of witches. A **witchwere's hand** will bond with a new owner over the course of one full night (i.e., sunset till sunrise)—a long process indeed during the lightless year of *Nightfall*. During this period, it will not allow itself to be hurled.

Upon striking a target, the **witchwere's hand** will remain embedded in its victim. Each round thereafter it will inflict an additional 3 hp damage, as the taloned fingers dig and twist in the wound. Furthermore, the wound quickly will puff and periodically ooze pus; it cannot be healed unless *cure disease* is cast first. The victim can spend a round attempting to wrest the malefic weapon from the wound, which requires a *device* saving throw at a cumulative –1 penalty per round embedded; e.g., after 2 rounds, the saving throw is rolled at a –2 penalty. Neither the victim nor anyone else can wield the **witchwere's hand**; once dislodged, the hand will roll and flop obscenely as it makes its way back to its owner.

Lasso +2, Golden: Created by the Amazons of a forgotten age, this 25-foot-long lasso is woven from the mane of the fabled **golden aurochs**. It has the look of pure gold and the feel of silk. The **golden lasso** sheds a 15-foot radius of golden light and can be used to rope creatures of any size (save the truly gargantuan). Furthermore, it can augment certain *extraordinary feats of strength* (as deemed appropriate by the referee) at a +12% chance of success. The **golden lasso** can be severed neither by brute strength nor mundane weapons; however, magical edged weapons have a 10% chance per "plus" to cut and thus destroy it. It is immune to mundane fire, but is subject to magical fire at its usual +4 saving throw bonus (see Vol. III, p 260: Saving Throw, *item saving throws*).

Pistol, Paralyzing: This armament of ancient Atlantean manufacture is composed of transparent crystal housing a network of tightly wound copper wires and tiny, glowing filaments. The weapon can be wielded with one hand and fired at a 1/1 attack rate, with a +1 bonus to the attack roll. It contains a maximum of 18 charges; the method by which it is recharged is a lost science.

When the trigger is pressed, the entire gun glows orange and then releases a spherical spark of energy, about three inches in diameter, to a maximum range of 60. If the spark strikes its intended target, the victim must make a *death* saving throw or be paralyzed for 1 turn. If the saving throw is successful, the victim is *slowed* (as the spell) for 1d4 rounds.

Pistol, Radium: This armament of ancient Atlantean manufacture features a 12-inch-long barrel of steel-blue metal, a crystal gun sight, and an energy cell magazine that slots into the handle. A typical magazine holds 20 charges. When discovered, a radium pistol might have 1d3 spare magazines in its proximity, the loaded magazine holding 1d20 charges.

The weapon can be wielded with one hand and fired at a 1/1 attack rate. When the trigger is squeezed, the gun releases a radioactive blast 50 feet long and 10 feet wide at the terminus. The blast delivers 5d6 hp damage (*avoidance* save allowed for half damage).

Radiation Grenade: This bomb is of a forgotten age. Its proliferation was at one time significant, but impossible to replicate today (a lost science, as it were); cases of 5d4 bombs may be discovered, the encasements etched with Atlantean runes. A **radiation grenade** is a two-pound, egg-shaped metal cylinder topped by a stem, through which a small lynchpin is inserted. When the pin is pulled free, the wielder must hurl the bomb within 1 round, or it will detonate in hand; i.e., it explodes on impact if hurled, but if gently placed or held, a 1-round delay elapses before it detonates.

A **radiation grenade** can be thrown to range 30/60/90 (short/medium/long, with the usual –2 penalty at medium range and –5 at long range). The wielder must designate a target or target area; refer to Vol. III, p. 251: Table 93. If the target is missed, the bomb lands 3 feet away for every point missed by on the d20 attack roll; the direction should be determined randomly by the referee.



Radiation Grenade

A **radiation grenade** issues a 20-foot-radius blast that causes 5d4 hp damage to all within the area of effect (*avoidance* saves allowed for half damage). Even if saves are made, exposure to the blast also poisons its victims: Make *death* (radiation) saves or suffer a wasting disease that kills the victims in 1d12+12 days, unless *cure disease* or *neutralize poison* is cast. This weapon also can be used to blast open doors, destroy small structures, and so forth; inanimate objects require *class 5* saves to resist destruction (see Vol. III, p 260: Saving Throw, *item saving throws*).

Sling +2, Giant Killer: This weapon appears to be nothing more than a frayed strap of leather. In fact it is a **+2 sling** that, when used against a **mountain ape**, **cyclops**, **fire giant**, **frost giant**, or **hill giant**, has a chance to kill on any successful hit. The target must make a *death* saving throw or drop dead from a perfect blow to the centre of the forehead, penetrating the skull and piercing the brain.


Desperate
Measures

MISCELLANEOUS MAGIC ITEMS: This grouping is reserved for various items that do not fit in any of the prior categories. Unless otherwise noted, these devices can be used by any character. Short of an *identify* spell, the properties of individual items must be discovered through use and experimentation.

Table 151: Miscellaneous Magic Items

d‰ Result	Miscellaneous Magic Item Type	XP Value	GP Value	Weight (lbs.)
001–010	Amulet of Proof against Detection and Location	4,000	20,000	1
011–020	Amulet of Undead Turning	200/level	500/level	1
021–027	Anti-Grav Belt	1,500	9,000	3
028–031	Apparatus of the Atlanteans	8,000	40,000	500
032–035	Apparatus of the Dark Kimmerians	1,000	6,000	7
036–041	Armband, Golden Ouroboric	1,000	10,000	1
042–051	Armband of the Housecarls	250	1,500	1
052–061	Bag of Devouring *(cursed)*	—	1,000	—
062–071	Bag of Holding	5,000	25,000	—
072–081	Bead of Force (×1d4+1)	250 ea.	1,250 ea.	—
082–088	Beast Mannikin	300	1,500	2
089–094	Boat of Folding	8,000	40,000	8
095–104	Boots, Boreal	1,500	9,000	1
105–110	Boots, Winged	2,000	20,000	1
111–117	Boots of Dancing *(cursed)*	—	3,000	1
118–124	Boots of Levitation	2,000	12,000	1
125–131	Boots of Speed	2,500	25,000	1
132–138	Boots of Striding and Springing	2,500	25,000	1
139–148	Bracers, Defensive	600[A]	3,000[A]	2
149–158	Bracers of Defencelessness *(cursed)*	—	1,500	2
159–168	Brazier of Sleep Smoke	500	2,500	5
169–175	Broom of Flying	2,000	10,000	3
176–181	Carpet of Flying	6,000	30,000	15
182–185	Chaos Harp	5,000	50,000	5
186–191	Circlet of Invulnerability	3,500	35,000	1
192–198	Claw of the Crab-Men	3,000	18,000	10
199–204	Cloak, Aurochs	3,000	30,000	2
205–210	Cloak of Arachnida	3,000	30,000	2
211–217	Cloak of Displacement	3,000	18,000	2
218–224	Cloak of Poisonousness *(cursed)*	—	2,000	2
225–234	Cloak of Protection	1,000/"plus"	10,000/"plus"	2
235–238	Cloak of Shadow	3,000	30,000	2
239–242	Compulsive Chariot	4,000	20,000	18
243–249	Crystal Ball	1,000	10,000	7
250–259	Dust of Appearance (×1d4+1 doses)	250 ea.	500 ea.	—
260–269	Dust of Death (×1d2 doses)	500 ea.	1,000 ea.	—
270–279	Dust of Disappearance (×1d4+1 doses)	300 ea.	600 ea.	—
280–289	Dust of Madness (×1d2 doses)	450 ea.	900 ea.	—

Table 151 *(continued)*: **Miscellaneous Magic Items**

d‰ Result	Miscellaneous Magic Item Type	XP Value	GP Value	Weight (lbs.)
290–299	Dust of Nightmares and Visions (×1d4+1 doses)	100 ea.	200 ea.	—
300–309	Dust of Paralysis (×1d4+1 doses)	400 ea.	800 ea.	—
310–319	Dust of Sleepiness (×1d4+1 doses)	300 ea.	600 ea.	—
320–329	Dust of Sneezing and Choking (×1d2 doses)	350 ea.	700 ea.	—
330–336	Egg of Ouranos (×1d4+1)	300 ea.	600 ea.	—
337–346	Eversmoking Bottle	500	2,500	1
347–350	Eyes of the Eagle	3,000	18,000	—
351–354	Flamethrower	4,500	45,000	45–65
355–361	Flask of Plenteous Water	700	3,500	2
362–368	Fortunate Still	1,000	6,000	5
369–375	Gauntlets of Dextrousness	1,000	10,000	—
376–382	Gauntlets of Ogre Power	1,000	10,000	2
383–392	Gem of Brightness	2,000	20,000	—
393–399	Girdle of Gender Reversal *(cursed)*	—	1,250	3
400–405	Girdle of Giant Power	2,000	20,000	3
406–411	Girdle of Golden Serpents	2,500	25,000	3
412–421	Golden Cone (×1d6)	500 ea.	1,000 ea.	—
422–425	Helm, Wolf	1,000	5,000	5
426–429	Helm of Brilliance	5,000	50,000	5
430–436	Helm of Opposite Alignment *(cursed)*	—	1,000	2
437–442	Helm of Telepathy	3,000	30,000	2
443–448	Helm of Teleportation	3,000	30,000	2
449–455	Horn, Everlasting Drinking	700	3,500	1
456–465	Horn of Blasting	1,000	10,000	1
466–475	Horn of Fog	450	4,500	1
476–485	Horn of Valhalla	1,000	10,000	1
486–495	Horseshoes of Speed	2,000	12,000	4
496–505	Horseshoes of the Zephyr	1,500	9,000	4
506–515	Hyperborean Compass	500	5,000	1
516–525	Incense of Meditation (×2d4)	100 ea.	1,000 ea.	—
526–529	Instant Fortress	7,000	70,000	—
530–536	IOUN Stone (×1d4+1)	500 ea.	5,000 ea.	—
537–546	Iron Toad of Sudden Fate	500	2,500	5
547–556	Knots String	700	3,500	—
557–566	Leng Fodder	300	600	8
567–576	Lens of Infrared Vision	900	5,400	—
577–586	Lens of Ultraviolet Vision	900	5,400	—
587–593	Lenses of the Hyperborean Householder	1,250	7,500	—
594–597	Lotus Diadem	2,000	10,000	—
598–601	Luckstone	3,250	32,500	—
602–608	Lucky Hat	1,500	15,000	—
609–615	Lunaqqua's Comb	1,000	6,000	—

Table 151 *(continued)*: **Miscellaneous Magic Items**

d‰ Result	Miscellaneous Magic Item Type	XP Value	GP Value	Weight (lbs.)
616–619	Lute of Forbidden Knowledge	5,000	50,000	5
620–623	Lyre of Time and Space	6,000	60,000	5
624–627	Mantle of Yoon'Deh	3,000	18,000	4
628–634	Manual of Automaton Creation	3,500	35,000	3
635–644	Manual of Exercise	4,500	45,000	3
645–654	Manual of Health	4,500	45,000	3
655–664	Manual of Quickness	4,500	45,000	3
665–671	Mask, Heliot	1,250	12,500	1
672–678	Mask of the Plague Doctor	2,000	12,000	1
679–685	Mask of Spirit Sight	1,000	5,000	—
686–695	Medallion of Extrasensory Perception	900	9,000	1
696–699	Mirror, Kraken's Reach	2,000	20,000	6
700–705	Mirror of Life Trapping	2,000	20,000	50
706–709	Mirror of Mental Prowess	4,500	45,000	40
710–719	Moon Tea (×2d4 packets)	100 ea.	500 ea.	—
720–729	Necklace of Adaption	1,250	12,500	1
730–739	Necklace of Missiles	50[B]	250[B]	1
740–749	Necklace of Strangulation *(cursed)*	—	1,000	1
750–759	Nizbit's Handy Boot Dressing	250	1,500	1
760–766	Overseer's Orb	1,250	12,500	6
767–776	Pearl of Power	250[C]	2,500[C]	—
777–786	Pearl of Wisdom	600 (—)[D]	6,000 (1,000)[D]	—
787–796	Periapt of Health	1,000	10,000	
797–806	Periapt of Proof against Poison	1,500	15,000	—
807–816	Periapt of Wound Closing	1,250	12,500	—
817–823	Phylactery of Yig's Favour	3,000	18,000	—
824–830	Pipes of the Sewers	2,000	10,000	—
831–836	Portable Hole	4,000	40,000	—
837–846	Quill of Never-ending Ink	200	1,000	—
847–850	Robe of the Archmagi	6,500	65,000	2
851–854	Robe of Blending	3,250	32,500	2
855–858	Robe of Eyes	4,500	45,000	2
859–862	Robe of Scintillating Colours	2,500	25,000	2
863–872	Rope of Climbing	1,000	10,000	3
873–882	Rope of Entanglement	1,250	12,500	3
883–892	Scarab of Death *(cursed)*	—	2,000	—
893–902	Scarab of Protection	2,500	25,000	—
903–906	Shining Effigy	2,000	10,000	10
907–910	Skin of the Snake-Men	3,000	30,000	2
911–917	Slippers of Spider-climbing	900	9,000	—
918–921	Spear-cast Sail	5,000	35,000	—
922–927	Sphere of Annihilation	4,000	40,000	—

Table 151 *(continued)*: **Miscellaneous Magic Items**

d‰ Result	Miscellaneous Magic Item Type	XP Value	GP Value	Weight (lbs.)
928–933	Sphere of Blackness	3,500	35,000	–
934–940	Spoon of Never-ending Gruel	500	2,500	–
941–946	Tome of Clear Thought	5,000	50,000	3
947–950	Tome of Greater Dæmon Summoning	5,000	50,000	3
951–956	Tome of Leadership and Influence	5,000	50,000	3
957–962	Tome of Understanding	5,000	50,000	3
963–969	Torch, Electric	1,000	5,000	2
970–979	Torch, Green-Flame	400	800	1
980–986	Vacuous Grimoire *(cursed)*	–	1,000	3
987–993	Wind Fan	500	3,000	–
994–000	Wings of Flying	800	8,000	2

A: Per AC below 9; e.g., **defensive bracers AC 7** = 1,200 XP and 6,000 gp if sold
B: Per HD of each missile
C: Per maximum spell level; e.g., level 1–3 = 750 XP and 7,500 gp if sold
D: If reversed effect

Miscellaneous Magic Item Descriptions:

Amulet of Proof against Detection and Location: This golden, gem-encrusted amulet protects the wearer from any species of sorcery that mentally would detect his presence or locate him, including the spells *clairaudience*, *clairvoyance*, *extrasensory perception*, and *mirror, mirror*, as well as **crystal balls** or any other scrying devices.

Amulet of Undead Turning: This silver amulet is anathema to the undead. When worn, it glows blue when undead are within 30 feet of the wearer, unless lead or five feet of stone obstructs such creatures from the wearer. It also provides the wearer with the ability to *turn undead* as a cleric (see Vol. III, p. 252: Combat Actions, *magic*). However, amulets are of variable potency; roll a d8 to determine turning ability (TA):

d8 Roll	Turning Ability
1–2	3
3–4	4
5	5
6	6
7	7
8	8

The wearer need not speak commandments of his faith as a cleric would; rather he simply must hold aloft the amulet. If this amulet is worn by a cleric (or a subclass with the *turn undead* ability), the higher turning ability is used; at some point the amulet will not be of use to the advanced cleric.

Anti-Grav Belt: This wide belt of ancient Atlantean manufacture is composed of dun-grey metal squares hinged together, each set with a black oval stone from Yuggoth. The buckle is a metal clasp with two crystal buttons, vertically aligned. When the top button is pressed, the wearer floats up at a rate of 30 MV; when the bottom button is pressed, the wearer floats down at the same rate. The wearer can carry 300 pounds of additional weight; any more will ground him.

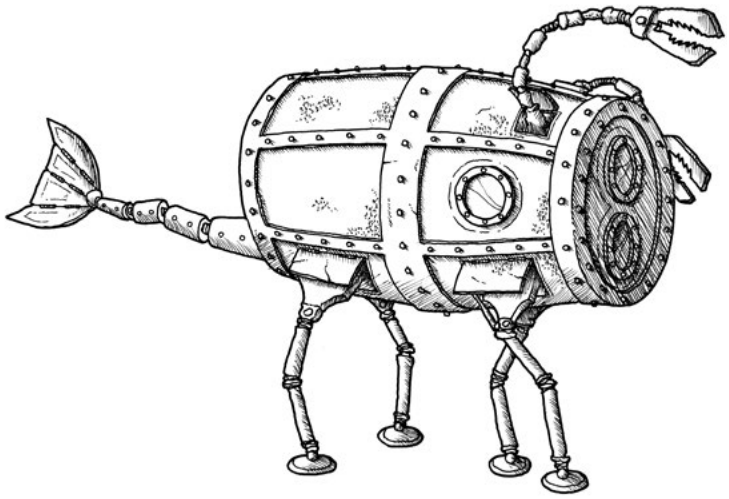
Apparatus of the Atlanteans: This item presents as a large bronze barrel of curious make. In æons past, Atlantean explorers used these devices to probe the ocean depths. A secret button opens a hatch at the aft end, allowing for the entrance of one or two passengers. Within are 10 small levers, each of which controls a function of the device:

- *Extend / retract legs and tail*
- *Open / close port porthole* (10-inch-diameter, heavy glass window)
- *Open / close starboard porthole* (10-inch-diameter, heavy glass window)
- *Extend / retract two sets of pincers*
- *Turn and squeeze pincers*
- *Move forwards* (left, right, straight)
- *Move backwards* (left, right, straight)
- *Open "eyes"*: round, 10-inch-diameter, heavy glass windows that project 120-foot light beams
- *Ascend or descend* (in water only), straight up or down
- *Open / close aft hatch*

The device can descend to a depth of 1,000 feet and can provide six hours of air for one person, or three hours

for two. As the thing moves about, it appears to be a giant, mechanical lobster with a barrel-like body. The homarine pincers can extend up to five feet; they can be used to attack with FA 6 capacity, each pincer delivering 2d6 hp damage. They also can be utilized for fine manipulation underwater by a skilled user.

The **apparatus of the Atlanteans** travels at 30 MV and is AC 0. Once it has sustained 90 hp damage, it will spring a leak; passengers have 2d4 turns to escape. If the device sustains 120 hp damage, a whole side will cave in, and the device will implode, destroyed beyond repair.



Apparatus of the Dark Kimmerians: These contraptions serve the subterranean Kimmerians in the exploration of their dangerous, benighted realm. A harness clings to the wearer's shoulders, supporting a tight-fitting, metal-and-leather helm in the shape of a horse's head. Held by a stiff mane atop the helm is a small cage in which a most uncanny "canary" dwells.

The bird's feathers house symbiotic algæ said to originate from Ganymede, which glow with strong but ghastly green radiance and provide effective light in a 20-foot radius. These algæ completely protect the bird from not only thirst and hunger, but the extremes of heat and cold (excluding sorcerous effects). If exposed to toxic gases, the tiny creature will die, but this event will trigger the apparatus to clamp shut its equine jaws. The wearer will be able to breathe stale, recycled air for a full day cycle before needing to replenish the apparatus' stores. (The bird's corpse will continue to provide illuminance for one day.) The Guild of the Pierced Breast in Krimmea can replace the bird and restore the **apparatus of the dark Kimmerians** to full functionality.

Armband, Golden Ouroboric: This blessed artefact of Yig, a golden armband intaglioed to the likeness of snake, must be clasped around one's upper arm. The tail must be snapped into the head; at once the armband firmly will grip the wearer's upper bicep. It cannot be removed whilst the wearer lives, unless *remove curse* is cast.

The **golden ouroboric armband** provides most wearers with a +1 damage bonus on melee attacks; on the arm of a fighter (or fighter subclass), however, it provides a +2 damage bonus. This boon comes at a price: The wearer will not attack snakes or willingly do anything that would bring harm to a snake or snake-man. (The wearer need not be so zealous as to defend ophidians; he simply will not harm them himself.) This restriction does not stop ophidians from attacking the wearer.

Armband of the Housecarls: These wrought-gold armbands are Viking work and imbued with the powerful runes of that people. Deep in the cunning patterns of gold work, two warriors can be discerned standing back to back, swords raised. The various curls and branches of gold that partially obscure these figures can be broken off as hack gold and given to henchmen and hirelings to improve their loyalty.

When initially donned, the armband will shew as many golden gifts as the wearer's *maximum number of henchmen* (see Vol. I, p. 9: Attributes, *charisma*). Each bit of hack gold would be worth only 20 gp normally, but will fetch 100 gp for the retainer to whom it is gifted. Further, the base loyalty of the retainer will increase by one step on the Henchmen and Hireling Loyalty table (see Vol. III, p. 229: Table 75). When all useable pieces have been removed, the magic will leave the **armband of the housecarls**, but it still can be sold for 1,000 gp.

Bag of Devouring: This cursed bag appears to be a normal large sack. It radiates magic, and if peered within or *identified*, it will seem to have all the properties of a **bag of holding** (q.v.). However, it contains an extra-dimensional beast that sages posit might have some relation to Kraken. This beast consumes anything placed within, a process that requires 2d6 turns. Only magical fire can destroy a **bag of devouring**, essentially closing the portal to the otherworldly creature beyond.

Bag of Holding: This seemingly ordinary leather sack, if peered within, holds extra-dimensional space allowing for the stowage of 25,000 coins, or items that would occupy a 10 × 10 × 10-foot area. Filled to capacity, the bag will weigh but 25 pounds. The bag will hold air for 1 turn if empty; otherwise, this time is decreased as determined by the referee. If the bag is kept open, air will flow freely within, but items (and creatures, if such is the case) will be sucked out after 1 turn; i.e., the **bag of holding** is not ideal as a shelter. Furthermore, any sharp objects placed within have a 1-in-6 chance per day to perforate the bag, destroying its sorcery and causing the contents to erupt from within.

Bead of Force: This is a small black ball about ¾ inches in diameter and dense, like lead. One can be hurled to a range of 30. If a bead strikes its target, a blast of force will erupt, causing 5d4 hp damage to any creature within a 10-foot radius of the target. (To determine the attack roll needed, refer to Vol. III, p. 251: Table 93). A miss indicates the bead rolls away without detonating (quite possibly lost).

Creatures in the area of effect are allowed *sorcery* saving throws, modified by *defence adjustment*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*). If their saves are successful, then the victims still suffer the damage, but they are thrown from the blast area. Those who fail their saves are encapsulated in a spherical force field and trapped for 2d6 rounds; the only known means of escape are via a *disintegrate* spell, a *teleport* spell, or a **rod of cancellation**; even *dispel magic* will not affect the force field. Typically, 1d4+1 **beads of force** are found in a pouch; each is a single-use item.

Beast Mannikin: These 10-inch-tall, articulated dolls of amber are carved to resemble the bestial **vhuurmis**. Once the vhuurmis ruled the lands beyond the North Wind, but by the time the Hyperborean sorcerers rose to their eldritch power, the vhuurmis had sunken to degenerate bestiality, only distantly recalling their lost glories. It was cruel delight in this fallen state that prompted the Hyperboreans to craft and enchant the **beast mannikins** to mock those they had displaced.

This item may be used once per day. When tossed to the ground, it will begin to flop and tumble, for 12 rounds (2 minutes) executing flips and rolls with affecting pathos—indeed, an adventurer in dire need easily could pick up a few coppers entertaining a festival crowd with the mannikin's antics. But for the vhuurmis, the tumbling construct evokes the distant memory of the majesty they have lost. All vhuurmis within 30 feet of an active **beast mannikin** are affected as per the *confusion* spell for 1 turn (*device* saving throw negates), with all effects of that spell accompanied by hooting wails and gnashing of their bestial teeth. The flip-flops of the **beast mannikin** do have one other useful effect: They always gravitate to true north, cavorting toward Mount Vhuurmithadon.

Boat of Folding: This item presents as a small wooden box, measuring approximately 12 × 6 × 6 inches. With a command, it can unfold to become a boat. A different command word will fold the boat back into a box, ejecting any additional cargo beyond the contents listed below. Two varieties exist; roll a d6 to determine which **boat of folding** is discovered.

If the d6 result is *1–4*, then the boat is 10 feet long, 4 feet wide, and 2 feet deep, including an anchor, a mast, a lateen sail, and a pair of oars. This boat can accommodate four persons. If the d6 result is *5–6*, then the boat is 24 feet long, 8 feet wide, and 6 feet deep. This boat is decked, with five rowing seats, five sets of oars, an anchor, a steering oar, a mast, a square sail, and a small deck cabin; it can hold about 15 persons.

Boots, Boreal: The wearer of these mammoth-fur buskins can travel across snow and moderate ice at normal movement rate, or slick ice at half speed. A command causes skis to extend from the soles, allowing the wearer to ski cross-country or down a snowy slope. A second command causes crampons to extend, allowing for glacier and mountain climbing. The wearer of the **boreal boots** never leaves tracks behind, whether walking or skiing. Also, the boots provide warmth to the wearer as per the **ring of warmness**.

Boots, Winged: These bronze-shod, aurochs-hide boots appear strong and durable, though somewhat worn. When donned they conform perfectly to the foot size of the wearer. Once per day, when the heels are clicked together twice, the boots will sprout white feathered wings of one-foot length. The wearer may use these to *fly* (as the spell) for as long as four hours. **Winged boots** require time to master; at first, the inexperienced user will spin about randomly, out of control.

Boots of Dancing: These finely crafted boots appear just as **boots of levitation** (q.v.) and do indeed possess the same power. When the wearer is engaged in melee combat, or attempts to flee such, the true curse of these boots is realized: The wearer will begin to shuffle and tap his feet, heel to toe, dancing in triplet patterns, and cavorting about like a fool. He can do naught but dance, edging closer to enemies, and if he tries to speak, he instead will whistle a happy tune.

The armour class of the accursed is penalized by –4, all saving throws automatically fail, and he cannot fight, use a shield, cast spells, or exercise innate abilities. He must continue to dance until either he is killed or his enemies are vanquished (presumably by his allies). The boots can thereafter be removed if a *remove curse* spell is cast, but they cannot be destroyed unless immersed in lava.

Boots of Levitation: These soft leather boots conform to the foot size of the wearer. When the heels are tapped together thrice, they impart the ability to *levitate* (as the spell) at CA 10 capacity. The power of these boots may be invoked thrice per day.

Boots of Speed: These fine leather boots conform to the foot size of the wearer. When donned, they provide the wearer with supernatural speed comparable to the *haste* spell. The wearer can move at double his normal rate and make twice as many attacks per combat round; i.e., 1/1 = 2/1, 3/2 = 3/1, 2/1 = 4/1, 5/2 = 5/1, 3/1 = 6/1, and so on. They also impart a +2 AC bonus, though this benefit is not cumulative with *defence adjustment*. Sorcery (spells

and magical devices) is not hastened in any way, and the power of these boots cannot be "stacked" with other hastening sorceries.

Utilizing these boots does not age the wearer, but does risk a potentially deadly side effect: If worn for more than 1 turn (10 minutes), the wearer must make a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*), or suffer massive coronary thrombosis (heart attack) and die. For every turn thereafter additional checks must be made, each at a cumulative penalty of –5% (turn 2 = ±0%, turn 3 = –5%, turn 4 = –10%, and so on). This item may be used once per day.

Boots of Striding and Springing: These black leather boots are soft, flexible, and durable. They magically conform to the foot size of any wearer and convey a +1 AC bonus. The boots impart *striding* ability, a base movement rate of 40 MV regardless of armour worn (though encumbrance may reduce this rate). Tirelessly and without pause, this speed can be maintained for 12 hours per day if conditions are favourable, so 36 miles per day may be achieved. (Normally a man will travel no more than 8 hours per day after rest breaks, for 24 miles per day; see Vol. III, p. 236: Movement, *wilderness movement*). Such long-distance striding increases food and water requirements: The strider must eat and drink twice as much as an ordinary man or suffer dramatic weight loss.

These boots also allow one to *spring* with preternatural ability. A forwards leap of 30 feet can be achieved, as can one of 10 feet backwards or 15 feet vertically. If jumping back from melee combat, the leaper avoids the free attack normally associated with *fleeing*, but he must make an *avoidance* saving throw or land on his backside; in such a case, he is effectively *stunned* for 1 round (see Vol. III, p. 242: Combat, *attack modifiers*).

Bracers, Defensive: This is a pair of metal forearm bracers (*vambraces*), composed of bronze, copper, gold, iron, platinum, silver, or steel. They may appear ornamental, or quite plain. When donned, they conform perfectly to the forearm of any wearer, endowing him with magical protection akin to armour. The benefits of this protection do not "stack" with actual armour, though other magic items, such as a **cloak of protection** (q.v.), may be used in conjunction. Roll a d8 to determine the AC imparted:

d8 Roll	Bracers
1–2	AC 8
3–4	AC 7
5	AC 6
6	AC 5
7	AC 4
8	AC 3

Bracers of Defencelessness: These cursed items appear exactly as **defensive bracers**, and if *identified* they are revealed as AC 3 examples. However, once donned they actually reduce the wearer to AC 9, regardless of other protections (magical or mundane) or natural abilities. This effect is not realized until the wearer is in mortal combat. From that point forwards, the bracers can be removed only if *remove curse* is cast. Furthermore, the bracers cannot be destroyed unless steeped in corrosive acid or lava.

Brazier of Sleep Smoke: When the enchanted coals of this 12-inch-diameter bronze brazier are lit, the one lighting them has 1 round to flee. After 2 rounds, the brazier emits a deep green smoke, and all within 30 feet must make *device* saving throws or fall into a magical slumber, from which it is impossible to emerge unless *dispel magic* or *remove curse* is cast. The coals will remain lit for 1 full turn, so any newcomers also will be subject to the effect. This item may be used six times before the coals burn out, and the dish melts to sludge.

Broom of Flying: This seemingly normal broom is enchanted with flight when a command is issued. This command usually is engraved somewhere on the broom. It has 80 MV if it bears one person of 250 pounds or less; it can carry two people whose total weight does not exceed 500 pounds, but speed is reduced to 60 MV. This broom is unintelligent, not bonded with its creator as a witch's **magic broom** (see Vol. I, p. 62: Magician Subclasses, *witch*); it cannot fly unless its commander sits upon it. The **broom of flying** functions but thrice per day, for a maximum of 6 turns (1 hour) per use. It requires 1 turn to recharge betwixt uses.

Carpet of Flying: This dense, finely woven rug measures 6 × 4 feet, of ¼-inch thickness. It can bear two unencumbered people (or 500 pounds) and fly at 60 MV. At 600 pounds, its speed is reduced to 30 MV, and anything heavier will ground it. The carpet itself weighs 15 pounds and can be rolled up tightly. It responds to the voice of its owner and seems to possess minimal intelligence.

For practical purposes, the **carpet of flying** may be treated as AC 7 with 18 hp. It cannot fly if reduced to 9 hp, and it is destroyed at 0 hp. This item cannot be repaired via simple stitching. Spells such as *cure light wounds* must be employed; too, a **potion of healing** may be rubbed into the fabric, effecting positive results.

Chaos Harp: This handheld harp may be used by bards alone. Any other handlers must make *device* saving throws or suffer a *confusion* effect (as the spell), wandering away unresponsively for 9 rounds; the saves are modified by *willpower adjustment*, if applicable (see Vol. I, p. 9: Attributes, *wisdom*). If the wielder

of the **chaos harp** is not of Chaotic alignment (Good or Evil), he soon will gravitate to it. If he does not submit to Chaos, yet insists on keeping the instrument, he will go mad, suffering 1d3 forms of insanity (see Vol. III, p. 264: Special Damage, *madness*).

The **chaos harp** is carved of yellow ivory, graven with signs and portents of Chaos; its strings are wound of **lamia** hair. It produces haunting vibrations pulled from the very centre of the universe, where dwells Azathoth, the burning bedlam spoken of in hushed and frightened whispers. Any creature within 40 feet of the harp-plucking bard must make a *device* saving throw or suffer the effects of *fear* (as the spell); alternatively, the bard may subject all within such range to a *hold monster* effect (as the spell), unless *device* saving throws are made. In both cases the saves are modified by *willpower adjustment*, if applicable. Each of these spell effects may be used once per day, as if by a CA 11 sorcerer. Allies in range are subject to the same effects, if not instructed to stuff their ears with cloth or wax.

Circlet of Invulnerability: Ages before Atlantean scientists developed technological weapons and other wonders, they were dweomercræfters of no small ability. During the age when their kingdom was ruled by barbarian warlords, the Atlanteans carved, smoothed, and enchanted gemstones with great power. Black opals, blue opals, and fire opals were set in circlets of gold, to be worn by warrior chieftains in times of war.

A **circlet of invulnerability** can be worn by a fighter (or fighter subclass) whose charisma is 15 or greater. The user cannot wear a helm. The **circlet of invulnerability** is said to induce ancestral dreams, glimpses into the trials and travails of the wearer's forebears.

This device grants its wearer immunity to the first blow he sustains during a battle. Furthermore, the device has a 1-in-6 chance to absorb each subsequent blow. In each such instance, the attack appears to be a blow to the head that should crush the skull of the wearer; rather, it is absorbed entirely by the circlet.

Claw of the Crab-Men: Gifted sometimes to those dæmon-haunted Esquimaux who please their **crab-man** masters—and sometimes simply left for the unwary—these chitin-covered limbs will bond instantly to any human arm inserted into the hollow shaft, effecting a biological and sorcerous fusing. Once per round the wearer can attack with the claw for 2d4 hp damage, perhaps in addition to a weapon attack(s) with his other hand. A **claw of the crab-men** cannot be removed except by casting *remove curse*, which must be done within six months; otherwise, the only recourse is amputation. Wearers of the **claw of the crab-men** are compelled to obey the commands of crab-men, this item a form of submission to those otherworldly masters.

Cloak, Aurochs: This voluminous cloak is made of the hide and horns of an **aurochs**. It can be worn only by the taller races of Hyperborea: Amazon women, Hyperboreans, Ixians, Kimmerians, and Vikings. The thick black fur, imbued with the fierce spirit of the aurochs, provides a +1 bonus on all saves and renders the wearer immune to non-magical cold. When worn without armour, it provides a further +1 bonus to AC without hampering class abilities. Fighters, fighter subclasses, runegravers, and bards can avail themselves of the massive horns that crown the hood, forgoing weapon attacks to make two gore attacks for 1d10 hp damage each at one or two opponents within 10 feet of each other. Other classes must develop this weapon skill per the usual process (see Vol. I, p 112: Weapon Skill, *acquiring new weapon skills*).

Cloak of Arachnida: This cloak appears to be made of tattered webbing and reputedly is sewn of fibres generated by Tlakk-Nakka. It provides the wearer with the ability to *spider climb* (as the spell) at will. The wearer is immune to web attacks—consider any web-related saving throw an automatic success—and once per day he is able to cast a double-sized *web* spell. Lastly, any *death* (poison) saving throws versus spider bites are made at +2 bonuses.



Claw of the Crab-Men

Cloak of Displacement: This eel-skin cloak bends light waves, making the wearer appear as though he were from one to two feet away from where he actually is. In combat, this effect provides the wearer with a +8 AC bonus versus the first attack in an encounter (though not an entire attack routine) to which the wearer is subject; for all subsequent attacks, the wearer enjoys a +2 AC bonus. Spells and other magical effects (e.g., devices, innate abilities) that are aimed precisely at the wearer are subject to a +2 saving throw bonus. This latter benefit does not apply to area effect spells; typically it pertains to gaze attacks, breath weapons, and ray- or cone-shaped spells, abilities, and devices.

Cloak of Poisonousness: This woollen cloak radiates magic if *detected*; if *identified*, it is revealed as a deadly, cursed thing. If the **cloak of poisonousness** is donned, the fibres of the cloak will prick the skin of the wearer, introducing a highly potent toxin. The wearer must make a *death* (poison) saving throw at a –5 penalty or instantly die, frothing and convulsing. The cloak can be removed via a *remove curse* spell, which destroys this cursed item. A victim of this cloak might be saved only if the aforementioned *remove curse* spell is followed by *neutralize poison* and then *raise dead*.

Cloak of Protection: This cloak is fashioned of variable materials (e.g., fur, leather, wool) and may be hooded or cowled. It is enchanted with a protective dweomer of variable potency. Roll a d6 to determine which type is found:

d6 Roll	Cloak
1–2	Protection +1
3–4	Protection +2
5	Protection +3
6	Protection +4

This magical protection applies to both armour class (AC) and saving throw (SV) scores. A **cloak of protection** can be worn with **defensive bracers**, but cannot be combined with other magical protection enhancements, such as a **scarab of protection** (q.v.). The AC bonus is not cumulative with the bonus provided by magical armour; rather, the better AC bonus applies. For instance, if a thief wears **+2 leather armour** and a **+1 cloak of protection**, he gains the cloak's SV bonus but not its AC bonus; if he wears **+1 leather armour** and a **+2 cloak of protection**, he receives the cloak's +2 AC and SV bonuses, but not the +1 AC bonus from the armour (i.e., in either case, he is AC 5 before shield and/or dexterity adjustments, if any).

Cloak of Shadow: This black leather cloak with cowl functions as a **+2 cloak of protection**—and something more. Once per day, when the cowl is lifted over the wearer's head, that one becomes as a shadow. In the dark he is invisible; in the light he presents as no more than a shade. Incorporeally he may flit about at 30 MV and can seep through small spaces.

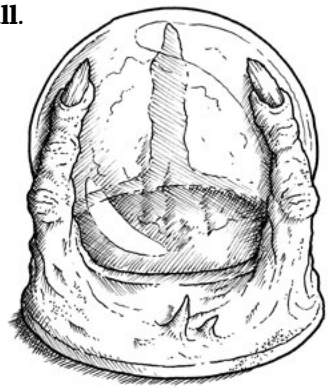
The shadow form is immune to physical attacks. It is subject to area effect spells such as *fireball*, though not necessarily a spell such as *entangle*; referee judgment is required. The shadow form may be maintained for up to 1 turn, unless the wearer removes the cowl sooner.

Compulsive Chariot: The enchantment on this foot-long miniature chariot is activated when any two animals of ordinary sort are placed near the shafts and attached to the traces. The latter will grow or shrink to fit the beasts, as the chariot's bed expands to accommodate from one to four persons (as much as 600 pounds). The animals will be compelled to pull the chariot and passengers for a full day before the enchantment ends, and no matter what animals are employed, their strength will suffice to achieve 40 MV. The **compulsive chariot** can cover 24 miles in a normal day's travel, or 48 miles in a forced day-and-night journey (though this latter effort will kill the animals at the end of their service).

Crystal Ball: This 6- to 12-inch glass globe can be used by magicians (and their subclasses). Thrice per day it can be utilized to view a familiar person or thing, or a nearby place (within 500 miles); unfamiliar objects or distant places are glimpsed for but a moment before the glass turns foggy. A 120-foot diameter around the subject is sighted.

The first use each day bears no risk. A second use requires a *device* saving throw, or the viewer will go mad for 2d6 weeks. A third use requires another *device* saving throw—at a –2 penalty—or the viewer will go permanently mad (see Vol. III, p. 264: Special Damage, *madness*). Such saving throws are modified by *willpower adjustment*, if applicable (see Vol. I, p. 9: Attributes, *wisdom*).

Each viewing can be as long as 1 turn. Continuing beyond 1 turn is considered a second use; anything beyond 2 turns counts as a third use. One-in-six **crystal balls** also will have the power of *clairaudience* (as the spell); in no event, however, can other spells be cast through a **crystal ball**.



N.B.: Sorcerers, dæmons, otherworldly beings, and other intelligent magical creatures gain *device* saving throws to intuit that they are being observed from afar; these saving throws also are modified by *willpower adjustment*, if applicable (see Vol. I, p. 9: Attributes, *wisdom*).

Dust of Appearance: This golden powder is held in a small cloth pouch. When the dust is hurled in the air, all invisible or otherwise hidden creatures in a 10-foot radius will be revealed. The exposed will be covered in golden glitter for 3d6 turns. This dust also reveals *mirror images* and *projected images* and will counteract **dust of disappearance** (q.v.).

Dust of Death: This is the powdered form of sun-dried black lotus petals, deadly if inhaled (see Vol. VI, p. 511: Flora and Fauna of Hyperborea, *lotus species of Hyperborea*). When a dose is packed dry in a narrow tube of bone, ivory, or wood and subsequently blown in the face of a target, he must make a *death* (poison) save or die in 1d4 rounds. The victim's face turns ashen grey, followed by a horribly frothing, tongue-choking, eye-bulging demise. *N.B.:* The pollen of this lotus is a primary ingredient of many poison types, both *ingestible* and *penetrative* (see Vol. III, p. 265: Special Damage, *poison*).

Dust of Disappearance: This enchanted silvery powder is held in a small cloth pouch. When hurled in the air, it causes all creatures and items within a 10-foot radius to disappear, in effect becoming invisible. So potent is this invisibility that even the *detect invisibility* spell will not discern the affected; however, **dust of appearance** can counteract this dust. The effect typically lasts for 3d6 turns; if, however, the dust is not hurled, but carefully sprinkled on one person or thing, then the disappearance will persist for 6d6 turns. *N.B.:* Unlike the *invisibility* spell, attacking or committing some other act of aggression does not cause the dweomer to cease.

Dust of Madness: This dun-grey dust is derived from the pollen and ground petals of the smoky lotus, a flower known to grow in swamps where tar pits are present (see Vol. VI, p. 513: Flora and Fauna of Hyperborea, *lotus species of Hyperborea*). If a dose is introduced to a liquid and consumed, the concoction will cause permanent madness, with no saving throw allowed (see Vol. III, p. 264: Special Damage, *madness*; roll or select 1d3 insanity types). If introduced to resin, sap, tar, or another sticky substance and then applied to a spearhead (or as many as three arrowheads), it may be used to pierce a victim within 6 turns (1 hour) before evaporating. Similarly, the **dust of madness** might be packed dry in a narrow tube of bone, ivory, or wood and then blown in the face of a target. These applications are less effective than drinking: The victim must make a *death* (poison) saving throw or suffer *confusion* (as the spell) as though cast by a CA 9 sorcerer; the save is modified by *willpower adjustment*, if applicable (see Vol. I, p. 9: Attributes, *wisdom*).

Dust of Nightmares and Visions: This is the pollen of the black lotus (see Vol. VI, p. 511: Flora and Fauna of Hyperborea, *lotus species of Hyperborea*) mixed with a small amount of pine sap. It may be burnt as incense by a solitary magician or cleric (or a respective subclass thereof). The user experiences nightmares and visions of a most potent species; the effect is akin to a *see* spell, in which the images are perceived in the smoke that ebbs from the incense. The vision is interlaced with nightmares of a personal sort, taxing to the viewer. The entire affair requires 6 turns (1 hour) to complete, after which the user must rest for eight hours or suffer extreme lethargy (–2 penalties to attack rolls, damage, and saving throws).

Dust of Paralysis: This fine dust is derived from the dried and ground seeds of the violet lotus (see Vol. VI, p. 513: Flora and Fauna of Hyperborea, *lotus species of Hyperborea*). When a thimbleful of the dust is mixed with any liquid and consumed by a victim, it causes instant waking paralysis that lasts for 1d4 days, with no saving throw allowed. If the dust is mixed with a liquid and then poured on a spearhead (or as many as three arrowheads), it may be used to pierce a victim within 6 turns (1 hour) before evaporating. Similarly, the **dust of paralysis** might be packed dry in a narrow tube of bone, ivory, or wood and then blown in the face of a target. These applications are less effective than drinking, allowing a *death* (poison) saving throw to resist paralysis.

Dust of Sleepiness: This dust is derived from the pollen of the russet lotus (see Vol. VI, p. 513: Flora and Fauna of Hyperborea, *lotus species of Hyperborea*). When flung in the air, all creatures within 10 feet must make *death* (poison) saving throws or slumber as per the *sleep* spell; those who save become sluggish, as though affected by a *slow* spell cast by a CA 9 sorcerer. One who wields this powder as a weapon must cover his face with a wet cloth before flinging it in the air; he also may pack a dose into a long, hollowed tube (at least three feet long) and blow the dust in a 20-foot-diameter cloud that begins five feet away from the dust blower. When a thimbleful of **dust of sleepiness** is mixed with wine and consumed by a victim, it causes an instant sleep effect that persists for 1d2 days, with no saving throw allowed.

Dust of Sneezing and Choking: This dust is composed of finely ground, white-speckled blue lotus petals (see Vol. VI, p. 513: Flora and Fauna of Hyperborea, *lotus species of Hyperborea*). When flung in the air, all creatures within 10 feet must make *death* (poison) saving throws or sneeze, choke, and gag, suffering 1d4 hp damage per round until death; those who save will suffer similar consequences, except the damage will persist for but 5 rounds. *Delay poison* or *neutralize poison* spells both are effective against this dust in the usual

manner, though a victim cannot himself cast any spells. One who wields this powder as a weapon must cover his face with a wet cloth before flinging it in the air; he also may pack a dose into a long, hollowed tube (at least three feet long) and blow the dust in a 20-foot-diameter cloud that begins five feet away from the dust blower. *N.B.:* This dust is a primary ingredient of many poison types, both *ingestible* and *penetrative* (see Vol. III, p. 265: Special Damage, *poison*).

Egg of Ouranos: These "eggs" oft are found in meteorite-scarred glacial ice of the Spiral Mountain Array. Sages posit that they originate from Ouranos, that mysterious blue-green star whose position anomalously traverses the firmament (see Vol. VI, p. 498: Hyperborea in Relation to Old Earth and the Celestial Bodies, *the planets*). The eggs are blue-green in colour and measure no more than a half inch in diameter. They are found in clutches of 1d4+1 eggs.

An **egg of Ouranos** must be placed in the mouth in advance. The user must take a deep breath, crack the egg with his teeth, and exhale sharply. This action results in a release of frigid air equivalent to the *breathe frost* spell. If a user is wounded whilst holding an egg in his mouth, he must make an *avoidance* save or prematurely break the egg, suffering internal frostbite and sustaining 27 hp damage.

Eversmoking Bottle: This brass or copper urn must be unstopped to function. This action causes thick black smoke to billow out, filling 10,000 cubic feet per round until a maximum of 120,000 cubic feet are filled, which effectively empties the bottle; i.e., the urn holds 12 rounds of smoke, but may be stopped again by the wielder at any time. Regardless of the volume released, the smoke will remain for 1d3 turns if the air is calm; otherwise, it will disperse much sooner (referee's discretion).

Eyes of the Eagle: These small clear lenses are placed over the eyes, allowing one to see 10 times farther than normal, so objects 1,000 feet away will appear as clear and distinct as though they were 100 feet away, and so on. On occasion, a single lens is discovered instead of a pair. If but one lens is worn, the user will experience headache, nausea, and vertigo for 1d2 hours; from then on the lens may be used to good effect, but only if the other eye is covered.

Flamethrower: This ancient, otherworldly device consists of a metal shoulder harness to which a five-gallon tank is affixed. From the bottom of the tank extends a short, corrugated metal hose that terminates with a gun-like, triggered nozzle. A **flamethrower** weighs 65 pounds when the tank is full, or 45 pounds when empty.

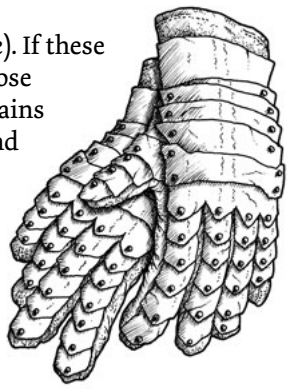
The tank holds a maximum of 60 seconds (6 rounds) of fuel, which is sprayed and ignited simultaneously when the trigger is depressed, releasing the burning fuel in a cone-shaped jet of fire 60 feet long and 20 feet wide at its terminus. The flames inflict 6d8 hp damage to any creature within range, followed by 3d8 hp residual damage the following round; an *avoidance* save halves all damage. Fuel can be replaced with 700 gp (i.e., 20 flasks) of incendiary oil (*Greek fire*), but refuelling must be conducted by a master alchemist, or consequences can be deadly.

Flask of Plenteous Water: This seemingly normal stopped flask contains a quart of fresh, clean water (d6: *1–5*) or fine red wine (*6*). When drained, it refills at once. The *water* version can be drained 12 times per day, providing three gallons of water. The *wine* version can be drained four times per day, providing one gallon of wine.

Fortunate Still: This delicate construct of wood, glass, and strange metals was the product of adventurous Atlantean alchemists who explored the deadly caverns of their new world. It resembles a wood-mounted alembic. Any two potions—even poison—can be poured into the still to produce, in 2d6 rounds, one **potion of healing**. On a 1-in-10 chance, the **fortunate still** produces a **potion of extraordinary healing** instead; this chance increases to 1-in-6 if either of the potions used as ingredients was brewed by a witch.

Gauntlets of Dextrousness: These thin calfskin gloves magically fit any hands perfectly, as though tailor-made for the individual. They increase missile-shooting capacity, providing a +1 magical enhancement to attack rolls. Progressive thief abilities that involve dextrous manœuvring—*manipulate traps*, *open locks*, and *pick pockets*—are resolved as if the wearer were a 3rd-level thief, or 2 levels higher than his actual level (to 12th-level maximum ability) for thieves and related subclasses. Of course, thieves' tools are required, save for the *pick pockets* skill.

Gauntlets of Ogre Power: These steel gauntlets are crafted by degenerate **dwarf** slaves to the highest Viking immortal, Ymir. They provide the wearer with all the benefits of 18 strength, plus 100 pounds of additional carrying capacity: as much as 225 pounds *unencumbered*, 350 pounds *encumbered*, and 475 pounds *heavily encumbered* (see Vol. III, p. 236: Movement, *encumbrance*). If these gauntlets are donned by one whose strength score is already 18, he gains an additional +1 attack bonus, and *extraordinary feats of strength* are improved by +8% (see Vol. I, p. 7: Attributes, *strength*). This superhuman strength, however, cannot be enhanced further by the *strengthen* spell.



Gem of Brightness: This prism-shaped gem (of any sort) has 50 charges. It has three functions, activated at will by the wielder:

Light Beam: A pale beam emanates (matching the colour of the gem), 25 feet long and 5 feet wide at the terminus. This function costs no charges.

Dazzling Beam: A bright beam of light (50 feet long, 1 foot wide) can be aimed at a single enemy's eyes. The target must make a *device* saving throw or be blinded for 1d4 rounds. This function costs 1 charge.

Blinding Beam: A blinding cone of light emanates, 30 feet long and 5 feet wide at the terminus. Any creature in the area of effect must make a *device* saving throw or be blinded for 1d4 rounds and thereafter suffer a permanent –1 to –4 attack penalty due to lasting eye damage. A *cure blindness* spell can repair any temporary blindness, but to repair permanent damage, a *heal* spell is required. This function costs 5 charges.

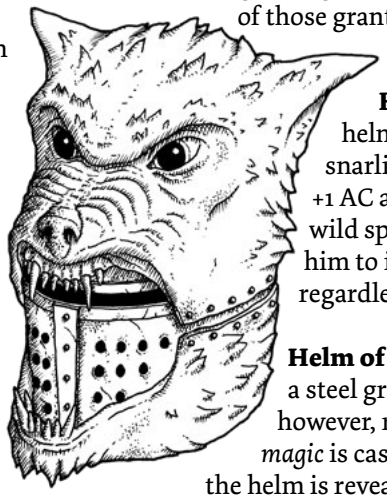
Girdle of Gender Reversal: This broad leather belt is stamped with runes of strength, courage, and power. Its true nature is revealed if an *identify* spell is cast, or if the belt is donned. At once the wearer's gender is reversed (and the belt's magic is drained). The curse is a potent one, permanent unless undone by a *restoration* spell within the timeframe noted in the spell description.

Girdle of Giant Power: This iron-studded, aurochs-hide belt is crafted by **dwarf** slaves of Ymir. It provides the wearer (excluding magicians and their subclasses) with the raw power of a giant. In melee combat, the wearer gains a +3 attack and damage bonus (not cumulative with wearer's ST bonuses, if applicable); his weapon damage is a base 2d6 for WC 1 weapons or 3d6 for larger weapons. *Weapon mastery* and/or magical weapons further can enhance attack and damage bonuses. Lastly, *tests of strength* are at a 5-in-6 chance, and *extraordinary feats of strength* are at a base 40% chance (see Vol. I, p. 7: Attributes, *strength*).

Girdle of Golden Serpents: These broad, gem-encrusted belts of gold are fashioned to the likeness of twin cobras facing each other. They are the dweomercræft of **snake-men**, as legend has it. If the snakes' eye gems are depressed, the **girdle of golden serpents** will provide its wearer with the power of a *greater globe of invulnerability* for 6 turns (1 hour). After the first time the belt is used, there is a 1-in-6 chance, if activated again, that it will cease to function for that particular wearer; indeed, it will fail to clasp and (seemingly of its own volition) will slip from the wearer's waist. For this reason, these belts—rare as they are—have changed hands many times.

Golden Cone: These pinecones are coloured a deep golden hue. Some trees within the ancient conifer forests of Hyperborea—those growing atop lines of power, saturated with ancient magic, and/or tended by secretive agencies older than man—produce these **golden cones**. For a human, each cone is a source of succour.

Each pinecone bears 3d12 petals, which serve as nourishing food; each one is equivalent to a day's fine rations. The heart of each cone acts as a **potion of extraordinary healing**, though consuming the heart destroys the power of any remaining petals. Adventurers might find 1d6 of these pinecones in wild shrines, growing from trees of power, or in the tombs of those granted favour by the supernatural forces of the wild woods.



Helm, Wolf: This black iron great helm is formed in the visage of a snarling wolf. It grants the wearer +1 AC and the ability to understand the wild speech of wolves. It also allows him to identify **werewolves** on sight, regardless of form.

Helm of Brilliance: This helm presents as a steel great helm of normal sort; it does, however, radiate a faint dweomer if *detect magic* is cast. If donned, the true nature of the helm is revealed: It becomes a **+2 great helm** (improving overall AC by +2) composed of platinum-limned, polished steel. The **helm of brilliance** is crown-like, spiked, and set with 100 gems: 40 opals, 30 fire opals, 15 rubies, and 15 diamonds. When light touches this jewelled helm, it scintillates with utter brilliance. Each jewel is enchanted; if removed, they function as follows:

Opal: As the spell *dancing lights* when bounced on the ground.

Fire Opal: As the spell *fireball* when tossed at the desired target area, where it explodes.

Ruby: As the spell *wall of fire* when tossed where the *wall* is to form.

Diamond: As the spell *rainbow pattern* when waved and gesticulated with.

Each stone's dweomer is released at CA 9 capacity, and only one can be used per round. When target saving throws are applicable, they are made versus *device*, regardless of spell description. Once a jewel is used, it cannot be used again; when the final jewel is exhausted, the helm will crumble to rust. Until that time, the **helm of brilliance** has the following additional powers:

Aura: Helm glows blue when undead are within 30 feet, unless five feet of stone, one foot of metal, or one inch of lead obstructs such creatures from the wearer. Undead suffer 1d6 hp damage per round from this glow.

Fiery Blade: Once per day the wearer may command any wielded blade to become sheathed in flames, causing an additional 1d6 hp damage on a successful hit (1d8 hp damage versus cold-based creatures and undead). The flames persist for 2 turns.

Fire Protection: The wearer is unharmed by heat or normal fire and gains a +4 saving throw bonus versus magical fire. This ability does not "stack" with other magical protections versus fire. If the wearer of the helm is assaulted by magical fire and fails to make his saving throw, a *class 9* item save must be made for the remaining jewels on the helm (see Vol. III, p. 260: Saving Throw, *item saving throws*). If the item saving throw fails (a natural *1*), then the jewels will detonate in random order and direction, yielding potentially dire consequences for any allies of the helm wearer.

Helm of Opposite Alignment: Donning this cursed steel helm causes a Lawful Good person to become Chaotic Evil, a Chaotic Good person to become Lawful Evil, and vice versa. A Neutral person will become completely self-absorbed and will never help anyone unless he directly benefits from said help. The helm can be removed only following a *remove curse* spell; however, the wearer will not cooperate, believing his new beliefs to be change for the better. *N.B.:* The transition to opposite alignment may be subtle; a superior role-player gradually will alter his character's behaviour over a few sessions of play before his allies cognize that something is seriously amiss.

Helm of Telepathy: This helm is composed of pure crystal. It allows the wearer to read the thoughts of any creature within 90 feet, unless blocked by five feet of stone, one foot of metal, or one inch of lead. If the helm wearer is more intelligent than the creature whose thoughts he reads, he may be able to impress his will on that one. Intelligent men and monsters are allowed *device* saving throws, modified by *willpower adjustment*, if applicable (see Vol. I, p. 9: Attributes, *wisdom*); unintelligent beasts make these saves at –2 penalties.

Those affected understand the thoughts and directives of the helm wearer (even if language is a barrier) and are compelled to obey, unless a directive is completely contrary to their nature. For example, a creature will not jump off a cliff, but it might drink poison if told that it is wine. The link betwixt helm wearer and victim must be maintained through constant concentration, which can be exhausting for the helm wearer. He will need 1 turn of rest for every round spent using the helm, or he will suffer –4 penalties to attack rolls, damage, and saving throws; intense headaches and nausea also are common side effects.

Helm of Teleportation: This helm is found in various makes and styles. It allows the wearer to *teleport* once per day (as the spell), as if he were a CA 9 sorcerer.

Horn, Everlasting Drinking: This bronze-stopped drinking horn contains a pint of good, bitter beer. It may be drained twelve times per day, each time magically refilling. After the twelfth emptying, it will not fill again until the next day.

Horn of Blasting: This is a magical hunting horn, worn about the neck of the user. It is embossed with a pair of Old Norse runes, one on either side, which represent the archaic Æsir deities Heimdallr and Thor. These runes glow softly when traced with a finger. The horn can be sounded as normal; when blown whilst tracing one of the runes, it also has the following powers:

Heimdallr: The horn emits a conical sonic blast 120 feet long and 30 feet wide at the terminus. Those in the area of effect must make *device* saving throws or suffer 2d4 hp damage, be *stunned* for 2 rounds, and be *deafened* for 4 rounds. If the saves are successful, no damage is sustained, but victims are *stunned* for 1 round and *deafened* for 2 rounds. A deaf creature is surprized on a 4-in-6 chance and suffers an individual initiative penalty of –2 (i.e., the deaf creature may lose initiative, despite its allies winning; see Vol. III, pp. 242–244: Combat, *attack modifiers*, *surprize*, and *initiative*).

Thor: A wave of infrasonic vibrations issues from the horn, a pulse 1 foot wide and 100 feet long. The infrasonic wave causes 6d6 hp damage to living creatures, with *device* saves for half damage. If directed at a structure of wood or stone, the pulse can weaken materials, or even cause them to fall apart if weak points exist.

Whichever function is used, the **horn of blasting** can be blown safely but once per day. If used more than once, there is a cumulative 1-in-6 chance that the horn explodes (i.e., 1-in-6 on the second use, 2-in-6 on the third use, and so on), causing 5d10 hp damage to the wielder and all within a 10-foot radius.

Horn of Fog: When blown, this small brass bugle issues a low, sputtering vibration. Flowing from the horn is a *fog cloud* (as the spell), invoked at CA 10 capacity. The horn has 100 charges and may be used at will.

Horn of Valhalla: This appears to be a drinking horn, fashioned from the horn of an aurochs and graven with images of valkyries and *einherjar*. Once per week it can be blown to *summon* **1d4×10 wild berserkers** (see Vol. IV, p. 368: Beasts and Monsters: M, *man*, *wild berserker*), who will fight for the horn blower. The enemy must be an immediate and obvious threat, or the wild berserkers instead will wreak havoc for 1d6 turns. They will remain until the foe is vanquished or they are slain; in the former case, once the threat has been eliminated, any remaining wild berserkers will fade away.

Horseshoes of Speed: These four iron horseshoes double the speed of any horse, but the horse then will require twice the amount of water and nourishment. There is a 5% chance per day of use that a shoe is thrown, reducing speed to ×1.5 of normal MV. If a second shoe is thrown, the enchantment is lost.

Horseshoes of the Zephyr: These four magical horseshoes cause a horse to gallop a few inches off the ground, allowing the equine to travel over water as if on land.

Hyperborean Compass: Mount Vhuurmithadon, rising in terrible and frozen splendour from the centre of the Spiral Mountain Array, is the geographic and geomantic centre of the realm. From it radiate ley lines and invisible systems of power and dark energy; to it all creatures of Hyperborea are subtly and invisibly drawn. It is the secret at the centre of the silence, the untouched mystery of troubled time, the first and last place in each celestial cycle to know the light of Helios. All that happens in Hyperborea is said to be a function of Mount Vhuurmithadon's radius.



A stylized representation of Mount Vhuurmithadon occupies the middle of this strange metal compass, and a needle of black iron points eternally north, to the centre of Hyperborea. Around the rim of the compass, other indicators shew the positions of the moons and planets and point to symbols that indicate the year of the cycle and the proportion of time each day that Helios rides above the Rim of the World. Even in Underborea or realms removed in time and space, the black iron needle will point infallibly to Mount Vhuurmithadon, oft shewing the most direct route back from these far spheres.

Incense of Meditation: This block of sweet-smelling incense can be used by clerics (and their subclasses). When the incense is burnt for eight hours, a sorcerer is able to discharge his daily spells with utmost efficacy; i.e., *cure* spells will heal for maximum hit points, spells of variable range and/or duration will be cast at their maximum effect, and so on. Also, opponent saving throws suffer –1 penalties when such spells are cast. Monks who utilize **incense of meditation** deliver maximum damage on *empty hand* attacks. All benefits remain in effect for 24 hours. Typically 2d4 blocks of incense are discovered.

Instant Fortress: This is an iron cube with three-inch sides. Tiny runes are etched on four of the faces, revealing command words. One command unfolds the cube, forming an iron tower 30 feet high and 20 feet square (a three-storey structure with interior stairs); additionally, a 10-foot foundation penetrates the ground. Each side of the tower is lined with arrow slits, and the roof includes a machicolated battlement. The tower has a small iron door that opens when the wielder issues a second command; a third command will close the door, which cannot be opened by anything short of a *knock* spell. The fourth command word causes the fortress to collapse back into a small cube.

The walls of the fortress are impervious to harm from mundane missiles, except the brute force of a catapult or trebuchet (these inflicting 1d4+2 hp of structural damage per hit against AC 3). The fortress can sustain a total of 200 hp damage from such siege weaponry. This damage cannot be repaired; once the tower is destroyed, it decays to rust.

N.B.: The formation of the **instant fortress** is potentially deadly. If it opens within 10 feet of any creature, that one must move quickly out of the way; refusal (or inability) to do so results in 1d10×10 hp damage, unless an *avoidance* saving throw is made. Also, if the **instant fortress** is opened at an unwise location (e.g., unstable ground, a space too small to house it), the results are subject to the referee's discretion.

IOUN Stone: These magical stones are enigmas to even the most sagacious sorcerers. Their power might be derived from forces elemental, spiritual, or alien, and the means of their manufacture are either a lost science or an undiscovered mystery; some sages posit they originate from a ring of Saturn. **IOUN stones** are found in groups of 1d4+1 stones, oft in the most unlikely locations. Most are useable by any class, save the *pure white* and *vibrant purple* stones.

These tiny stones, once grasped by a man, will float in the air over his head like a halo; when he walks they will swirl in his wake, never more than three to five feet from him. Thereafter the possessor may take them and stow them somewhere on his person, but doing so prevents their benefits from being derived. Of course, one may attempt to grab an **IOUN stone** from a possessor, but this feat is quite difficult: Consider the stones AC –5 and with 12 hp for such purposes. To determine which **IOUN stones** are discovered, roll d% and consult the following table. Any duplicate result should be considered a dead stone (refer to result *81–00*).

d% Result	Stone Colour	Stone Shape	Function
01–05	*clear*	*spindle*	No food or water necessary
06–10	*deep red*	*sphere*	+1 dexterity (18 max.)
11–15	*dusty rose*	*prism*	+1 protection (AC/SV)
16–20	*incandescent blue*	*sphere*	+1 wisdom (18 max.)
21–25	*iridescent*	*spindle*	No respiration required
26–30	*lavender and green*	*ellipsoid*	Absorbs level 1–6 spells
31–35	*pale blue*	*rhomboid*	+1 strength (18 max.)
36–40	*pale green*	*prism*	Operate at 1 level higher (12th-level max.)
41–45	*pale lavender*	*ellipsoid*	Absorbs level 1–3 spells
46–50	*pearly white*	*spindle*	Regenerate 1 hp per turn
51–55	*pink*	*rhomboid*	+1 constitution (18 max.)
56–60	*pink and green*	*sphere*	+1 charisma (18 max.)
61–65	*pure white*	*pyramid*	Grants healing spells
66–70	*scarlet and blue*	*sphere*	+1 intelligence (18 max.)
71–75	*transparent red*	*ovoid*	See in infrared spectrum
76–80	*vibrant purple*	*prism*	Stores 3d4 levels of spells
81–00	*dull grey*	any above	Dead stone; radiates small trace of magic

IOUN Stone Descriptions:

Clear: This stone must be possessed for seven days before its benefits are realized.

Deep Red, *Incandescent Blue*, *Pale Blue*, *Pink*, *Pink and Green*, *Scarlet and Blue:* These stones provide maximum respective attribute scores of 18.

Dusty Rose: The +1 bonus to AC and saving throws cannot be "stacked" or combined with other protection devices (cf. **cloak of protection**).

Iridescent: Possessor does not need to breathe in water, vacuum, poison gas, and so forth.

Lavender and Green: Any spells cast at the possessor can be absorbed, including area effect spells within which he finds himself. This stone can absorb 2d4×10 spell levels before "going grey"; e.g., a level 3 spell counts as 3 spell levels.

Pale Green: The possessor enjoys all the benefits of being 1 level higher than his actual level, including hit points, saving throws, fighting ability, casting ability, turning ability, class abilities that improve with level gains, spells cast per day, and so on. The referee should note the false hit point boost, in case the stone is lost.

Pale Lavender: Any spells cast at the possessor can be absorbed, including area effect spells within which he finds himself. This stone can absorb 1d4×10 spell levels before "going grey"; e.g., a level 3 spell counts as 3 spell levels.

Pearly White: This stone functions much as a **ring of regeneration**, but may not be combined with said ring to derive double the benefits. This stone must be possessed for seven days before its benefits are realized; i.e., sharing this **IOUN stone** is impossible.

Pure White: This stone is useable by clerics (and cleric subclasses). The user may cast *cure light wounds* from the stone six times per day, but pocketing or stowing the stone prematurely will prevent its use until the following day. This stone will have 6d12 charges when discovered; each casting drains 1 charge until the stone "goes grey".

Transparent Red: This stone allows the user to see in the infrared spectrum, as the *infrared vision* spell.

Vibrant Purple: This stone is useful to spell casters alone. It allows a sorcerer to memorize extra spells per day, storing them in the stone; if the stone is pocketed or stowed, the spells are lost. The 3d4 spell levels that may be stored in this stone must be determined anew each day, when the stone first is lofted.

Iron Toad of Sudden Fate: These idols to Xathoqqua are crafted disturbingly of black iron and black fur, and a strange echo of life seems to inhere within them. Their original function is lost, as is whether they were made by the **vhuurmis** before their degeneration or were a product of decadent Hyperborean religion. All that is known is that the supplicant must kiss and caress the idol, only thus stimulating it to strain the warp and weft of probability.

The user will feel his senses expand, invaded by a consciousness alien and disdainful, one that sifts the vagaries of chance as a man might separate fruit from pit. This unholy mingling allows the use of certain powers of perception, though perhaps not in the way that Xathoqqua may have intended. Each activation of the **iron toad** lasts for 3 turns and effectively acts as a more powerful version of *find traps*, revealing any trap in the user's field of vision. Indoors or underground, the idol



also makes its user aware of the direction and relative propinquity of the most powerful nearby threat.

Of course, these powers are stolen from the god's inhuman power, and each use of the **iron toad** carries a 1-in-20 risk of attracting Xathoqqua's notice. Stirring in his torpor, the sloth-toad will enforce a *geas* on the sneak thief through the idol, which then will sprout wings and fly away. The appointed task might be anything at all, though it oft demands that the user disarm and proceed at once to the nearest deadly peril, offering himself up with Xathoqqua's compliments.

Knots String: This item appears to be a simple string that holds a maximum of seven knots. Untying a knot on the deck of a sailing vessel bellies its sail(s) and increases its speed (i.e., its "knots") to a rate equal to a *strong breeze* (+33% MV, 5% chance of torn sail and/or fouled rigging; see Vol. III, p. 272: Waterborne Expeditions, *wind*) for 24 turns (4 hours). Dropping the sail(s) cancels the effect, however.

Leng Fodder: This compressed animal feed is made of the grasses, winds, madness, songs, and sightless gulfs of the Leng Plateau. Any mount that consumes it will become the equivalent of a tamed **leaper camel** for one day; at the end of that day, the mount will die. Enough fodder will be found for 1d3+1 days.

Lens of Infrared Vision: This thin, brass-edged, red-tinted crystal is three inches in diameter and depends from a light brass chain, not unlike a monocle. When the wielder closes one eye and peers through the device, he sees in *infrared vision* (as the spell). Usage is unlimited, but more than 3 turns per day may cause headaches and nausea, ultimately resulting in a –2 penalty to attack rolls, damage, and saving throws and a 1-in-6 chance of spell failure. These penalties will persist for 1d4 hours.

Lens of Ultraviolet Vision: This thin, brass-edged, mauve-coloured crystal is three inches in diameter and depends from a light brass chain, not unlike a monocle. When the wielder closes one eye and peers through the device, he sees in *ultraviolet vision* (as the spell). Usage is unlimited, but more than 3 turns per day may cause headaches and nausea, ultimately resulting in a –2 penalty to attack rolls, damage, and saving throws and a 1-in-6 chance of spell failure. These penalties will persist for 1d4 hours.

Lenses of the Hyperborean Householder: When the Hyperboreans ruled the land, every sorcerer was a king or queen, reigning with absolute power within their demesnes. The "sub-men" and beasts that served the Hyperboreans were chattel, bred to serve their masters' dark whims. Even as their decadence waxed and the Green Death began to kill without regard to race or power, the Hyperborean sorcerers crafted devices of great skill and cruelty to maintain their limpid force.

The **lenses of the Hyperborean householder** were devised to protect the households from disease, allowing the Hyperborean rulers to diagnose and purify any afflicted slave or visitor. Two lenses, the dextral of emerald and the sinistral of diamond, are housed in an armature of gold and brass that is secured over the wearer's eyes by straps of **dæmon** leather and the silver-black thews of **night-gaunts**. The emerald lens is worth 1,000 gp, and the diamond 5,000 gp.

Gazing through the smaragdine lens reveals the presence and severity of disease in any creature viewed; 1 round later, the diamondiferous lens effects a cure (of sorts) by means of a disintegration ray with a range of 30 feet. The subject may make a *death* save to avoid dissolution, modified by *defence adjustment*, if applicable (see Vol. I, p. 7: Attributes, *dexterity*). This power is triggered automatically when disease is detected by the emerald lens and cannot be activated by any other known means. Each time the lenses are utilized, there is a 1-in-8 chance that reflexion of the disintegration ray destroys the item; furthermore, the wearer must make an *avoidance* save or lose an eye, burnt from its socket. Whether these lenses were effective against the Green Death is unknown; most sages are cynical of such.

Lotus Diadem: These slender headbands are made of braided silk of all colours, woven together in patterns that tug at the edges of consciousness. A nodule at the front of each band holds what seems to be a single lotus blossom against the wearer's forehead. In sooth it holds a single petal from each known lotus variety (see Vol. VI, p. 511: Flora and Fauna of Hyperborea, *lotus species of Hyperborea*), bound together with dark enchantments and forged into an object of fell power by the necromantic sorcery-science of the Ixians.

The petals contain the concentrated essence of the blossoms from which they were harvested. Each is useable only a single time before it withers and crumbles, though the petal dust might be of value to alchemists and enchanters. Note that the wearer of the **lotus diadem** is immune to all its effects.

Black Petal: One target within 10 feet must make a *death* (poison) saving throw or die in agony within 1d4 rounds.

Golden Petal: In one target within 10 feet, *cures madness* (as the spell) and negates any mind-affecting enchantments, such as the *charm person* spell.

Russet Petal: All creatures within 10 feet must make *death* (poison) saving throws or slumber as per the *sleep* spell; those who make their saving throws become sluggish, as a *slow* spell cast by a CA 9 sorcerer.

Smoky Petal: All creatures within 10 feet must make *death* (poison) saving throws or suffer *confusion* (as the spell) as though cast by a CA 9 sorcerer.

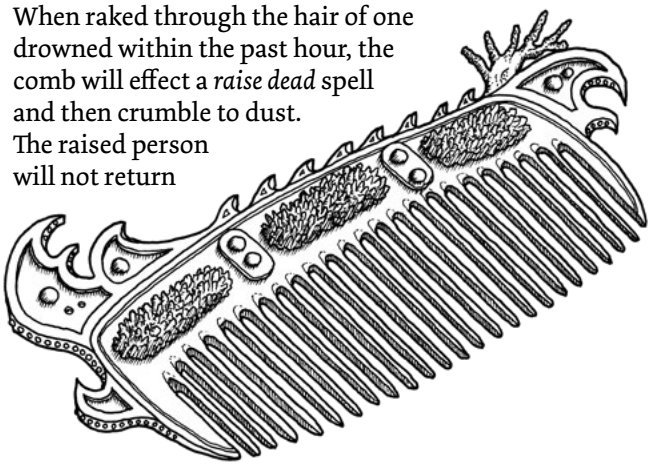
Violet Petal: All creatures within 10 feet must make *death* (poison) saving throws or suffer instant, waking paralysis that lasts for 1d4 days.

White-speckled Blue Petal: All creatures within 10 feet must make *death* (poison) saving throws or sneeze, choke, and gag, suffering 1d4 hp damage per round until death; those who make their saving throws will suffer similar consequences, except the damage will persist for but 5 rounds. *Delay poison* or *neutralize poison* spells are both effective against this dust in the usual manner, though a victim cannot himself cast any spells.

Luckstone: It is said that these small, unspectacular river stones have been blessed by the trickster god Rel. When kept in one's pocket, the **luckstone** provides a +1 bonus to all saving throws. This bonus may be "stacked" with other sorcerous protections, as it is simply good luck.

Lucky Hat: These wide-brimmed, floppy hats are blessed by Rel, and they convey his favour when worn by thieves (or any subclass with progressive thief abilities). The **lucky hat** increases by one (+1) the wearer's chance-in-twelve to *hide*, *move silently*, *open locks*, or *pick pockets*; it grants a +1 bonus to saving throws that occur in a thieving context (such as to avoid the poisoned needle in a lock); and it confers a +1 bonus on reaction rolls in like situations (such as attempting to talk one's way past a suspicious guard). Further, the base chance for an assassin's *disguise* to be penetrated is reduced to 1-in-8 if he wears this hat. Other situations where the bonus might apply are at the discretion of the referee.

Lunaqqua's Comb: These combs, wrought of bone, coral, silver, and pearls, are rumoured to belong to Lunaqqua's wayward daughters, marine **lamiæ** who lure to their wyrds the sailors of Hyperborea. Indisputably, though, the transformative power of that lunatic god is infused deeply into the combs. When dragged through the sodden hair of any drowned corpse, the comb will effect a *speak with dead* spell that further compels the drowned to reveal truthfully the location of any nearby sunken treasure if asked. This power can be used once per day.



When raked through the hair of one drowned within the past hour, the comb will effect a *raise dead* spell and then crumble to dust. The raised person will not return from Lunaqqua's realm untouched. His alignment will change to Neutral, and when Selene rises full above the Rim of the World every 45½ days, he must bathe by night in the waters of the sea or lose 1 level of experience.

Lute of Forbidden Knowledge: In the hands of a bard, this magical instrument provides its player with special perspicacity. Other classes are unable to utilize its enchantments; if they make repeated attempts, they will be subject to an *inflict madness* effect (as the spell) as though laid by a CA 12 illusionist. The **lute of forbidden knowledge** must be plucked or strummed before the open casement of a door or window, beneath a stone trilithon, or through timbers arranged thusly. Haunting vibrations issued by the instrument create a portal of sorts, a window to an otherworldly or extra-dimensional place. The **lute of forbidden knowledge** has the following spell-like powers, each of which can be used once per day at CA 11 capacity:

- *augury* (1 charge)
- *clairaudience* (1 charge)
- *clairvoyance* (1 charge)
- *contact otherworldly being* (3 charges)
- *divination* (3 charges)
- *find the path* (3 charges)

The lute is of finite existence; it begins with 100 charges. There is a 1% chance per use that the lutenist is sucked through the portal, swallowed by the swirling chaos that is Azathoth or hurtled to the terrible void where dwell Kraken and his kin. In either case, his life is an insignificant morsel at once extinguished, a candle in a hurricane.

Lyre of Time and Space: In the hands of a non-bard, this small, 10-string lyre is but a curiosity. When the strings of this instrument are strummed by a bard, vibrations resonate through time and space, allowing for a variety of potent sorceries to be wielded. The instrument is of finite existence, having no more than 100 charges. Each of the following powers can be invoked once per day at CA 11 capacity:



- *blink* (1 charge)
- *passwall* (2 charges)
- *teleport* (2 charges)
- *plane shift* (3 charges)
- *temporal acceleration* (3 charges)

In the hands of a 12th-level bard, this instrument's *teleport* and *plane shift* powers can be combined to transport the lyrist and as many as six allies to the bizarre planet Saturn, or to distant Yuggoth, where ancient cities of the **Great Race** endure.

Mantle of Yoon'Deh: Made of the hide and horns of a great deer and worked with symbols of potency sacred to Yoon'Deh, these mantles impart to their wearers the *fire affinity* ability of druids, granting a +2 bonus on all saving throws versus fire, magical or mundane. To wearers of 5th level or higher, they also impart the druid's *charm immunity*. To druids, the **mantle of Yoon'Deh** grants the ability to cast *charm person or beast* once per day. It further allows the druid to enchant one basically natural (though possibly giant) beast of no more than 9 HD as a loyal companion or mount, allowing full communication betwixt druid and beast (cf. *befriend animals*). These charmed creatures will journey loyally with the druid, though they will not enter dungeons, portals to other realms, temples to the gods of men (except Yoon'Deh), or other unnatural places.

Manual of Automaton Creation: This tome contains the secret sorcery-science formulæ, rites, materials (magical and scientific), and other sundries associated with the creation of an **automaton** (see Vol. IV, p. 302: Beasts and Monsters: A, *automaton*). Five different manuals are known; d% must be rolled to determine which manual is discovered:

d% Result	Manual Type
01–15	Bronze Automaton Creation
16–35	Clay Automaton Creation
36–85	Flesh Automaton Creation
86–90	Iron Automaton Creation
91–00	Stone Automaton Creation

Bronze Automaton: May be created by a magician, necromancer, pyromancer, or witch of at least 11th level. First, a hollow minotaur statue and a massive weapon must be cast by a master metalsmith; also, a mechanical clockwork heart of gold must be fashioned and sealed within the chest cavity. A ritual sacrifice of 85,000 gp (gold, gems, and the like) must be made to complete the process, which requires nine months. Once the golden heart is placed, it must be infused with a *geas* spell. However, the heart might not prove compatible with the bronze automaton; indeed, it is the heart that animates the construct to life. The chance of the heart functioning is 3% per point of the sorcerer's intelligence; otherwise, it melts and corrodes. If the heart fails, a new heart may be fashioned at a cost of 10,000 gp, requiring no less than three months to complete. This time the heart has a 4% chance to function per point of intelligence; if this one does not take, then the entire construct will melt to sludge.

Clay Automaton: May be created by a cleric, priest, or shaman of 9th level or greater; each level lower risks a cumulative 10% chance of failure. First, the sorcerer must obtain 1,000 pounds of fine clay from the bed of a river or bottom of a pond. Next, the clay must be moulded, dried, and baked to form a statue. Then, by using the sacred incantations found in the manual and making a 65,000-gp sacrifice (gold, gems, and the like), the construct is animated to life, and the manual is destroyed. The entire process requires six months to complete and must be undertaken on consecrated ground.

Flesh Automaton: May be created by either a magician or necromancer of at least 9th level; each level lower risks a cumulative 10% chance of failure. The assembled corpses of five powerful men must be charged with electricity (mundane or magical) that would otherwise inflict at least 50 hp damage over a two-minute (12-round) period. Gems and/or gold of 50,000 gp value must be sacrificed, absorbed by the eldritch sorceries of the manual. The entire process requires six months to complete, after which the manual is destroyed, and the creature animates.

Iron Automaton: May be created by a magician (only) of 11th level or greater. To craft this construct, a hollow iron statue must be cast by a master smith. A *cloudkill* spell must be sealed within the construct as the incantations in the manual are executed. The entire process requires nine months and a sacrifice of 100,000 gp (gold, gems, and the like). Once the automaton is complete, the manual is destroyed.

Stone Automaton: May be created by a magician (only) of at least 11th level. The statue must be carved by an expert sculptor. The process requires nine months and a sacrifice of 80,000 gp (gold, gems, and the like), necessitating too the casting of a *geas* spell. Once the automaton is complete, the manual is destroyed.

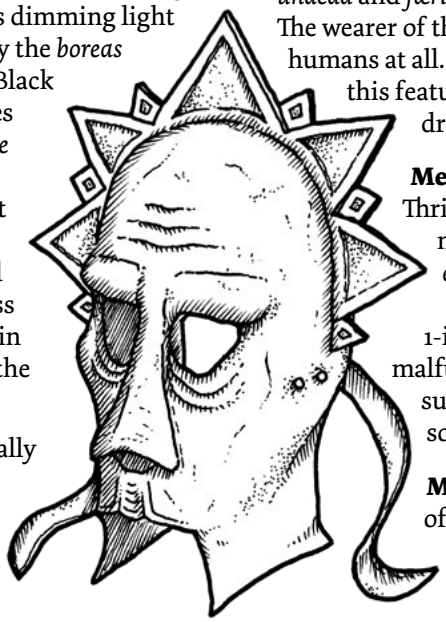
During the creation process, any adventuring or other lengthy interruptions will ruin the entire procedure, and the material costs must be met anew. The sorcerer oft will become obsessed with his creation, to the point of physical and mental illness. Upon completion of an automaton, the text in the manual will fade away, and the manual will crumble to dust.

Manual of Exercise: This magical tome can be read by any man. Perusing it requires 24 total hours, which may be spaced over a span of 7–10 days. Upon completion, the reader must undertake a secret and mystical regimen of diet and exercise over 28 days, whereupon 1 point of strength is gained (18 maximum), and the book crumbles to dust. A person can read one of these manuals and perform these exercises but once in his lifetime.

Manual of Health: This magical tome is as the **manual of exercise**, except that it increases constitution by 1 point (18 maximum).

Manual of Quickness: This magical tome is as the **manual of exercise**, except that it increases dexterity by 1 point (18 maximum).

Mask, Heliot: This mask of bronze and red gold is sacred to Helios, the ancient red sun that rolls along the rim of Hyperborea, shedding its dimming light on the cold lands and keeping at bay the *boreas* and the eternal nothingness of the Black Gulf. The wearer of the mask touches a part of Helios' power and gains *fire resistance* and *infrared vision* (as the spells) whilst wearing the mask. But too, a part of the wearer's soul is touched by the ancient sun god and shares dim memories of the timeless horror and cruelty he has observed in his unending rounds at the Rim of the World.



The wearer of a **Heliot mask** gradually becomes bloated, cold, and scarlet, a living reminder of the thin edges that separate life from the Black Gulf. He loses 2 points of charisma after possessing the mask for one year. Even if the mask subsequently is lost or destroyed, these points cannot be regained except through the *restoration* spell.

Mask of the Plague Doctor: This peaked hat with beaked mask marks the uniform of those charlatans who peddled fraudulent cures as the Green Death ravaged Hyperborea. For some of these dealers in false hope, the gods took notice, and Mordezzan claimed them as his own. Their masks grew to be part of them, and no matter the desperate, disease-riddled settlement in which they tarried, the plague doctors knew no sickness. Many were the last survivors in the towns of men, alone amongst the corpses until, from the dark and charnel abysses of the earth, the undead crept forth to sate their hunger.

The wearer of a **mask of the plague doctor** will find that he cannot remove it. Only *remove curse* and a successful *transformation* saving throw will allow the mask's removal. The wearer, though, is completely immune to all disease (including zombiism) and receives a +2 bonus on all poison and radiation saving throws.

A charnel smell clings to the wearer, and **ghouls** view him with affinity. No ghoul or **ghast** ever will attack the wearer, though this protection does not extend to companions. Moreover, there is a 1-in-4 chance that any man killed by the wearer will rise a day later as a ghoul. Such casualties will be drawn to follow after the mask wearer, if able, attempting to hunt down his companions and free him from the stink of the living.

Mask of Spirit Sight: These fur caps crowned with tufts of feathers drape loops and tassels of leather and furs over the wearer's eyes. The wearer gains the limitless ability of *infrared vision* and can cast *detect undead* and *fœrie fire* (both at CA 7) once per day each. The wearer of the mask, though, cannot see other humans at all. (Certain monks and shamans consider this feature to be an extra power rather than a drawback.)

Medallion of Extrasensory Perception: Thrice per day this enchanted bronze medallion provides the power of *extrasensory perception* (as the spell) at CA 9 capacity; however, there is a 1-in-6 chance per use that the medallion malfunctions and a crack forms. After nine such failures, the medallion will break, its sorcery lost.

Mirror, Kraken's Reach: The surface of this enchanted, 13 × 10-inch oval mirror seems to be made of endlessly deep, murky liquid, as if it were a window looking into the depths of the Hyperborean Sea—or some even darker water. The mirror's frame is made of bones (human and other), deeply marked with runes of power and fell import. A black mallet of cold iron, also rune-graven and strangely light, is linked to the frame of each mirror with a 22-inch length of **night-gaunt** sinew. The user "shatters" the surface of the mirror with the mallet to call forth its power.

From the depths of the **Kraken's reach mirror**, a great tentacle will stretch forth, dripping with tenebrous slime and coruscating with ultramundane colours. This tentacle will encircle and drag into the mirror one creature within 30 feet, as indicated by the mirror's user; a creature with 9 or more HD is permitted an *avoidance* saving throw. The fate of those taken through is unknowable (probably for the best). There is a 1-in-6 chance the tentacle will take away one further captive, helpless, neutral, or friendly creature (determined randomly); if no other creature fits these criteria, it will drag the user back through the mirror. Each time the **Kraken's reach mirror** is used, there is a cumulative 1-in-20 chance that the tentacle also will pull the mirror itself back into the blackness beyond.

Mirror of Life Trapping: This four-foot-square mirror with frame of wood or metal is a protective device used by magicians (and their subclasses); such sorcerers are immune to the mirror's effects. The mirror contains

1d10+10 extra-dimensional compartments behind its surface. Any creature that passes within 30 feet of this mirror (assuming it is properly hung) and looks at it must make a *device* saving throw or be sucked into it and deposited into one of the compartments within. Size is irrelevant; any creature can be contained within a cell. Any creature that actively tries not to look at the mirror has a 3-in-6 chance to avoid the same fate; if one is aware of the mirror's power, he has a 5-in-6 chance to avoid it.

The possessor may at any time call forth a victim to converse with, interrogate, or perhaps mock, the captive's image appearing on the surface of the mirror. He likewise may free any prisoner as he chooses. Whilst in the mirror, the victim neither ages nor hungers. Once the mirror's full capacity is met, it simultaneously will eject a random prisoner whilst entrapping a new one. If the mirror is broken, the referee must roll a d6 for each entrapped victim: *1–3* results in the victim being ejected back to reality, precisely where the mirror was broken; *4–6* results in the entrapped victim being sucked into the violent dimension where Kraken dwells.

Mirror of Mental Prowess: This seemingly normal 5 × 2-foot mirror possesses exceptional qualities that may be used by a magician (or magician subclass). The possessor forges a link with the mirror and can issue mental commands of sorcerous content:

Read Thoughts: Comparable to the *extrasensory perception* spell, the mirror's owner can read the thoughts of any creature within 120 feet whose image is reflected on the glass.

Scry: The mirror can be used as a **crystal ball** with *clairaudience*.

Inquiry: Once per week, when using the *scry* function, the mirror can be asked a question about a person, place, or thing observed, with a 4-in-6 chance the mirror will answer veraciously.

Door to Saturn: Once per year the mirror can be invoked to form a portal to Saturn. The portal remains open until the mirror's possessor returns.

Moon Tea: These slivers of moon rock, small pieces of Selene, are imbued with the transformative power of Lunaqqua. When dissolved in boiling water, the resultant brew is potently restorative. Drinking it is the equivalent of a full night's comfortable rest, allowing the drinker to memorize spells (see Vol. II, p. 137: Spells, *spell memorization*) and recover hit points (see Vol. III, p. 261: Damage, *healing*). 2d4 packets will be found.

Necklace of Adaption: This chain (of gold, silver, or platinum) imbues its wearer with resistance to all harmful gas attacks (poison or otherwise), including any *cloud* spells. Also it allows the wearer to breathe underwater or survive in airless space for 10 days.

Necklace of Missiles: This necklace with pendant appears to be nothing more than costume jewellery. When it is donned, however, the wearer will perceive its true nature. The necklace and pendant shine with golden radiance, and hanging from the pendant are small spheres, missiles useable only by the wearer.

The user may hurl these missiles to a range of 70. When they reach their intended distance, they will explode as *fireballs*. The potency of each missile is known to the wearer and made obvious by its size. To determine the number of missiles on the necklace, as well as their power, roll d% and consult the following table:

d% Result	Missiles
01–20	CA 3 *fireballs* (×2); CA 5 *fireball* (×1)
21–40	CA 2 *fireballs* (×2); CA 4 *fireballs* (×2); CA 6 *fireball* (×1)
41–60	CA 3 *fireballs* (×4); CA 5 *fireballs* (×2); CA 7 *fireball* (×1)
61–80	CA 2 *fireballs* (×4); CA 4 *fireballs* (×2); CA 6 *fireballs* (×2); CA 8 *fireball* (×1)
81–90	CA 3 *fireballs* (×2); CA 5 *fireballs* (×2); CA 7 *fireballs* (×2); CA 9 *fireball* (×1)
91–95	CA 4 *fireballs* (×4); CA 6 *fireballs* (×2); CA 8 *fireballs* (×2); CA 10 *fireball* (×1)
96–00	CA 3 *fireballs* (×2); CA 5 *fireballs* (×2); CA 7 *fireballs* (×2); CA 9 *fireballs* (×2); CA 11 *fireball* (×1)

If the wearer of this device is subjected to a fire attack and fails his saving throw, each missile has a 2-in-6 chance to discharge, the explosion centred on the wearer.

Necklace of Strangulation: If *detect magic* is cast on this golden necklace, it shews a minor enchantment; if *identified*, the necklace is revealed as a cursed item. When donned, at once it will constrict the wearer's neck, strangling him for 6 hp damage per round. The victim will choke and gasp until slain, unable to draw a single breath or speak; after 3 rounds, he may asphyxiate (see Vol. III, p. 263: Special Damage, *asphyxia*). Only *remove curse* will allow the chain to be removed; otherwise little hope remains for the wearer. Oft these chains are discovered on the necks of skeletons.

Nizbit's Handy Boot Dressing: The secret of making this sticky polish was lost with its creator, one Nizbit, who, for the pleasure of a strange and briefly flourishing domestic cult, employed it in his labours constructing towers from stone sections that were looted from ancient Hyperborean cities. Scraps of legend suggest that a charismatic interloper brought about Nizbit's end through chicanery, oafishness, and turpitude. The sticky aromatic oil is meant to be spread

on one's boot; it does not function otherwise. The boot then can be used to increase the buoyancy of objects by kicking them, the force of the kick somehow converting into a negation of mass.

A single kick completely negates an object's mass, making it neutrally buoyant in regular air. A second kick makes an object actively buoyant, as a balloon filled with lifting gas. A third blow shoots an object upwards as if it were falling in reversed gravity. All buoyancy effects last for 1 turn.

The boot dressing affects only inorganic matter, though the armour of an opponent certainly qualifies as such. A successful attack roll is required to kick an opponent, of course. A single application to a boot allows for three successful kicks, though its efficacy fades after 12 turns (2 hours). A pot of **Nizbit's handy boot dressing** will contain 1d10+10 applications. *N.B.:* Applying the boot dressing to both of one's boots could be extremely dangerous.

Overseer's Orb: Though the domination of the **snake-men** over Hyperborea ended before the rise of mankind, still in their secret caves and cities the ophidian sorcerers made slaves of those men unlucky enough to fall into their clutches. These thralls were ruled by fear and sorcery and subjected to dark experiments. The **overseer's orb** is one of the snake-men's control devices.

The orb is a sphere of deep purple, neither glass nor stone, encased in an armature of metal bands of unknown alloy. When the prong at the top is depressed, the bands of metal will unfold, and a low humming will emanate from the orb. This device then will exert its power, infinitely prolonging the sleep of all men within the radius of its power.

This insidious enchantment will affect a unit of whatever size is appropriate in the context: a room, a dormitory, a ship, a house, a building, a wing of a palace, or a level of a tower. Whilst the orb hums, nothing will awaken those under its sway. Thus did the snake-men forge a weapon from a weakness they did not share with humanity: its need of sleep. The **overseer's orb** has a cumulative 3% chance to shatter per use.

Pearl of Power: This seemingly normal pearl may be used by magicians (and their subclasses). If retained for 28 days, it allows the sorcerer to recall one spell cast already on the same day. To do so, the wielder must grip the pearl betwixt thumb and forefinger and concentrate for 1 round. The spell level recalled depends on the strength of the pearl. Roll d% to determine which kind is found:

d% Result	Spell Level Recalled
01–25	Level 1
26–50	Level 1–2
51–70	Level 1–3
71–80	Level 1–4
81–90	Level 1–5
91–00	Level 1–6

Pearl of Wisdom: This magical pearl may be used by a cleric (or cleric subclass). If retained for 28 days, it grants the possessor 1-point of wisdom (18 maximum), but he forever must keep the pearl on his person, or the point will be lost. One-in-twenty of these pearls produces an adverse result, causing a 1point wisdom loss, after which the pearl will turn to dust. This attribute loss proves permanent unless a *restoration* spell is cast.

Periapt of Health: This golden charm provides immunity to all forms of disease, magical and mundane alike, including such potent curses as lycanthropy and zombiism. This charm cannot be placed on one already suffering from an ailment; to be effective it must be worn prior to exposure.

Periapt of Proof against Poison: When this magical silver charm is worn, it provides a +3 bonus to all *death* (poison) saves, even versus poison that normally does not permit a saving throw. This charm cannot be placed on one already suffering the ill effects of poison; to be effective it must be worn prior to poisoning.

Periapt of Wound Closing: This magical crystal charm prevents wounds from bleeding, such as those associated with negative hit points, convulsions, and so forth. This protection also applies to other forms of continuous hit point loss related to bleeding, such as limb loss, **giant leech** bites, and the like. Too, the periapt allows one to heal +2 hp per day (see Vol. III, p. 261: Damage, *death and dying* and *healing*).

Phylactery of Yig's Favour: Manufactured amidst obscene rites in the deepest catacombs of IX, these phylacteries contain powerful prayers to Yig, the serpent god. Each phylactery is crafted from the mummified head of a serpent. Clutched in the serpent's fangs is an obsidian bead worked with orisons and imbued with the eldritch power of Ixian necromancers. Anyone wearing a **phylactery of Yig's favour** receives a +2 bonus on all *death* (poison) saving throws and reaction rolls with unintelligent serpents.

When worn by a necromancer, though, the full dark powers granted by Yig are awakened in the phylactery: The wearer can cast *serpent charm* once per day, hypnotizing double the usual number of snakes (i.e., 2 HD per CA level). Once per week, he can *summon*

a giant skeletal cobra (as a **large undead animal**) to rise up from the earth and serve. The undead serpent will obey the simple instructions of the necromancer (essentially one-word commands) and follow him unless either slain or *turned* (see Vol. III, p. 252: Combat Actions, *magic*); the *dispel magic* spell also will nullify the connexion betwixt the sorcerer and the undead serpent. The wearer may have no more than three of these creatures serving him at any time.

Pipes of the Sewers: These magical panpipes require the possessor to practice for 1d4 weeks before discovering the secret tune that musters rats to serve him. Once the tune is learnt, a piper may *summon* **4d10 rats** or **2d6 giant rats**; in the hands of a bard, however, the results are **6d10 rats** or **3d6 giant rats**. In either case, 1d4 rounds elapse before the rats arrive.

The ensorcelled rats obey the will of the piper, but he must continue playing to maintain control; the music itself compels the rats to heed him. The moment he stops playing, the rats will return to their lairs. These pipes must be used in a city, a large town, a dungeon, or another location where rats are populous; otherwise, results may be severely reduced, per referee discretion.

Portable Hole: Woven of **giant phase spider** webs, laced with strands of negative energy from the Black Gulf, and bound with alien fabric from Yuggoth, this device appears to be a black velvet cloth or handkerchief. On a flat surface it can be unfolded to a six-foot-diameter circle, revealing an extra-dimensional space that is 10 feet deep, within which may be stored items or treasure. This "hole" can be gathered from inside or out, or lifted from its edges, and folded as the possessor sees fit. It can be folded back to the shape of a simple handkerchief, yet it will contain anything that was placed in the hole, whilst never weighing any more than a handkerchief.

The space is uniquely extra-dimensional, impervious to harm. Living creatures that require oxygen cannot remain in the hole for more than 1 turn before suffocating, though nothing will prevent a creature from pulling the lid open and emerging; hence, the **portable hole** is not a suitable prison. If a **bag of holding** is placed in the **portable hole**, or vice versa, a rent will be torn in the fabric of reality. Beyond lies Kraken's dimension, and woe to the men of Hyperborea should one of his kin discover the tear.

Quill of Never-ending Ink: Created from the tail feather of a **cockatrice** and the ink of an octopus or a squid, this quill pen contains an endless supply of ink. It delivers smooth letters and never drips or leaks. These quills are, of course, quite delicate.

Robe of the Archmagi: These robes are aligned with Law, Chaos, or Neutrality. Each can be worn by a magician (or magician subclass) of similar bent (Lawful Good or Lawful Evil; Chaotic Good or Chaotic Evil; or Neutral). The consequences of wearing a robe of different alignment are significant: 1d4×10 hp damage and loss of (4d4+2)×1,000 experience points. Should the wearer elect to keep such a robe, he will undergo gradual conversion to the nearest compatible alignment (e.g., a Lawful Good magician donning a Chaotic **robe of the archmagi** would become Chaotic Good, whereas a Lawful Evil magician would become Chaotic Evil).

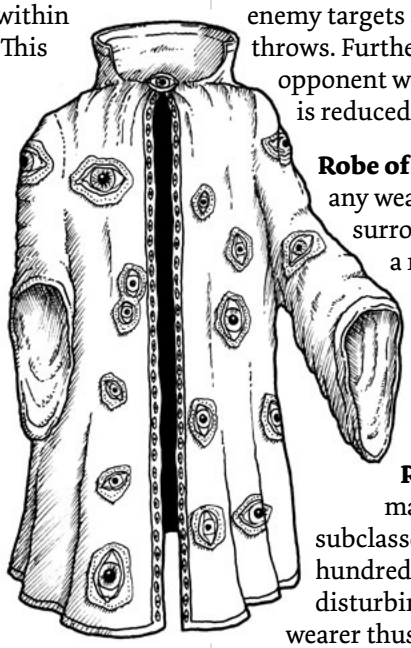
When discovered, this average-looking robe has a tan or dun-coloured appearance. Its true colour, however, manifests once the robe is donned: purple (Law), red (Chaos), or blue-grey (Neutral). It grants the following powers:

Armour: The fabric has the strength of chain mail (AC 5, DR 1).

Hardiness: +1 bonus to all saving throws.

Spell Resistance: 1-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see Vol. III, p. 261: Saving Throw, *spell resistance*).

Cause Vulnerability: When the wearer casts spells, enemy targets suffer –1 penalties to their *sorcery* saving throws. Furthermore, when spells are cast at an opponent with spell resistance, that foe's resistance is reduced by 4-in-20.



Robe of Blending: This magical robe allows any wearer to camouflage himself with his surroundings, blending with grass, leaves, a rock, a wall, or the like. The effect is one of preternatural capacity, similar to a thief's *hide* ability or a magician's *invisibility* spell. Of course he must remain perfectly still, or the dweomer may fail.

Robe of Eyes: This tattered grey robe may be worn by magicians (and their subclasses). It is sewn and stitched with hundreds of "eyes". When donned, they take a disturbingly realistic quality, empowering the wearer thusly:

- Constant *detect invisibility* (as the spell) to 240-foot range.
- Constant *infrared vision* and *ultraviolet vision* (as the spells) to 120-foot range.
- Omnidirectional sight; chance to be surprized reduced by 1-in-6.

The **robe of eyes** is sensitive to sorcerous light: A *light* spell cast at the wearer will "blind" the robe for 1d6 turns, temporarily nullifying its magical properties.

Robe of Scintillating Colours: This multicoloured robe can be utilized by a magician (or magician subclass) of intelligence 15 or greater, or by a cleric (or cleric subclass) of wisdom 15 or greater. Once per day, the wearer can will the robe to glow with cascading colours of dazzling effect, shifting waves of sparkling hues as only the most blessed cultists of Aurorus might glimpse. The *scintillating colours* will flow from the robe after a 1-round delay. After 2 rounds, the colours will encompass the wearer in a 40-foot radius.

Any creature hostile to the wearer must make a *device* saving throw, modified by *willpower adjustment*, if applicable (see Vol. I, p. 9: Attributes, *wisdom*), or become completely transfixed by the colours for 1d4+1 rounds; in effect such victims are *stunned* (see Vol. III, p. 242: Combat, *attack modifiers*). Even after this period of transfixion ends, those affected are unable to attack unless they make additional *device* saving throws. Opponents who make their saving throws suffer –4 attack penalties against the wearer for as long as the colours persist. Of course, the wearer must continue to concentrate, causing the colours to flow throughout each round; hence he can take no other actions. If for any reason the wearer ceases to concentrate on producing the *scintillating colours*, directly all effects will end.

Rope of Climbing: This half-inch-thick, 60-foot-long rope can support 3,000 pounds. The rope can be commanded to snake in any direction at 10 MV. It can fasten and unfasten itself at the command of its controller; too, it can be made to tie knots along its length at any desired intervals.

Rope of Entanglement: This half-inch-thick, 60-foot-long rope can be cast forth 20 feet to entangle eight or fewer Medium creatures, so long as they are adjacent to one another. (If the targets are larger or smaller than Medium size, referee discretion must be abided.) Each subject is allowed an *avoidance* saving throw. If entangled, no brute force can break the magical hold.

Edged weapons, however, can cut victims free. Accessibility of an edged weapon must be approved by the referee; i.e., drawing a belt dagger or hand axe might be possible, but a long sword strapped to one's back might well be out of reach. The **rope of entanglement** is AC –2 with 22 hp. If reduced to 0 hp, the rope is destroyed; lesser damage will regenerate after 6 turns (1 hour).

Scarab of Death: This golden scarab is *identified* as a **scarab of protection** (q.v.). This hazardous item might be entrapped in a box of hardwood, ivory, metal, or stone. If donned, held, or placed within one foot of a warm body, this cursed scarab will transform into a horrible beetle that will burrow into the victim's flesh and eats its way to his heart. If wearing no armour or light armour, the victim will die in 1 round; such a victim has but one chance to hurl the thing away, requiring a successful *avoidance* saving throw. If the victim wears medium or heavy armour, he has two such chances, as the burrowing process requires 2 rounds.

Scarab of Protection: This golden scarab set with cat's-eye may be affixed to any garment. It provides the wearer with a +2 protection bonus to armour class and saving throws. Furthermore, when a spell does not normally afford one a saving throw, the **scarab of protection** will, though the subject must roll a natural *19–20* to resist the spell's effects. Lastly, this item will absorb completely nine death sorcery and/or energy drain attacks; after the ninth such instance, the scarab will crumble to dust.

Shining Effigy: This three-faced statue sacred to Aurorus is shaped of cold iron and meteoritic stone. Light reflects from its surfaces at unpredictable angles, bending and turning according to truths unknown by mankind. Once per day, the effigy can be used to effect a *speak with dead* spell that functions irrespective of language. The soul of the being so contacted gathers around the effigy and, as the questioning continues, is transmuted into coruscating patterns of light that shoot upwards to join the mind of Aurorus when the spell ends. Once per month, an intelligent creature can be sacrificed to the effigy, which then allows the owner to *commune* directly with Aurorus, with standard chances for insanity.

Skin of the Snake-Men: These high-collared, hooded robes are made of the sloughed skins of **snake-man** hatchlings, stitched together with spider silk and the nerves of witches, and worked with runes of power to the Hyperborean gods. Anyone wearing a set of these robes can understand the hissing of serpents and the language of snake-men. Drawing up the hood disguises the wearer as a snake-man, even translating all utterances into that species' sibilant tongue. If the wearer of this robe keeps the hood drawn for more than 1 turn, he or she must make a *transformation* saving throw or permanently transform into a snake-man, with personality and alignment changing as appropriate. After 2 turns, another save must be made, at a –1 penalty; this penalty cumulatively increases each turn, with subsequent saving throws required.

The semblance granted by the robes lies somewhere betwixt illusion and transformation. Many detection spells will register the presence of some kind of enchantment: Magic, illusion, and body heat all would be revealed by the appropriate spells. A clever and suspicious sorcerer might note also the absence of venom or Evil if either of those is detected.

Slippers of Spider-climbing: These magical slippers are made of silk, delicate and unable to withstand normal wear and tear. If donned, they will conform to the foot size of any person, allowing him to scale sheer surfaces as per the *spider climb* spell.

Spear-cast Sail: When Ullr first graced Erik the Red's lost Vikings who had crossed the North Wind, he instructed his new priests in the making of these enchanted sails. These dark fabrics are woven of the thoughts of gulls and the winds that lash Mount Ymir; as such, the **spear-cast sail** is light as gossamer and can be folded to an eight-inch square. Worked in silver on these black shrouds is the arrow of Ullr, whose might powers the ships that hoist these sails.

Any vessel that raises a **spear-cast sail** moves with the speed of a *drekar* running before *gale* winds (i.e., 225 feet per round or 135 miles per day; see Vol. III, pp. 270–272: Waterborne Expeditions, *water vessels* and *wind*). This travel can be in one direction only; a ship under the **spear-cast sail** cannot turn or deviate without furling the sail. Further, the ship gains a +3 bonus to its AC, regardless of type. Mounting or furling the **spear-cast sail** takes 1 turn; after it has been lowered, its power cannot be used again for a full week.

Sphere of Annihilation: This two-foot-diameter globe of utter blackness is actually a tear in the multiverse, a powerful void created by beings that engage in trans-dimensional travel. Any matter that comes in contact with the **sphere of annihilation** is sucked into the globe and utterly destroyed, with no saving throw allowed. Only the incredibly brave or foolish would tamper with this object.

The sphere is a stationary body, though it can be willed to move by sorcerers of extraordinary mental capacity and notable power (i.e., high levels of experience). A 7th-level magician (or magician subclass) of 16 intelligence or greater can issue a mental command from within 30 feet, repositioning the sphere at 10 MV; this manipulation places great strain on the mind of the magician, a physically and mentally taxing effort. Control of the sphere is checked each round and is predicated on the magician's level:

Magician's Level	Chance of Control
7th	20%
8th	30%
9th	40%
10th	50%
11th	60%
12th	70%

If the magician fails to control the sphere, it will float toward him at 10 MV until it touches and absorbs him. Inexorably it will follow him, until the magician puts at least 90 feet betwixt himself and the sphere. If two magicians vie for control of a sphere on the same round, the higher-level sorcerer will wrest control; if they are of equal level, ties are broken by intelligence. (If these, too, are equal, a stalemate is effected, and the sphere will not move.)

Only one item is known to destroy a **sphere of annihilation**: a **rod of cancellation**. If these two come in contact, an explosion of immense power will result. Any creature within 60 feet will suffer 2d6×10 hp damage, and any creature within 120 feet will be knocked down by the force of the explosion, which effectively destroys both sphere and rod.

Sphere of Blackness: Some men of learning speculate that this two-inch sphere of pure blackness is in fact a form of **IOUN stone**, though others aver it might have some relation to the dreaded **sphere of annihilation**. Regardless, the **sphere of blackness** is a lively black mote that is attracted to sorcerers. It will float around the head or swirl in the wake of a sorcerer who takes command of it, continuing to do so until he perishes, unless a *dispel magic* spell is cast against the item, and it is then taken by force. The sphere is of finite existence, initially a 100-charge item. It imparts the following powers, each of which may be used once per day as though cast by a CA 9 sorcerer:

- *black hand* (1 charge)
- *darkness* (1 charge)
- *wall of shadow* (1 charge)
- *black tentacles* (3 charges)

Spoon of Never-ending Gruel: This spoon is carved of ivory or horn. If placed in an empty bowl, cup, or like vessel, the container will fill with warm, nourishing gruel, enough to feed four persons per day.

Tome of Clear Thought: This magical tome can be read by any man. Perusing it requires 24 total hours, which may be spaced over a span of 7–10 days. Upon completion, the reader must undertake intense mental exercises over 28 days, whereupon 1 point of intelligence is gained (18 maximum), and the book crumbles to dust. A person can read one of these tomes and perform these exercises but once in his lifetime.

Tome of Greater Dæmon Summoning: This forbidden work, bound from the hide of a **hell hound** and written in **succubus** blood, contains explicit instructions and incantations for calling and binding a **greater dæmon**. It is useable by magicians (and their subclasses) of CA 7 capacity or greater; however, the less experienced the sorcerer, the more dangerous the summoning. Use of this tome has strict requirements: It must be pored over in isolation for at least two uninterrupted weeks (i.e., no adventuring or travelling, no significant disruptions, minimal sleep).

Amongst other blasphemous and unspeakable instructions, the sorcerer is directed to draw in chalk and/or salt a seven-pointed star enclosed by a magic circle of 13-foot diameter; this illustration can be done indoors or out. A lit taper must be placed at each point of the star. When the penultimate incantation is read aloud, a greater dæmon is called from the abyss, rising in a plume of smoke and brimstone from the centre of the seven-pointed star. Roll d% to determine the dæmon type summoned:

d% Result	Greater Dæmon Summoned
01–40	Class I
41–60	Class II
61–75	Class III
76–85	Class IV
86–95	Class V
96–98	Class VI
99–00	Class VII

Once the dæmon arrives, the final incantation must be read aloud. This is the hex that potentially binds the netherworldly beast into service, a task chosen by the summoner that the beast may or may not obey. The referee must make a secret reaction roll (see Vol. III, p. 240: The Encounter, *reaction*), applying the sorcerer's *reaction / loyalty adjustment* as necessary (see Vol. I, p. 9: Attributes, *charisma*), as well as the following modifiers:

- –1 for every CA level less than 12
- +1 if Phobos is full
- +1 if Selene is full

Most dæmons (especially classes I–III) physically and vocally will demonstrate an attitude that is consistent with the reaction roll result. Others are clever liars and deceivers. This is a dangerous game, in which some sorcerers will choose not to take the next step, thereby leaving the dæmon entrapped for an indeterminate period of time.

For weal or woe, there is but one way to set the beast free: Carefully pluck the candles from each point of the seven-pointed star, one at a time, whilst walking backwards, widdershins. Next, all seven points of the star must be defaced, in effect opening them. Once this task is accomplished, an unnatural cold will ebb forth, pluming out like a low fog.

Directly the beast will emerge, and fate will take its usual course. The referee is encouraged to consider the reaction result and play the dæmon accordingly. Will it obey the summoner, attack, or prove disinterested? No matter the consequences, a dæmon will have been let loose on Hyperborea, and unless it is killed or banished, it will comport itself in a manner incongruent with the well-being of mankind.

Tome of Leadership and Influence: This magical tome is as the **tome of clear thought**, except that it increases charisma by 1 point (18 maximum).

Tome of Understanding: This magical tome is as the **tome of clear thought**, except that it increases wisdom by 1 point (18 maximum).

Torch, Electric: This 12-inch-long, cylindrical device is the equivalent of a modern-day flashlight, with a 90-foot beam that terminates in a 20-foot-diameter spotlight. It uses a regenerative battery cell with a 72-hour life, of which one hour is recharged per hour of sunlight exposure (save under heavily overcast skies). The **electric torch** is made of a strong and durable metal, able to withstand extreme heat and cold; too, it is submersible.

Torch, Green-Flame: These devices are two-foot-long, hollow metal rods, two inches in diameter. They emit in a 20-foot radius an eerie greenish flame that produces no heat and cannot be extinguished; they even burn underwater. The **green-flame torches** are alchemical devices produced by the **snake-men**. Each is filled with an unknown compound of ingredients that, once lit with normal fire, burns for 24 days and cannot be doused.

Vacuous Grimoire: This book appears to contain a wealth of scholastic knowledge. If *detect magic* is cast on it, a minor dweomer will be noted. If *identify* is cast, the book will appear to enhance both intelligence and wisdom.

On the contrary, the book is cursed, and after 10 pages of material are read, the reader must make two *sorcery* saving throws: The first is to determine if 1 point of intelligence is lost; the second is to determine if 1 point of wisdom is lost. The victim's attributes can be recovered by a *remove curse* and a *restoration* spell cast in succession. This book is destroyed easily by fire.

Wind Fan: This is a small hand fan composed of wrinkled parchment, imprinted with symbols of the deity Boreas. Once per day it can be used to generate a *gust of wind* effect (as the spell), at CA 5 capacity. If used more than once per day, it has a cumulative 1-in-6 chance to break apart; i.e., 1-in-6 chance on the second use, 2-in-6 chance on the third use, and so on.

Wings of Flying: This appears to be nothing more than a plain and somewhat tattered black cloak. Once per day, when a command is spoken, the cloak will transform to giant bat wings that span 20 feet, providing flight for one man who bears no more than 500 pounds. The wearer can fly at 60 MV for 6 turns, 50 MV for another 3 turns, and 30 MV for a final 3 turns. The device is vulnerable to fire and lightning; if the wearer fails a saving throw versus such an attack, then the **wings of flying** will be destroyed. *N.B.:* One-in-six of these items is grey-white in colour; when the command is spoken, the cloak will transform to white feathered wings.

SCRIVENERY

Scrivenery in Hyperborea comprises the sorcerous discipline of scroll manufacture.

MANUFACTURE OF SPELL SCROLLS: The creation of magical scrolls that contain spells is detailed in the *scribe scrolls* entry for each respective character class that is eligible to do so. Note, however, that the scroll creation process requires continuous effort, a trial-and-error method that may be interrupted only for rest and nourishment. Also note that eight distinct magical languages are at work in Hyperborea: magician, cryomancer, illusionist, necromancer, pyromancer, witch, cleric, and druid; further, the scrolls of shamans are intelligible only to their own kind.

MANUFACTURE OF PROTECTION SCROLLS: The creation of **protection scrolls** is an elaborate process and may not be engendered until the sorcerer is capable of casting level 6 spells; this prerequisite, of course, excludes some subclasses. The practice is contingent on access to clandestine knowledge reserved by mystery cults, secret societies, magicians' guilds, and so forth. The procedure also may include strange and esoteric components, which carry a 20–80% (2d4×10) chance of failure to locate after 4d4 weeks of enquiry and searching.

If all criteria are met, the cost involved is 2d6×1,000 gp. The creation process requires 1d6+6 weeks of uninterrupted work, during which the creator is unable to adventure or take on any other like tasks. Upon completion, the **protection scroll** creator must roll 4d6 and score a result that is equal to or less than his intelligence (if he is a magician or magician subclass) or his wisdom (if he is a cleric or cleric subclass); failure renders the scroll ineffective.

N.B.: **Cursed scrolls** are not the purview of player characters and generally are associated with dæmons, NPC witches, and their ilk.

ALCHEMY

Alchemy in Hyperborea comprises the sorcery-science of potion and poison manufacture.

A BRIEF HISTORY OF ALCHEMY IN HYPERBOREA: The ancient art of alchemy traces back to Hyperborea's **snake-man** æra. In those antediluvian times when Hyperborea was part of Old Earth, the snake-men experimented with strange chemicals, salts, rare earths, precious metals, toxic plants, and myriad animal parts and fluids. They were the true masters of the ancient world, and alchemy was their creation. At length the snake-man empire declined and fell. Lost were their arts, but not forever.

It was the latter day Hyperboreans (the Xathoqquans), puissant sorcerer kings and witch queens, who uncovered the lost arts of the snake-men. During the height of their decadence they brewed potions, elixirs, ambrosias, philtres, and poisons; they expanded on these arts for untold generations. But like their predecessors, the Hyperborean empire collapsed, claimed by the preternatural ice of a deific worm. Centuries later, the Hyperboreans made a brief return to Khromarium, the jewel of their erstwhile empire, and there they resumed their ways—including alchemy—but eventually they, like the younger races of mankind, succumbed to the plague known as the Green Death; survivors were few, Khromarium left a ghost city.

The presumptuousness of man knows no bounds, so inevitably surviving members of the younger races wandered into and populated untenanted Khromarium, where at length they unearthed the hazardous alchemy conducted by the Hyperboreans. No doubt the younger races have failed to achieve the heights realized by the Hyperboreans and the snake-men before, but ignorance rarely impedes the rash and foolhardy—that insatiable thirst for personal advancement, be it for weal or woe. Alchemy is practiced again in Hyperborea, and to dangerous effect.

POTIONS: When a magician (or magician subclass, excluding witches) reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see VOL. III, p. 228: ADVENTURE, *hirelings*). By 11th level, the sorcerer may engage in this activity on his own, typically with the assistance of one or more apprentices; however, the services of an alchemist will reduce costs, as noted below.

Alchemists: Alchemists brew ambrosias, balms, elixirs, philtres, potions, salves, simples, tonics, unguents, and more. They are experts with herbs, salts, and other biological components. Typically is the alchemist cooped up in a laboratory, which contains a fireplace, workbench, brazier, and bellows—and of course alembics, apothecary jars, beakers, dishes, flasks, mortar and pestle, phials, and retorts. Without access to these, the science and sorcery of alchemy is futile.

Alchemists research formulæ of complex and arcane sort. Also they study the properties of metal, stone, and

gems, including reactions to activators and inhibitors. They also work with all manner of flora, including ferns, fungi, grasses, herbs, mosses, shrubs, trees, vines, and weeds. *N.B.:* The science of "true" alchemy goes beyond the ken of witchcræft potionry as noted in Vol. I, p. 61: Magician Subclasses, *witch*.

The Laboratory: If a player character desires to arrange for the creation of a laboratory, a proper space must be secured, one of at least 300 square feet. The location must have a working fireplace and must be stocked with all manner of equipment as noted above. Initial costs range from 700 to 1,200 gp ([1d6+6]×100); monthly upkeep is 10% of this amount. This expenditure covers fuel, supplies, replacement costs, and so on. As long as an alchemist is in the gainful employ of the player character, these expenses will recur; if they are not met, the alchemist cannot continue.

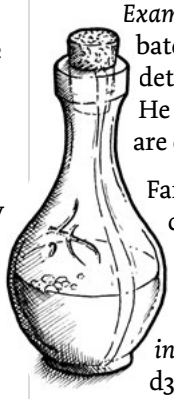
Potion Ingredient Availability: Alchemy is not just about the time, cost, and laboratory access. It also involves the availability of rare and esoteric ingredients. Sometimes these can prove impossible to locate, even for the most learned of specialists with the best purchasing connexions. For every 100 gp in potion value, there is a 5% chance that the ingredients are unavailable for purchase. Always round up for any figure over an increment of 100 gp; e.g., there is a 15% chance that ingredients are unavailable for a potion of 250-gp value.

Potion Costs: To determine cost of a potion type, use the following procedure:

1. Determine the gp value of the potion type using the prices as noted on p. 436: Table 138.
2. Roll a d6. If the result is *1–2*, then the actual cost per potion is one third of the listed gp value; if the result is *3–4*, then the actual cost per potion is one half of the listed gp value; if the result is *5–6*, then the actual cost per potion is two thirds of the listed gp value. If a sorcerer works without the assistance of an alchemist, the cost per potion is 100% of the listed gp value.
3. Determine how many potions are manufactured. Typically, batches of six potions are brewed; if this amount is unaffordable, then the player may reduce the number of potions brewed, but not the time required.

Brewing Time: Brewing a batch of potions requires 1d6+6 weeks.

Brewing Success: After determining ingredient availability, potion costs, and brewing time, the final consideration is potion efficacy. Even when all other criteria are met, a 5–20% chance of failure remains if working with an alchemist, or 5–30% if working without one. Failure ruins the entire batch. First roll 5d4 (with alchemist) or 5d6 (without alchemist) to determine the percentage of failure. Then roll d% to determine if that failure percentage is met. The referee must determine these results in secret and also keep track of such.



Example: An alchemist is contracted to brew a batch of **love potions**. The referee rolls 5d4 and determines that there is an 8% chance of failure. He then rolls d% for a result of *54*. The potions are effective.

Failed potions simply may be ineffective, may cause headaches, may induce nausea and vomiting, or (at worst) may prove poisonous (5% chance, rolled in secret by referee). If the result is poison, an equivalent to *ingestible I*, *II*, or *III* occurs, as determined by a d3 roll (see Vol. III, p. 265: Special Damage, *poison*). Lastly, some failed **potions of healing** and **potions of extraordinary healing** result in that magical placebo effect known as the **potion of delusion**. There is a 1-in-6 chance of this occurrence, which also must be determined in secret by the referee.

POISONS: Alchemists who delve into the sub-science of toxicology must be hired separately. Their costs are the same as other alchemists, but the profession is considered a distinct specialty. Oft toxicologists will find themselves in the gainful employ of assassins' guilds, and it is not unusual for an assassin (9th-level minimum) to become involved with the process, just as magicians may become involved with the brewing of potions.

For an assassin to receive special toxicology training that would allow him to brew poisons, he must for a lengthy period abstain from the adventuring life. Training requires 1d20+10 weeks, at a cost of 2d4×1,000 gp. Thereafter, the procedures for brewing poisons follow the same schedule as outlined for potions, including the noted benefits of having a hired master toxicologist on hand. Use the prices noted in Vol. III, p. 265: Table 101 to determine the costs of manufacturing poison.



A failed attempt to brew poison results in a poison two types weaker than listed on p. 265: Table 101; thus, a failed *penetrative V* poison would function as *penetrative III*. Failed *type I* and *II* poisons are harmless (but may cause discomfort). As with potion manufacture, the referee must determine these results in secret, so the assassin or toxicologist is unaware of his success or failure until the poison is administered.

MAGIC ITEM CREATION

With the exceptions of scrivenery and alchemy, the manufacture of magic items is largely a lost science in Hyperborea. During the long-lasting reign of the true Hyperboreans, before the realm was excised from Earth, dweomercræft was widespread. Indeed, history tells of an age when every Hyperborean sorcerer wielded his own magical wand, ring, and blade as commonly as the Atlantean wielded his laser pistol and other devices of technology (the secrets of which were said to be the product of connexions with alien beings). Then the Green Death swept across the realm, and the world moved on.

Glancing back further still, during the æons that preceded man's rise from the lowly depths of apedom, one must consider the reign of the **snake-men**, dweomercræfters and toxicologists of astonishing capacity. Indeed, many enchantments wielded by the gaunt, pale-skinned, Hyperborean sorcerer-kings were a consequence of research and experimentation into artefacts of that bygone age of reptilian rule. Likewise not to be disregarded are the **dwarfs** of Underborea, a race of cruel, misshapen humanoids whose proclivities are abominable. These loathsome spawn of Ymir are responsible for the proliferation of a great many magical weapons and armours found across the realm. Still do the dwarfs forge, but sadly, these arts scarcely are understood by the barbaric races of man risen to power in the aftermath of the Green Death.

Lastly, consider too the earliest æons of Earth, when the planet was a steaming rock with roiling seas of green. Eldritch races such as the **elder things**, **fish-men**, **Great Race**, and **mi-go** roamed the young planet, exploiting the world for its resources and pursuing unfathomable objectives. Too, their artefacts are sprinkled throughout Hyperborea, though their alien technology defies comprehension by man—even Atlanteans. Presently, in an age when the swollen, scarlet sun burns the last of its fuel, and the glimmering stars fade to dust, much is lost. But as dreaming Kthulhu stirs and the Great Old Ones rise from their ages-long slumber, strange and otherworldly devices weird and magical begin to surface, and ever is man too curious an ape to let them alone…

N.B.: As evinced in the preceding text, the creation of magical armour, weapons, and other items is not, short of divine or otherworldly assistance, the purview of player characters in this "dying earth" milieu. Should the referee decide to allow the creation of such items, he must devise a method that he deems fair, including availability and cost of materials, time of research, chance of failure, and so on.



Eldritch Artefact


VOLUME VI

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



VOLUME VI: HYPERBOREA GAZETTEER

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"Of the fairest glories that mortals may attain, to him is given to sail to the furthest bound. Yet neither ship nor marching feet may find the wondrous way to the gatherings of the Hyperborean people."—Pindar

INTRODUCTION

Hyperborea is a Late Middle English term derived from the Late Latin *hyperboreanus*, which in turn arose from the Greek *huperboreos*: *huper* ("beyond") and *boreas* ("north wind"); quite literally it means "Beyond the North Wind". According to the ancient Greek religion, the Hyperboreans were a mythical race who lived 1,000 years and worshipped Apollo and Artemis. They were noted by Herodotus in the fifth century BC (although the "Father of History" cites earlier sources, including Hesiod and Homer). The Hyperboreans were reputed to dwell "beyond the north wind" in a paradisal land of sunshine and plenty.

The Hyperborea of *AS&SH* is inspired by these myths and legends, but perhaps more so by the weird and fantastic fiction of Robert E. Howard, H.P. Lovecraft, and Clark Ashton Smith; the works of Edgar Rice Burroughs, Fritz Leiber, Abraham Merritt, Michael Moorcock, Jack Vance, Karl Edward Wagner, and others too have informed the author's way of thinking. Equally inspirational is the brilliant synergetic medley of myths, legends, beasts, monsters, artefacts, and fantastic milieux masterfully assembled under the direction of E. Gary Gygax. Drawing from these and other muses, the Hyperborea setting sprang to life, a pastiche intended to provide an entertaining experience for fellow gaming enthusiasts.

Hyperborea is a "micro-setting"; i.e., it is of limited geography. It is designed for use on its own or in conjunction with another setting of the referee's choice; indeed, Hyperborea might be just beyond the North Wind of any campaign setting, published or home-brewed. When adventurers cross the veil that is the North Wind, the traits of Hyperborea manifest: a giant red sun clinging to the horizon, two moons, falls at the edge of the sea, and so forth. For those adventures that do not begin in Hyperborea, some means of admittance must be established. Consider the following suggestions:

- A sea vessel on an arctic voyage crosses the fabled North Wind, which sweeps the adventurers to Hyperborea.
- In a blizzard-swept mountain pass, the adventurers enter a mystical portal and emerge in Hyperborea.
- A weird and seemingly sentient aurora is encountered. Its green and vermillion streamers descend on the adventurers and transport them to Hyperborea.
- In the nameless depths of a mad wizard's castle and dungeon complex, an artefact *teleports* the seekers to Hyperborea.

This volume functions as a gazetteer and encyclopædia of Hyperborea, as seen from the viewpoint of a sage of the City-State of Khromarium. It is intended to accompany the map of Hyperborea, with a diameter of about 3,000 miles (roughly the extent of Earth's Arctic Circle). The map is marked with lines of latitude and longitude. Longitudinal lines align with the Great Obelisks and converge at Mount Vhuurmithadon, the treble-peaked epicentre of the realm. Moving toward Mount Vhuurmithadon is north, and moving away from it is south.

Latitudinal lines technically begin at an imaginary circle that touches each of the six Great Obelisks; effectively this circle is 0° latitude. Latitudinal lines progress north from the Great Obelisks, so 18°N, 36°N, 54°N, and 72°N are displayed. Mount Vhuurmithadon is the 90°N mark, the geographic North Pole of the realm. East and west are relative to one's position when facing north; in general, if north is faced, east is to the right and west is to the left. The sun lingers on the horizon and is ever westering; to follow the path of the sun is to travel west.

The referee of an *AS&SH* campaign is encouraged to mould this work to suit his wishes. Change boundaries, incite wars, cause disasters (natural and magical), instigate alien invasions, and so forth. What is presented in this volume is not intended to remain static. The referee is at liberty to effect changes on both a local and global scale so as to keep the campaign fresh and invigorating for its participants and to stave off stagnation.

The reader will no doubt note that several villages, islands, lakes, rivers, and large stretches of land remain unnamed on the map. These are intended to facilitate individual creativity, or "making it your own". The concept is to provide the referee ample breathing room to create and expand.



Celestial Heavens

HYPERBOREA in RELATION to OLD EARTH and the CELESTIAL BODIES

Hyperborea is a flat, hexagonal plane, though men of learning who measure the stars suggest the realm to be somewhat concave. At the Rim of the World where the Black Gulf is met, the *boreas* blows. The deity Boreas is said by some to dwell within those interminable winds; others submit he is imprisoned there.

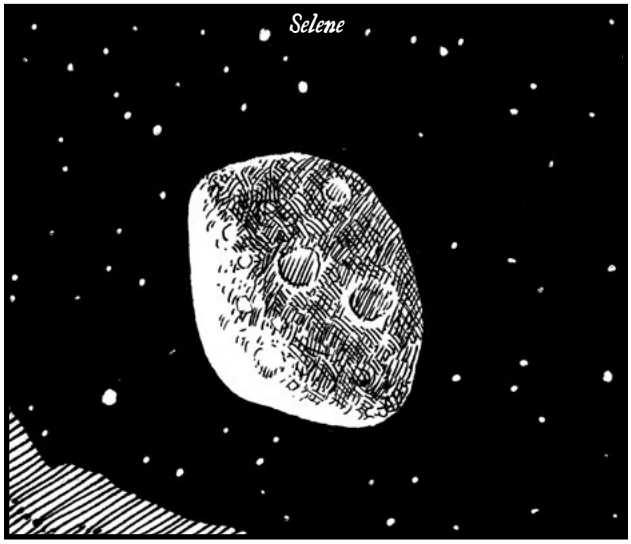
OLD EARTH: Sages aver that the whole of Hyperborea was once an arctic landmass on Old Earth; prior to this time, it was a land of sunshine and plenty, a blessed place. Assumptions regarding its separation are but speculative. Connexions to Old Earth remain intermittent, oftest associated with convergent manifestations of the *aurora borealis* or the crossing of the *boreas*. Incomers from Old Earth originate from various times and places; of note nearly two millennia have elapsed since a large-scale cultural migration has occurred.

SUN (Helios [HEE-lee-ohs]): Helios is a giant red sun that sheds little warmth. It lingers at the Rim of the World, never ranging more than 25° above or below the horizon, and bathing Hyperborea in variegated tones ranging from fulvous to sanguine; indeed it reaches its zenith during *High Summer Waxing* and *High Summer Waning* (see p. 500: CALENDAR, *years of the cycle*). As the two moons (Phobos and Selene) also cling to the horizon, these three objects appear to chase one another as the days pass. The deities Apollo and Helios are associated with the sun; in fact, Helios oft is held to be the deific representation of the sun itself. Dire portents surround the sun, as sorcerers, poets, and madmen say it is dying.

MOONS: Hyperborea is attended by two ellipsoid moons, one of slow orbit, the other quick. The moons spiral around the horizon, each dipping and rising as its respective orbit dictates. These motions are consistent with the Old Earth arctic perspective from which the realm is derived. Full moons coincide every 91 days.

Phobos [FOH-bohs]: The smaller of the two moons, Phobos requires seven days to complete a circuit. This irregularly shaped object shews ruddy brown hues and never rises or falls more than 30° above or below the horizon. Phobos is associated with fear, horror, and bloodshed. Although not formally recognized as a deity personified, warriors and druids sometimes offer bloody sacrifices to Phobos. Some say that the deity Artemis dwells on Phobos.

Selene [se-LEEN]: The larger of the two moons, Selene has an orbit of 45½ days. This irregularly shaped object shews a breathtaking aquamarine hue and never rises or falls more than 35° above or below the horizon. Selene is associated strongly with the deity Lunaqqua, the moon goddess; indeed, some followers simply refer to Lunaqqua as Selene, for they are viewed as one and the same.



THE PLANETS: The planetary objects recorded by the ancestors of the Hyperborean race are not the same as those recorded by modern scholars. Treated here are those bodies that do not obey the laws of firmament and are observed from Hyperborea with the naked eye or by use of arcane devices.

Ganymede [GA-nih-meed]: This planet is reputed to cling closest to Helios. It is purported to be occupied by a semi-intelligent race of spore-based beings that do not require breathable air. Rare tales and verse tell that sentient creatures from an unseen world called Fomalhaut mine Ganymede for its unique ores and conglomerates.

Saturn [SA-tern] (Kyranos [kee-RA-nohs]): Saturn (called *Kyranos* by Xathoqquans) is oft in Hyperborea's sky, faintly visible by day, yet vivid by night. Many of Saturn's moons are likewise visible, these held to be the dwelling places of otherworldly species. Saturn is significant to Hyperborean priests, sages, and scholars. It is regarded as a former dwelling place of the toad god, Xathoqqua, and presently it is reputed to house many of his kin. In æons past, when most men of Old Earth first learnt to wield fire and fashion tools of stone, the "true" Hyperboreans may have visited the ringed planet.



Ouranos [oi-RA-nohs]: This planet is visible as a blue-green star. Whether it is inhabited by intelligent life or not is a matter of conjecture, but certain sorcerous rituals are believed to invoke preternatural powers from this distant place.

Poseidenos [puh-SI-de-nohs]: Visible but few times per year, this enormous ocean planet is said to house beings from without; furthermore it is held that intelligent horrors from Yuggoth mine the planet's ocean floor for ores not elsewhere found. Some sages suggest that the crab-men may have originated from Poseidenos, or at least inhabited the ocean planet at some point in their mysterious history.

Yuggoth [YUH-guhth]: This mysterious dark orb cannot be observed with the naked eye; its existence is accepted by most men of learning, for it has been viewed by both sorcerous means and the impossible machines of the nearly extinct Atlantean race. Yuggoth lies at the outermost edge of the sun's influence. Indeed, when viewed from Yuggoth, Helios appears only slightly larger than other stars; this remoteness is said to suit Yuggoth's inhabitants, who require neither light nor warmth.

Cyclopean windowless cities rise from the surface of Yuggoth: tiers upon tiers of terraced towers, pyramids, and spheres carved from black stone and joined by massive skywalks. Rivers black as pitch are said to flow across this alien world, winding through its metropolises and cutting across dark, unforgiving landscapes. The mi-go are said to inhabit Yuggoth, their schemes unfathomable to even the most erudite of sages.

THE BLACK GULF: This is the Stygian abyss, the cosmic void of space traversed by otherworldly beings such as the mi-go. Frigid, black, and airless, the Black Gulf cannot be survived by mortal men without aid of the most potent dweomers. Where Hyperborea meets the Black Gulf, the Rapids at the End of the World cascade to oblivion.

THE BOREAS [BAW-ree-uhs] (North Wind): The *boreas* (or North Wind) is where Boreas the deity dwells (though some sages suggest it is not merely his dwelling place, but rather his prison). The *boreas* lashes around the hexagonal realm, just beyond the Rapids at the End of the World. Men of learning suggest that this force seizes the cascading water and returns it to Hyperborea's atmosphere. The desert peninsula Sharath is the only land mass to meet the Rim of the World; here the *boreas* makes ingress to Hyperborea, blasting the land with stardust and admitting extraordinary objects from the illimitable Black Gulf.

ASTRONOMICAL PHENOMENA:

Celestial spectacles oft are observed in Hyperborea, including auroræ, eclipses, and falling objects. Bards, sages, and madmen posit that such occurrences betoken transformations that accord with their respective philosophies.

Auroræ: Auroræ oft manifest about Hyperborea, cascading from the heavens in rippling curtains of fulvous red, fiery amethyst, verdurous green, and royal purple. Auroræ are said to presage the arrival (or departure) of otherworldly beings and like travellers of time and space. Some men of learning suggest that auroræ are in fact living entities that capture the souls of dæmons and men; others say auroræ are spiritual manifestations of the deity Aurorus, "The Shining One".

Eclipses: Because of the sheer size of Helios, no solar eclipses occur beyond partial occultations; Phobos, for example, transits the sun often, a mere spot passing across, and Selene is hardly more significant. When a lunar eclipse occurs (the shadow of Hyperborea passing over a moon), Phobos briefly turns blood red; this manifestation is said to presage murder and bloodshed most foul for the civilized and cannibalism amongst the savage barbarians. When Selene is eclipsed, men of learning attempt to measure Hyperborea's shape, which is betrayed as flat and hexagonal.

Falling Objects: Ofttimes do comets blaze across the Hyperborean sky, believed to augur dire portents. Likewise dazzling meteor showers light the sky in a rain of fire; when these occur during *Nightfall* (Year 13), anarchy and chaos consume the realm. Indeed, legends speak of a black comet that burns across the sky during *Nightfall*, though it is known only by sages, sorcerers, and madmen. From time to time, strange and otherworldly objects, such as sky ships, are purported to drop out of the heavens from realms unseen.

CALENDAR

A Hyperborean day is about 24 hours long (23:55), and a single revolution around Helios (the Sun) equals about 13 Old Earth years. Long have the sages measured weeks in 7-day periods, months in 28-day periods, and years in 364-day (13-month) periods—though a true sidereal year is 4,732 days.

DAYS OF THE WEEK: The Hyperborean standard week is catalogued by the following days. In most civilized societies, typical activity is as indicated on TABLE 152. In regions where barbarism prevails, hardship demands a life of little respite; typically no day of rest is recognized, and worship oft is observed on Moon Day, when Phobos is full (see TABLE 153).

Table 152: Days of the Week

Day	Activity
Sun	Worship
Earth	Work
Sea	Work
Moon	Work
Star	Work
Sky	Work
Saturn	Rest

MONTHS OF THE YEAR: Each year of the 13-year cycle likewise is divided into 13 months, each comprising 28 days. The phases of each moon are noted hereafter, as well as the festival weeks observed by most cultures and races.

Table 153: Annual Calendar

MONTH I

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	*4*	*5*	6	*7*
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos)
○ 4, 11, 18, 25 (Phobos); 4 (Selene)
◑ 6, 13, 20, 27 (Phobos); 15 (Selene)
● 7, 14, 21, 28 (Phobos); 27 (Selene)
✶ *1–7 = Apollonalia* (except YEAR 7)

MONTH II

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos); 10 (Selene)
○ 4, 11, 18, 25 (Phobos); 21 (Selene)
◑ 6, 13, 20, 27 (Phobos)
● 7, 14, 21, 28 (Phobos)

MONTH III

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos); 27 (Selene)
○ 4, 11, 18, 25 (Phobos)
◑ 6, 13, 20, 27 (Phobos); 4 (Selene)
● 7, 14, 21, 28 (Phobos); 16 (Selene)

MONTH IV

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	*10*	*11*	*12*	*13*	*14*
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos)
○ 4, 11, 18, 25 (Phobos); 11 (Selene)
◑ 6, 13, 20, 27 (Phobos); 22 (Selene)
● 7, 14, 21, 28 (Phobos)
✶ *8–14 = Saturnalia* (except YEAR 7)

MONTH V

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos); 17 (Selene)
○ 4, 11, 18, 25 (Phobos); 28 (Selene)
◑ 6, 13, 20, 27 (Phobos)
● 7, 14, 21, 28 (Phobos); 6 (Selene)

MONTH VI

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos)
○ 4, 11, 18, 25 (Phobos)
◑ 6, 13, 20, 27 (Phobos); 11 (Selene)
● 7, 14, 21, 28 (Phobos); 23 (Selene)

Month VII

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	*16*	*17*	*18*	*19*	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos); 6 (Selene)
○ 4, 11, 18, 25 (Phobos); 18 (Selene)
◑ 6, 13, 20, 27 (Phobos)
● 7, 14, 21, 28 (Phobos)
✶ *15–21 = Bealltainn* (except Year 6)

Month VIII

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos); 24 (Selene)
○ 4, 11, 18, 25 (Phobos)
◑ 6, 13, 20, 27 (Phobos); 1 (Selene)
● 7, 14, 21, 28 (Phobos); 13 (Selene)

Month IX

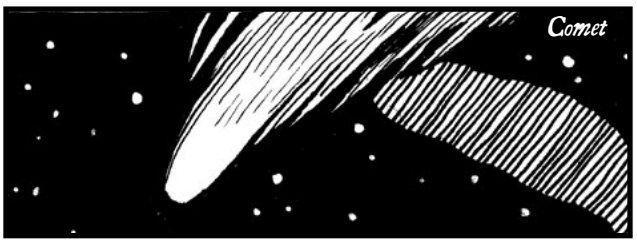
Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos)
○ 4, 11, 18, 25 (Phobos); 7 (Selene)
◑ 6, 13, 20, 27 (Phobos); 18 (Selene)
● 7, 14, 21, 28 (Phobos)

Month X

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	*24*	25	26	27	28

◐ 2, 9, 16, 23 (Phobos); 13 (Selene)
○ 4, 11, 18, 25 (Phobos); 25 (Selene)
◑ 6, 13, 20, 27 (Phobos)
● 7, 14, 21, 28 (Phobos); 2 (Selene)
✶ *22–28 = Plutonia* (except Year 6)



Month XI

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos)
○ 4, 11, 18, 25 (Phobos)
◑ 6, 13, 20, 27 (Phobos); 8 (Selene)
● 7, 14, 21, 28 (Phobos); 20 (Selene)

Month XII

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos); 3 (Selene)
○ 4, 11, 18, 25 (Phobos); 14 (Selene)
◑ 6, 13, 20, 27 (Phobos); 25 (Selene)
● 7, 14, 21, 28 (Phobos)

Month XIII

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

◐ 2, 9, 16, 23 (Phobos); 20 (Selene)
○ 4, 11, 18, 25 (Phobos)
◑ 6, 13, 20, 27 (Phobos)
● 7, 14, 21, 28 (Phobos); 9 (Selene)

◐ = First Quarter, ○ = Full Moon, ◑ = Last Quarter, ● = New Moon

Moon Phase Notes: Owing to the speed of its seven-day orbit, Phobos transitions quickly; it displays each phase four times per month, but totality is brief. Selene is slower, with a 45½-day orbit, presenting but two or three of its phases each month. Too, the phases are slower to transition; e.g., Selene appears full for a day before and a day after its actual date of totality.

As each moon is an irregular ellipsoid, neither shews a perfect crescent or "sickle-shape" associated with the round moon of Old Earth. When both moons are full (every 91 days), festivals are observed. Because of the moons' elliptical orbits and the tilt of Hyperborea, some phases are not visible depending on the season, simply because they occur below the horizon.

✶ *First Quarter:* During *Vernal Equinox* (Year 3, *Wolf*), Phobos is not visible from one day before to one day after the first quarter phase; likewise, Selene is not visible from nine days before to nine days after the first quarter.

- *Full Moon:* From mid–*High Summer Waxing* (Year 6, *Tiger*) to mid–*High Summer Waning* (Year 7, *Crab*), Phobos is not visible from one day before to one day after the full moon phase; likewise, Selene is not visible from nine days before to nine days after the full moon.
- *Last Quarter:* During *Autumnal Equinox* (Year 10, *Aurochs*), Phobos is not visible from one day before to one day after the last quarter phase; likewise, Selene is not visible from nine days before to nine days after the last quarter.
- *New Moon:* During *Nightfall* (Year 13, *Bat*), Phobos is not visible from one day before to one day after the new moon phase; likewise, Selene is not visible from nine days before to nine days after the new moon.

FESTIVALS: Festival weeks coincide with twin totality (i.e., when both Phobos and Selene are full), celebrations typically occurring from three days before to three days after the event. Because of the elliptical paths taken by each satellite, no full moons are visible during midsummer in Hyperborea; therefore no festivals occur from mid–*High Summer Waxing* (Year 6, *Tiger*) to mid–*High Summer Waning* (Year 7, *Crab*).

Festival weeks are observed by many races and cultures spread about Hyperborea. Khromarium is of course the centre of civilization, the most heavily populated and culturally diverse city in all of Hyperborea; here all the festivals are observed. Port Zangerios, "The City of Masks", is likewise diverse, for it fosters an entire culture predicated on pretence; here the festivals are celebrated with unmatched panache.

- In Yithorium, where the Witch-Queen rules through terror and fear, the festivals are a time of disenthralment, the Queen herself said to join in the revelry. Even the Amazon metropolises Pandoros and City in the Clouds observe the festival weeks by paying homage to Artemis and honouring the sacrifices of their foremothers. However, the festival weeks are not universally embraced; exceptions, of course, may be found.
- In New Pictland, no festival weeks are observed, but the twin totalities are honoured with bloody sacrifices made to the spider god, Tlakk-Nakka; meanwhile, the half-blood Picts of the Savage Boreal Coast hold rites that celebrate bestial and ancestral spirits.
- In the Viking capital, Erikssgard, the twin totalities are celebrated with banquets that culminate in sacrifices made to Ullr and Ymir; these are usually beasts, but sometimes thralls or criminals.
- Ixian priests and necromancers of Fazzuum, sequestered deep within the fastnesses of their pyramidal temples, hold terrible rites honouring the snake god, Yig (Apep).
- The underground city of Krimmea is reputed to be unconcerned with the moon cycles or the festival weeks; sages say the subterranean Kimmerians of this city no longer reckon the motions of the heavenly bodies.
- The ways of the ape-men of Kor and the orcs of Orcust scarcely are understood, but undoubtedly they hold their own degenerate celebrations.

Apollonalia [uh-pah-loh-NAY-lee-uh]: (Month I, Days 1–7; except during Year 7, *High Summer Waning*) The roots of this festival trace back to when the Hyperboreans emerged from the Spiral Mountain Array to reclaim the jewel of their old empire, Khromarium. Even before the first 13-year orbital cycle was complete, the wisest of the sorcerer-kings and witch-queens already had ratiocinated the period of a single revolution. Too, they calculated the orbital paths of the moons and the motions of the stars. After the Hyperboreans endured their first *Nightfall*, when the earliest light of *Genesis* shone on the twisting towers of their ancient city, and the moons demonstrated twin totality, they established a festival in honour of the god of light who once walked amongst them: Apollo.

Apollonalia was at first a Hyperborean festival held every 13 years, during the first week of *Genesis*; in due time it became a popular annual celebration for civilized and barbaric men alike (save during *High Summer Waning*, when the moons remain unseen). Absence of light notwithstanding, Apollonalia even is celebrated during *Nightfall* (Year 13, *Bat*); the theme is different in that it is regarded as an homage to light, with sacrifices made in honour of its return in one year (the next Apollonalia). The festival is celebrated with roasted boar, pomegranate wine, rejoicing, promiscuity, and sacrifice. Celebrants wear white gowns and mistletoe garlands. Some hold that the deity Apollo attends the most extravagant of these fetes, but always in anonymity.

Saturnalia [sa-ter-NAY-lee-uh]: (Month IV, Days 8–14; except during Year 7, *High Summer Waning*) This nigh-annual extravaganza was initiated by Xathoqquans to celebrate their god's arrival from Saturn (Kyranos). Saturn is prominent in the night sky, and since it remains the dwelling place of many of Xathoqqua's kin, it is regarded with great reverence. Too, the Hyperboreans are said to have history on the ringed planet, where antemundane secrets and the arts of dweomercræft once were revealed to them. This festival

is not commemorated by the Hyperboreans alone, however, for Xathoqqua's adherents know no racial, cultural, or taxonomic barriers; indeed, certain scholars aver that even the beasts observe this festival.

Saturnalia is celebrated by indulging in excess: feasts, orgies, wild music, sacrifices, lotus chewing, and snake handling. It is a time of utter Chaos, when restrictions are relaxed and impulsiveness is embraced; Saturnalia is never without unfortunate deaths (including murder) and destruction, causing some to deplore this festival. (Mothers hide their children and so forth.) The revelry culminates with the totality of the moons, when extravagantly profligate midnight banquets are held; this time is followed by a general waning of celebration over the next three days. Celebrants oft will wear masks, hats that bristle with feathers, and loose, colourful garments (such as saffron yellow, burnt orange, and crimson red); nakedness (excepting the mask and/or hat) is not uncommon on the fourth night, when the full moons climax and wantonness prevails.



Bealltainn [BEL-tayn]: (Month VII, Days 15–21; except during Year 6, *High Summer Waxing*) Although this holiday is rooted in Keltic and Pictish traditions, its present form has evolved. Bealltainn is the most significant festival to pyromancers, witches, druids, and shamans, a celebration of fire, rebirth, atonement, cleansing, fertility, and purification. It is marked by plenteous imbibing of wine, lotus chewing, and the lighting of great sacrificial bonfires, in which animals and men (criminals or thralls, typically) are immolated. The popularity of this festival has spread throughout the realm, though its druidic significance is not necessarily embraced by all peoples; the subtle meanings are altered to fit the respective culture.

Bealltainn celebrants oft will paint their naked bodies red, green, or yellow; tint their hair copper, silver, or gold; and wear garlands of mistletoe and holly leaves. They will beat drums, dance wildly, and engage in salacious acts fuelled by wine, lotus, and religious fervour. The music is intensely rhythmic, its vibrations permeating far and wide, and it is not unusual for the most feverish of these celebrations to be met by lightning storms. Of all the festivals, Bealltainn may be the most intense and dangerous, as entire villages are said to have been consumed by fire.

Plutonia [ploo-TOH-nee-uh]: (Month X, Days 22–28; except during Year 6, *High Summer Waxing*) This sombre festival commemorates death, darkness, the all-consuming void, the mysteries of the unseen planet of Yuggoth, and the woeful arrival of Yug. It is marked by parades in which the marchers are garbed in black, their faces stained with soot; too, stylized silver jackal masks are worn by the clergy. Torches are borne, and chants are droned; flagellation also is observed, with higher-ranking individuals lashing those randomly selected of lower station. Ritual fasting and sleeplessness occur on the day of the twin totality, when human and animal sacrifices are made to appease otherworldly and netherworldly spirits. Morbid death dances are performed as the two moons climax; in these slow-step affairs, celebrants take a series of calculated paces, pause, and shake their bodies (inhuman spasms to the casual spectator).

In general, Plutonia enjoys less pomp and circumstance during seasons in which the hours of darkness are limited; more intense festivals happen from *Coda* (Year 12, *Fox*) to *Genesis* (Year 1, *Bear*), with the ghastliest occurring during *Nightfall* (Year 13, *Bat*). Some Plutonia celebrations culminate with the appearance of the aurora borealis; witches and shamans draw many portents from these phenomena. Lastly, certain men of learning posit that Plutonia awakens the dead and inspires lycanthropy.

YEARS of the CYCLE: The axis on which Hyperborea spins is cause for long periods of *midnight sun* and *polar night*; each 13-year cycle includes one year of perpetual light and one year of perpetual darkness. Death and madness reign supreme when the sun sets for the last time in *Coda* (Year 12, *Fox*), for *Nightfall* (Year 13, *Bat*) is a frightful time; this dynamic can have a strong impact on the characters and the campaign. If a fighting man is 23 years of age in *Drought* (Year 8, *Eagle*), he may remember with horror his 15th year, when the sun never rose; too young was he, though, to recall surviving his 2nd year, when still he clung to his mother's teat. The arrival of *Genesis* (Year 1, *Bear*) is a slow rebirth of sorts, and festivals are held by many cultures, civilized and barbaric alike.

Table 154: Cyclical Calendar

Year	Common Denomination	Esoteric Denomination	Season
1	Bear	*Genesis*	Winter
2	Fish	*Renaissance*	
3	Wolf	*Vernal Equinox*	Spring
4	Hare	*Tempest*	
5	Elk	*Deluge*	Summer
6	Tiger	*High Summer Waxing*	
7	Crab	*High Summer Waning*	
8	Eagle	*Drought*	
9	Whale	*Tranquillity*	Fall
10	Aurochs	*Autumnal Equinox*	
11	Mammoth	*Twilight*	
12	Fox	*Coda*	Winter
13	Bat	*Nightfall*	

Cyclical Calendar Defined:

Year: Sequence in the 13-year cycle.

Common Denomination: Calendar designations employed by commoners, frontiersmen, and barbarians.

Esoteric Denomination: Calendar designations employed by sages, sorcerers, and other men of learning.

Season: Division of the 13-year cycle as reckoned by changing sunlight, temperature, and weather conditions.



Great Obelisk

Hours of Daylight: The indicated periods on Table 155 specify for how many hours and minutes per day the sun is visible, reckoned by the week, month, and year. There is no transitionary graduation of daylight throughout the days of any given week; in sooth, daylight changes occur rather radically in weekly five-minute shifts. Prior to the Green Death, ancient Atlantean theorists suggested that Hyperborea wobbles on its axis because of powerful magnetism, possibly through a connexion with Saturn. Modern sages temper such wild speculation with a more modest explanation: The Great Obelisks at the Rim of the World are imbued with antediluvian sorcery that shifts the tilt of Hyperborea like the tipping of a great scale.

Table 155: Daylight Calendar

Month, Week	Year												
	1	2	3	4	5	6	7	8	9	10	11	12	13
I, Wk. 1	00:05	04:25	08:45	13:05	17:25	21:45	23:55	21:40	17:20	13:00	08:40	04:20	00:00
I, Wk. 2	00:10	04:30	08:50	13:10	17:30	21:50	23:55	21:35	17:15	12:55	08:35	04:15	00:00
I, Wk. 3	00:15	04:35	08:55	13:15	17:35	21:55	23:55	21:30	17:10	12:50	08:30	04:10	00:00
I, Wk. 4	00:20	04:40	09:00	13:20	17:40	22:00	23:55	21:25	17:05	12:45	08:25	04:05	00:00
II, Wk. 1	00:25	04:45	09:05	13:25	17:45	22:05	23:55	21:20	17:00	12:40	08:20	04:00	00:00
II, Wk. 2	00:30	04:50	09:10	13:30	17:50	22:10	23:55	21:15	16:55	12:35	08:15	03:55	00:00
II, Wk. 3	00:35	04:55	09:15	13:35	17:55	22:15	23:55	21:10	16:50	12:30	08:10	03:50	00:00
II, Wk. 4	00:40	05:00	09:20	13:40	18:00	22:20	23:55	21:05	16:45	12:25	08:05	03:45	00:00
III, Wk. 1	00:45	05:05	09:25	13:45	18:05	22:25	23:55	21:00	16:40	12:20	08:00	03:40	00:00
III, Wk. 2	00:50	05:10	09:30	13:50	18:10	22:30	23:55	20:55	16:35	12:15	07:55	03:35	00:00
III, Wk. 3	00:55	05:15	09:35	13:55	18:15	22:35	23:55	20:50	16:30	12:10	07:50	03:30	00:00
III, Wk. 4	01:00	05:20	09:40	14:00	18:20	22:40	23:55	20:45	16:25	12:05	07:45	03:25	00:00
IV, Wk. 1	01:05	05:25	09:45	14:05	18:25	22:45	23:55	20:40	16:20	12:00	07:40	03:20	00:00
IV, Wk. 2	01:10	05:30	09:50	14:10	18:30	22:50	23:55	20:35	16:15	11:55	07:35	03:15	00:00
IV, Wk. 3	01:15	05:35	09:55	14:15	18:35	22:55	23:55	20:30	16:10	11:50	07:30	03:10	00:00
IV, Wk. 4	01:20	05:40	10:00	14:20	18:40	23:00	23:55	20:25	16:05	11:45	07:25	03:05	00:00

Table 155 *(continued)*: **Daylight Calendar**

Month, Week	Year												
	1	2	3	4	5	6	7	8	9	10	11	12	13
V, Wk. 1	01:25	05:45	10:05	14:25	18:45	23:05	23:55	20:20	16:00	11:40	07:20	03:00	00:00
V, Wk. 2	01:30	05:50	10:10	14:30	18:50	23:10	23:55	20:15	15:55	11:35	07:15	02:55	00:00
V, Wk. 3	01:35	05:55	10:15	14:35	18:55	23:15	23:55	20:10	15:50	11:30	07:10	02:50	00:00
V, Wk. 4	01:40	06:00	10:20	14:40	19:00	23:20	23:55	20:05	15:45	11:25	07:05	02:45	00:00
VI, Wk. 1	01:45	06:05	10:25	14:45	19:05	23:25	23:55	20:00	15:40	11:20	07:00	02:40	00:00
VI, Wk. 2	01:50	06:10	10:30	14:50	19:10	23:30	23:55	19:55	15:35	11:15	06:55	02:35	00:00
VI, Wk. 3	01:55	06:15	10:35	14:55	19:15	23:35	23:55	19:50	15:30	11:10	06:50	02:30	00:00
VI, Wk. 4	02:00	06:20	10:40	15:00	19:20	23:40	23:55	19:45	15:25	11:05	06:45	02:25	00:00
VII, Wk. 1	02:05	06:25	10:45	15:05	19:25	23:45	23:55	19:40	15:20	11:00	06:40	02:20	00:00
VII, Wk. 2	02:10	06:30	10:50	15:10	19:30	23:50	23:55	19:35	15:15	10:55	06:35	02:15	00:00
VII, Wk. 3	02:15	06:35	10:55	15:15	19:35	23:55	23:50	19:30	15:10	10:50	06:30	02:10	00:00
VII, Wk. 4	02:20	06:40	11:00	15:20	19:40	23:55	23:45	19:25	15:05	10:45	06:25	02:05	00:00
VIII, Wk. 1	02:25	06:45	11:05	15:25	19:45	23:55	23:40	19:20	15:00	10:40	06:20	02:00	00:00
VIII, Wk. 2	02:30	06:50	11:10	15:30	19:50	23:55	23:35	19:15	14:55	10:35	06:15	01:55	00:00
VIII, Wk. 3	02:35	06:55	11:15	15:35	19:55	23:55	23:30	19:10	14:50	10:30	06:10	01:50	00:00
VIII, Wk. 4	02:40	07:00	11:20	15:40	20:00	23:55	23:25	19:05	14:45	10:25	06:05	01:45	00:00
IX, Wk. 1	02:45	07:05	11:25	15:45	20:05	23:55	23:20	19:00	14:40	10:20	06:00	01:40	00:00
IX, Wk. 2	02:50	07:10	11:30	15:50	20:10	23:55	23:15	18:55	14:35	10:15	05:55	01:35	00:00
IX, Wk. 3	02:55	07:15	11:35	15:55	20:15	23:55	23:10	18:50	14:30	10:10	05:50	01:30	00:00
IX, Wk. 4	03:00	07:20	11:40	16:00	20:20	23:55	23:05	18:45	14:25	10:05	05:45	01:25	00:00
X, Wk. 1	03:05	07:25	11:45	16:05	20:25	23:55	23:00	18:40	14:20	10:00	05:40	01:20	00:00
X, Wk. 2	03:10	07:30	11:50	16:10	20:30	23:55	22:55	18:35	14:15	09:55	05:35	01:15	00:00
X, Wk. 3	03:15	07:35	11:55	16:15	20:35	23:55	22:50	18:30	14:10	09:50	05:30	01:10	00:00
X, Wk. 4	03:20	07:40	12:00	16:20	20:40	23:55	22:45	18:25	14:05	09:45	05:25	01:05	00:00
XI, Wk. 1	03:25	07:45	12:05	16:25	20:45	23:55	22:40	18:20	14:00	09:40	05:20	01:00	00:00
XI, Wk. 2	03:30	07:50	12:10	16:30	20:50	23:55	22:35	18:15	13:55	09:35	05:15	00:55	00:00
XI, Wk. 3	03:35	07:55	12:15	16:35	20:55	23:55	22:30	18:10	13:50	09:30	05:10	00:50	00:00
XI, Wk. 4	03:40	08:00	12:20	16:40	21:00	23:55	22:25	18:05	13:45	09:25	05:05	00:45	00:00
XII, Wk. 1	03:45	08:05	12:25	16:45	21:05	23:55	22:20	18:00	13:40	09:20	05:00	00:40	00:00
XII, Wk. 2	03:50	08:10	12:30	16:50	21:10	23:55	22:15	17:55	13:35	09:15	04:55	00:35	00:00
XII, Wk. 3	03:55	08:15	12:35	16:55	21:15	23:55	22:10	17:50	13:30	09:10	04:50	00:30	00:00
XII, Wk. 4	04:00	08:20	12:40	17:00	21:20	23:55	22:05	17:45	13:25	09:05	04:45	00:25	00:00
XIII, Wk. 1	04:05	08:25	12:45	17:05	21:25	23:55	22:00	17:40	13:20	09:00	04:40	00:20	00:00
XIII, Wk. 2	04:10	08:30	12:50	17:10	21:30	23:55	21:55	17:35	13:15	08:55	04:35	00:15	00:00
XIII, Wk. 3	04:15	08:35	12:55	17:15	21:35	23:55	21:50	17:30	13:10	08:50	04:30	00:10	00:00
XIII, Wk. 4	04:20	08:40	13:00	17:20	21:40	23:55	21:45	17:25	13:05	08:45	04:25	00:05	00:00

The referee can establish mood through use of the setting's long periods of light and darkness. A campaign that begins in *Nightfall*, for example, may be one of dread and despair, when Chaos reigns supreme and mere survival is fundamental. The weather is harshest (as cold as –40°F), monsters prowl, and otherworldly races work their nefarious schemes and machinations; e.g., the mi-go may be more active on the surface world during *Nightfall*, and dæmons may emerge from netherworldly places. Likewise bewildering is the year of light. For many men, the passage of days is lost in a blur as the swollen crimson sun wheels perpetually just above the horizon; for some this phenomenon is nearly as taxing as a year without light.

A BRIEF HISTORY of HYPERBOREA

Of the æons before the rise of the Hyperboreans, little is known. Rare, forbidden tomes suggest that extradimensional beings arrived to Old Earth shortly after the dawn of time, when the oceans roiled and meteors pounded the young planet. Evidence shews that these otherworldly races (the elder things, Great Race, and mi-go) engaged in countless wars over untold ages.

More apparent, as demonstrated by ruins scattered about the realm, is the ascendancy of the snake-men. For unrecounted ages before man rose from the lowly depths of apedom, these reptilian humanoids ruled the Hyperborean continent and beyond. Extant carvings suggest a prevailing tropical climate during the epoch of the snake-men. Sages deduce that these super-intelligent creatures commanded sorceries and sciences scarcely since achieved. The reason for the fall of the snake-man empire has yet to be deciphered, though some evidence suggests lengthy conflicts with the fish-men.

The vhuurmis or "beast-men", a race of quasi-men whose origins are traced to the Spiral Mountain Array, were next to rise to prominence. Some suggest that an otherworldly race catalyzed the vhuurmis from bestial obscurity to semi-intelligence and technological proficiency. Regardless, for an unaccountable period these apish humanoids dominated the realm. Ultimately they regressed to their savage roots and betook themselves to the hoary depths of the Spiral Mountain Array.

The rise of the Hyperboreans is mired in the embellished myths and legends of its people. Allegedly this race of gaunt, pale-skinned sorcerer-kings and witch-queens are the progeny of the Boreads. This trio of supernaturally gifted giants engendered a paradisal land of eternal spring and sunshine beyond the North Wind. The Boreads are held to have taken mortal wives and so begot the Hyperboreans, a precocious race esteemed for their preternatural aptitudes and uncanny longevity.

Some sages discount tales of the Boreads; indeed, they posit that the Hyperboreans, much like the vhuurmis before them, may have been impelled by unearthly sponsors. Most Hyperboreans vehemently reject this notion. Regardless, the realm of Hyperborea became the most powerful of the antediluvian kingdoms, accepting tributes from coevals such as Atlantis, Lemuria, and Mu.

The Hyperboreans knew not war, famine, disease, hard toil, or the ravages of age, and they venerated Apollo, who was said to walk amongst them. Their empire was peerless, and they disparaged and trivialized the "lesser" races of mankind; whilst the Hyperboreans perfected their arts, sciences, and sorceries, most other men floundered in various states of savage primitivism.

Over time the most puissant Hyperborean sorcerers were shewn the eldritch secrets of Xathoqqua, an otherworldly émigré dwelling in the heart of the Spiral Mountain Array. Xathoqqua sent select Hyperboreans on sojourns to Saturn and beyond, and in due course his glorification prevailed throughout the realm.

The sibyls of Hyperborea long had presaged the advent of the Ashen Worm through geomancy, hydromancy, and hepatomancy. When all the portents of the Worm's arrival were satisfied, and when at length it rose from the sea in its citadel of ice, the sorcerer-kings and witch-queens fled to their fastnesses beneath the Spiral Mountain Array. Soon the Worm effected thaumaturgy that mantled the once-winterless realm in glacial ice. Hyperborea was swallowed, a lost continent soon joined by its contemporaries Atlantis, Lemuria, and Mu.

Æons later, when the ice thawed and the mists parted, Hyperborea's connexion to Old Earth was no more than a mystical abstraction. Hyperborea found itself an isolated realm, its icy sea terminating in waterfalls that cascaded to infinity. Beyond the world's rim lay the North Wind, and beyond the North Wind, the Black Gulf: airless, black as pitch, and colder than any winter.

A bloated red sun that sheds little warmth wheeled around the horizon in a 13-year circuit. Also, Hyperborea now was attended by two ellipsoid moons, one large and aquamarine, and the other small and ruddy brown. Saturn was discernibly larger than any of the stars in the firmament, all of which shone dimmer, as though glimpsed through a smoky lens.

After the ice thawed, seeds took root, and newly released pollens floated on the wind. Soon forests bristled and poppy fields swelled. Then stirred the beasts and monsters. Some materialized from the ice or emerged from subterranean depths; others arrived via mystical portals. Hither came the savage races of mankind, non-Hyperboreans originating from Old Earth. They crossed the veil and colonized the pristine continent, their respective arrivals oft associated with the manifestation of the aurora borealis or the blowing of the *boreas*.

When at length the Hyperboreans emerged from their sanctuaries below the Spiral Mountain Array, they beheld the astonishing changes to the world they once had known: the giant red sun, two ellipsoid moons, and an expanded mountain range. The race of sorcerers and

witches descended to reclaim the jewel of their empire of old: Khromarium. Along the way they noted the advent of terrible beasts and fearsome monsters, as well as the infiltration of savage men; these latter were paid no more heed than apes or dogs to be slaughtered or enslaved as whims dictated.

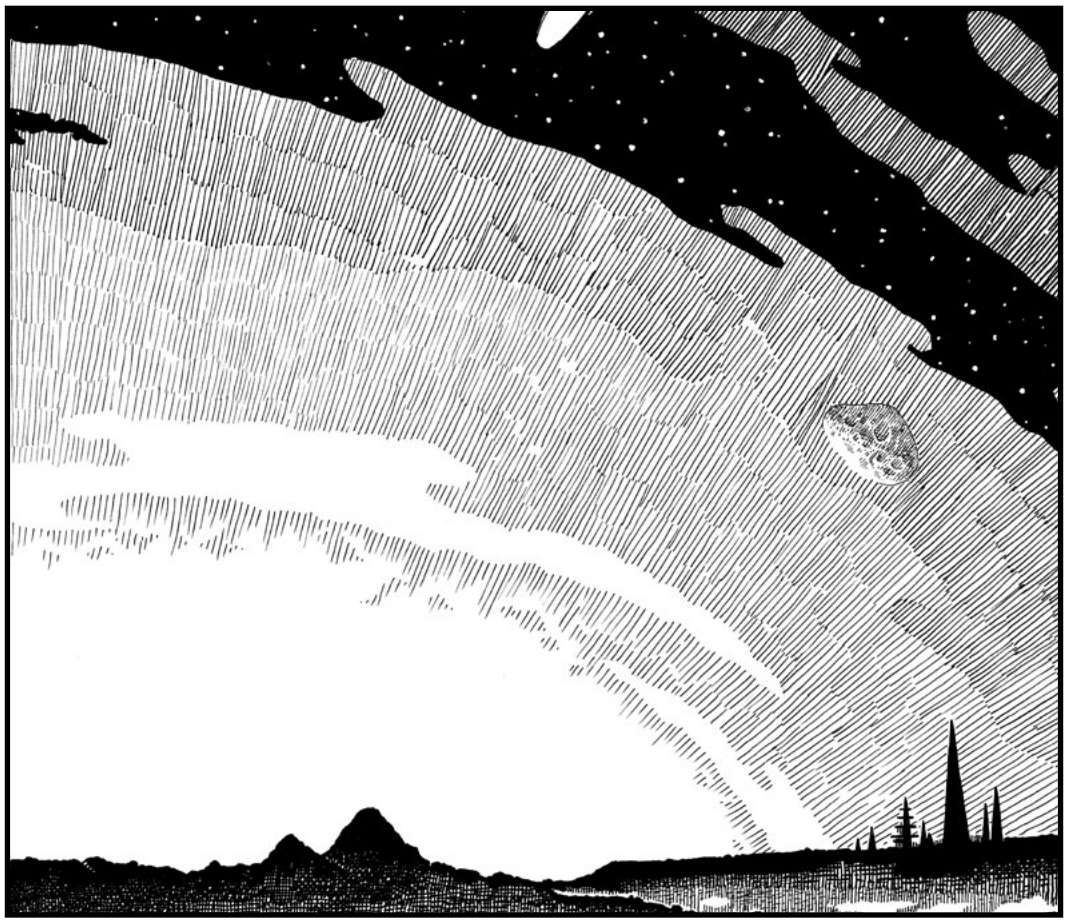
In the spiral towers of Khromarium, the Hyperboreans reassumed their power and station, and they languished in their superiority. No effort to expand the old Hyperborean kingdom was engendered; for sooth, the sorcerous race seemed content to remain in Khromarium, unconcerned and unheeding of what transpired without. They entered an age of inestimable decadence and hedonism; they took to chewing lotus leaves and indulged in pleasures unspeakably perverse. To wit, the Hyperboreans stagnated as the "savages" beyond the gates progressed.

Many generations later there came to pass a phenomenon that was presaged, albeit ignored (or forgotten) by the lotus-chewing Hyperboreans. From the dimly lit heavens descended a silvery-green comet that burned across the Hyperborean sky for two score days and nights. In its wake fell showers of dust and particles that blanketed the whole of the realm in a putrid greenish hue; on trees and earth, hills and mountains, plains and tundra, and even on the surface of the water, the eldritch dust was omnipresent.

At length the dust faded, but soon after arose the plague known as the Green Death. It swept across the realm, extinguishing savage and civilized men alike. Khromarium, for instance, was left a lifeless husk, and few amongst the ancient race of lotus-chewing sorcerers escaped to their old shelters in the Spiral Mountain Array.

Countless ruins were left in the plague's wake: Pictish fortresses, Viking colonies, Keltic towns, Esquimaux fishing villages, and more. Nomadic tribes such as the Kimmerians carried the disease with them across the Hyperborean plains, and Amazon trading ships brought it back to their island nation. Sages suggest that perhaps ninety percent of mankind was wiped out by the Green Death. Centuries later, barbarian refugees were amongst the first to rebound; they claimed Khromarium, and presently their descendants rule it as a city-state.

The Green Death, having taken its toll a millennium ago, is the measuring stick by which modern Hyperborean history is traced; the bulk of pre–Green Death history, as illustrated by the brevity of this treatise, is a casualty to a bygone age. Furthermore, the intervening centuries betwixt the plague years and recovery are widely regarded as a Dark Age. The plague's impact on the bestial and otherworldly races of Hyperborea is nebulous. Little doubt exists that these creatures have proliferated about the realm, perhaps emboldened by man's regression or (more frighteningly) wholly irrespective of his position.



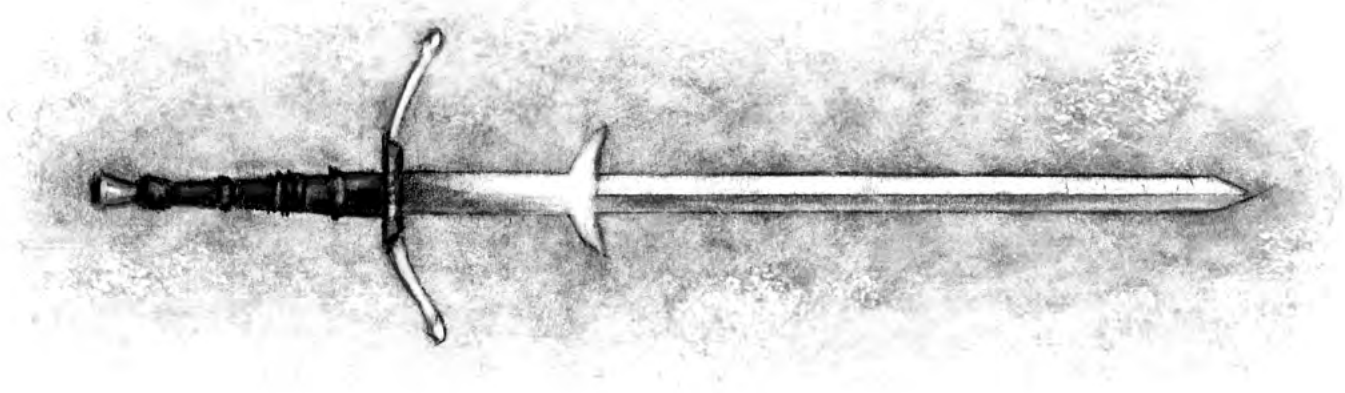
Helios and Phobos

COMMON ÆRA CHRONOLOGY of HYPERBOREA

After mankind endured the plague years of the Green Death and the ensuing Dark Age, a new age of enlightenment commenced. The Common Æra (CÆ) calendar was adopted by the most distinguished men of learning, who esteemed the work of Old Earth's Dionysius Exiguus. The first year was reckoned as *Genesis* (Year 1, *Bear*), and years prior to CÆ years were accounted as BCÆ (Before Common Æra). So began the rebirth of learning and civilization; in sooth, it is no coincidence that Common Æra chronology first was reckoned upon the formation of the Sages' Guild of Khromarium, when men of learning came together to collate and preserve the erudition of the ancients.

Table 156: Common Æra Chronology

Year	Notable Events
c. −425 BCÆ	Green Death nearly annihilates mankind. Plague ushers in a Dark Age.
c. −300 BCÆ	Half-blood Picts procreate with dæmons of Skarag Coast. Orcust established.
c. −225 BCÆ	Barbarians claim lifeless city of Khromarium.
c. −200 BCÆ	Ape-men claim lifeless city of Kor.
c. −125 BCÆ	Pirates and freebooters wrest control of Zangerios Islands.
c. −110 BCÆ	Witch-Queen assumes control of Yithorium.
c. −50 BCÆ	Vikings resettle New Vinland. Petty kingdoms of Brigand's Bay established.
c. −40 BCÆ	Amazon faction claims Floating Island of Paradoxon.
c. −20 BCÆ	Reports of Crab Archipelago natives emulating their alien masters.
1 CÆ *(Genesis)*	Sages' Guild of Khromarium forms. Dark Age ends. Common Æra timeline and Hyperborean calendar established.
27 CÆ *(Genesis)*	Khromarium oligarchy forms.
203 CÆ *(Drought)*	Keltic city of Gal established.
385 CÆ *(Drought)*	Vikings invade Gal City.
386 CÆ *(Tranquillity)*	Kelts retake Gal City from Viking invaders. Grand Temple of Artemis rebuilt in Amazon city Pandoros.
485 CÆ *(Tempest)*	Port Tinsaar re-established.
495 CÆ *(Genesis)*	Kimmerians of lost Krimmea emerge from their hidden city.
532 CÆ *(Twilight)*	Apollonians settle valley region of Larchmere Yys.
536 CÆ *(V. Equinox)*	Kthulhu priest establishes settlement of Wold Phellora.
542 CÆ *(Tranquillity)*	Diamond Desert mining outpost destroyed by purple worms.
559 CÆ *(Nightfall)*	Barbarians sack Swampgate and raid streets of Khromarium.
572 CÆ *(Nightfall)*	Barbarians sack Swampgate but are repelled at Khromarium wall.
573 CÆ *(Genesis)*	Port Greely ceases trade with Khromarium and other neighbouring settlements.
575 CÆ *(V. Equinox)*	Vikings brutally raid Khromarium; Erikssgard claims raid was unsanctioned.
576 CÆ *(Tempest)*	Gazetteer of Hyperborea completed.



CLIMATE and SEASONS of HYPERBOREA

As earlier treated, Hyperborean years are accounted in periods similar to those utilized by the ancients: 364 days divided into 13 months of 28 days each. Of course, these are not true sidereal years, for Hyperborea requires 4,732 days (13 years) to complete one full circuit around Helios (the sun). Thus, the four seasons are spread across the 13-year cycle, as illustrated in Table 154.

WINTER: Winter is the defining season of Hyperborea, owing to the dreaded lightless year of *Nightfall* (Year 13, *Bat*). Winter stretches from mid-*Twilight* (Year 11, *Mammoth*) to mid-*Renaissance* (Year 2, *Fish*). Temperatures plummet during this time, the ice thickens, and katabatic winds descend relentlessly from the glacier-gripped slopes of Mount Vhuurmithadon.

Hyperborean winters are remarkable for their unremitting winds, freezing man and beast alike. During this frigid period, the coastal mainland sees highs of 35°F and lows of –5°F. Temperatures in the interior of the Spiral Mountain Array scarcely climb above 0°F, and typical lows are about –30°F. Many rivers, lakes, and wetlands freeze; glaciers groan and swell; ice sheets consume bays and inlets; countless beasts (and some monsters) hibernate; and even great coniferous forests shed their leaves. Only by luck or circumstance do the weak survive the dark Hyperborean winter.

SPRING: Spring emerges from mid-*Renaissance* (Year 2, *Fish*) to *Tempest* (Year 4, *Hare*). Temperatures are cool, with coastal mainland highs of 50°F in late spring, though temperatures in the interior of the Spiral Mountain Array seldom climb above freezing. Hyperborean springs are wet and humid, and during this period the great conifers bloom, the poppy fields emerge, and the wetlands thaw. Spring thunderstorms are common, as are floods, mudslides, and other natural disasters; too, icebergs break from coastal glaciers, pulling vessels to their doom beneath the sea.

SUMMER: Summer occurs from *Deluge* (Year 5, *Elk*) to *Drought* (Year 8, *Eagle*). Temperatures peak during this time, with highs of 70°F on the coastal mainland. The interior is always cooler, and in the Spiral Mountain Array temperatures rarely rise above 40°F. Hyperborean summers are mostly humid, though trending drier by late summer (hence the designation of *Drought*). Storms brew on the Hyperborean Sea to assail the coast, and with glacial melting the rivers flow more strongly.

FALL: Fall follows from *Tranquillity* (Year 9, *Whale*) to mid-*Twilight* (Year 11, *Mammoth*). Temperatures begin to plummet during this season, with coastal mainland highs of 40°F; in the interior of the Spiral Mountain Array, temperatures infrequently rise above 20°F. These are the years when light dwindles and winter's dreaded arrival is nigh at hand; preparation for survival begins. Some flora dies during this period, which is typically dry, though the occasional storm is not unusual, especially at sea.

FLORA and FAUNA of HYPERBOREA

Here follows a treatment of the most traversable environments of Hyperborea, including native plant and wildlife species. There is little need to examine *mountains* and *icy / glaciated* terrain, despite their surprizing fecundity; likewise, mainland Hyperborea's numerous *tar pits* are hazards to be avoided by even the most stalwart wayfarer. Note that the following expositions do not include supernatural or otherworldly inhabitants, humanoids, dæmons, undead, and the like. For purposes of general presentation, normal and quasi-normal wildlife types consistent with Old Earth are discussed; the remainder is oft unnatural and invasive.

DESERT (Sandy): Here lie the most barren regions of Hyperborea, where little precipitation falls and men scarcely dwell. Sand covers 10–25% of such land; gravel-covered plains, rocky hills and plateaus, dry lake beds, dry stream channels, and salt flats encompass the remainder. Sharath is the exception to this norm, with sand and dust comprising more than 65% of the land. Much of the desert landscape is carved by the wind. As noted, rainfall is meagre, but when the storms gather, or if summer heat releases a torrent of glacial water, floods may occur (particularly on the Leng Plateau).

In the sandy desert regions grow cacti (many of which present brilliant flowers), grasses, herbs, and some stunted shrubs. Flowers blossom, too, though mostly they will bloom in startling profusion following rains and/or flooding. Grasses are more abundant in the semi-arid regions where *desert (sandy)* transitions to *desert (steppe)* and/or *plains*.

Desert wildlife includes a variety of insects, spiders, reptiles, birds, and mammals. Boars, deer, foxes, wolves, and some great cats will enter the desert in

search of food, especially following heavy rains. Some of the more notorious desert beasts include giant ants, giant bees, giant beetles, giant centipedes, giant hyænas, giant lizards, giant rats, giant scorpions, giant spiders, and giant weasels.

DESERT (Steppe): The *steppe* is a cold, dry grassland with short grasses (the tallest being 4½ ft.) and plant life that in general resembles *desert (sandy)*. Fires periodically will devastate the steppes during late summer. Mundane wildlife is similar to that found in *desert (sandy)*, also including bears, horses, woolly mammoths, musk oxen, squirrels, and wolverines. The most terrible beasts of the steppes are giant ants, giant bees, giant ferrets, giant hyænas, giant lizards, giant scorpions, giant snakes, giant spiders, and giant weasels.

FOREST: The predominant woodland type of Hyperborea is the boreal forest, which may cover hilly terrain and also low-elevation mountain slopes; higher elevations oft shew stunted conifers and shrubs. Precipitation varies, depending on the season and the altitude. Boreal forests can withstand Hyperborea's cool summers and long, dark winters. Because of snowmelt and low temperatures, little evaporation occurs, so typically the lowlands are boggy by summer though frozen by winter.

Coniferous trees are dominant here: firs, hemlocks, pines, and spruces. Broadleaf deciduous types are much fewer: paper birch, maple, oak, and so forth. All of these species are adapted to the lengthy and exceptional seasons of Hyperborea. Notable plant species of the *forest* environment include bog blueberries, bog rosemary, sedges, and wild roses, as well as ferns, horsetails, lichens, and mosses.

Countless animal species exist, including amphibians, birds, fish, mammals, and reptiles, as well as worms, molluscs, insects, and spiders. Common types encountered include frogs and salamanders; chickadees, ducks, eagles, hawks, jays, owls, ravens, turkeys, and woodpeckers; bass, trout, and salmon; bats, black bears, beavers, chipmunks, deer, elk, foxes, lions, mice, rabbits, raccoons, squirrels, tigers, weasels, wolves, and wolverines; and lizards, snakes, and turtles. Some of the more feared species include giant ants, carnivorous apes, giant bats, giant bees, giant beetles, giant frogs, giant lizards, giant rats, ground sloths, giant snakes, giant spiders, giant ticks, giant toads, and giant weasels.

FOREST, RAIN-: That the coastal regions of the Savage Boreal Coast sustain a more temperate coniferous *rainforest* type is noteworthy. Significant precipitation supports the growth of cedars, massive redwoods, and other species elsewhere unseen, particularly several flower types and some enormous ferns. This region enjoys a milder climate, perhaps because of the shielding Barrier Mountains, the warmer currents of the Pictish Channel, and other factors. In addition to the usual *forest* fauna, found here are giant centipedes, giant dragonflies, pterodactyls, and thew waggons.

HILLS: Scholars aver that these low extrusions of land properly are distinguished from mountains for being gentler and less than 1,000 feet above the Hyperborean Sea. *Hills* oft demonstrate an ecosystem similar to the surrounding terrain, and in some circumstances this environment is subsumed by other terrain types; e.g., a *forest* may grow atop low hummocks. Many *hills* are blanketed with grasses, heather, and furze, as well as a variety of colourful flowers, herbaceous plants, shrubs, and stunted coniferous trees. Others are dry, rugged, and rocky, with sparse vegetation (including *glaciated hills*, which seldom are traversed). In general, most *hills* support wildlife quite similar to *plains* (q.v.), though larger populations of hares oft are observed.

PLAINS: This environment comprises both coastal grasslands and prairies. The coastal grassland is met by the sea and so endures heavy winds and salt spray; these conditions foster and support a rich variety of grass types that several herbivore species prefer. Also an abundance of herbaceous plants and shrubs may be found. Wildfires are less common in the moister coastal grasslands, but not unusual during late summer. Many coastal grasslands transition to *forest* or *wetlands*.

Prairies are rolling grasslands (flat or with gentle hills) that tend to have higher grasses, some species of which grow taller than a man; these oft are buried in snow and ice come winter. Prairies might have shaded river valleys, within which may thrive trees and other plants. Precipitation in prairie grasslands is moderate, supporting hundreds of species of flowers, including some enormous sunflowers and daisies; vast expanses of prairie can appear painted in colours brilliant.

Plains are inhabited by all manner of insects (grasshoppers most common), spiders, amphibians, birds, mammals, and reptiles. Birds include blackbirds, grouse, hawks, meadowlarks, quail, and ravens. Commonly seen mammals include aurochs, boars, deer, wild dogs, ferrets, wild horses, hyænas, lions, woolly mammoths, mice, musk oxen, rabbits, skunks, tigers (including sabre-tooths), voles, and weasels. Some of the more feared beasts include giant ants, giant bees, giant beetles, giant ferrets, giant frogs, giant hyænas, giant lizards, pterodactyls, giant snakes, giant spiders, giant weasels, and dire wolves.

TUNDRA: This category encompasses the cold, dry, treeless lands of Hyperborea, where the ground is permanently or semi-permanently frozen. The centre of the Spiral Mountain Array and also the Plain of Leng are notable *tundra* regions. Precipitation is minimal; notwithstanding, some hardy plants emerge from spring to summer: mosses, dwarf shrubs, and wildflowers such as club moss, forget-me-not, saxifrage, and several species of poppy. Vast fields of lichens grow as well.

The *tundra* is inhabited by aurochs, polar bears, leaper camels, reindeer, elk, ermines, foxes, hares, lemmings, woolly mammoths, musk oxen, woolly rhinoceroses, ground sloths, squirrels, sabre-tooths, wolves, and wolverines. Migratory bird species such as ducks, geese, sandpipers, snowy owls, and terns are temporary inhabitants of the alpine and *tundra* regions; they oft use these biomes as breeding grounds during the summer years. Rare is the bird that permanently dwells in the Hyperborean *tundra* (though a few species of grouse are noted). At the lower alpine elevations, where glacial ice does not mantle the vales and mountainsides, stunted firs and pines grow, oft transitioning to boreal *forest* environments.

WETLANDS: Here are lands that perpetually are saturated with water, which may be fresh, salt, or brackish. In winter, they may remain frozen for as long as four years. *Wetlands* are subdivided into bogs, fens, marshes, and swamps.

Great diversity of plant life is seen in *wetlands*, including submerged (e.g., eelgrass), floating (e.g., lily pads), and emergent types (e.g., cattails, papyrus, reeds). Algæ, moss, and lichens prevail throughout all *wetlands* types. Peat (partly decomposed vegetable matter) is found in acidic bogs; this valuable resource is harvested throughout the realm and utilized as heating fuel. Carnivorous plants grow in *wetlands*; most prey on insects, but others on amphibians, birds, and even mammals.

Every animal type inhabits *wetlands*. Some of the more commonly observed include bats, beavers, black bears, deer, elk, frogs, otters, rabbits, raccoons, rats, skunks, snakes, squirrels, turtles, and weasels. Several fish and shellfish thrive in marshes, including bass, flounder, and trout, as well as clams, crayfish, and oysters.

Birds prosper here as well, feeding, nesting, and raising their young all within the confines of these habitats. Common types include ducks, geese, hawks, songbirds, and wading birds. Countless species of insects and spiders also inhabit *wetlands*. Some of the more notorious beasts here include giant bats, giant bees, giant beetles, giant centipedes, giant crabs (marsh only), crocodiles, electric eels, giant ferrets, giant frogs, giant leeches, giant lizards, pterodactyls, ground sloths, giant snakes, giant spiders, thew waggons, giant ticks, giant toads, and giant weasels.

LOTUS SPECIES OF HYPERBOREA:

Alchemists and dweomercræfters oft harvest the deadly and magical properties of several lotus species. Here the term *lotus* does not refer to a specific genus but rather any plant, the pollens and/or powdered blossoms of which effect death, madness, or other deleterious outcomes. The sun-dried blossoms of lotus plants painstakingly are powdered or mixed with other toxins to produce poisons, potions, and other substances of preternatural effect.

When chewed, raw lotus leaves (not the blossoms) oft produce mild hallucinogenic effects that are highly addictive. Some sages propose that the Hyperborean race stagnated at the same time lotus chewing became fashionable; indeed, for a time outsiders referred to the city of Khromarium as "Lotusland". Others suggest that Viking and certain non-Viking berserkers chew lotus leaves to effect a state of fearlessness, unbridled rage, and unflagging will.

Black Lotus: Savages oft presume this species of lotus to possess quasi-intelligence, because its charcoal-grey blossoms tilt and bob at the approach of warm-blooded creatures. Men of learning, however, equate this behaviour with insectivorous plant species that display similar qualities. Regardless, the black lotus thrives in the temperate rainforest of the Savage Boreal Coast, except during the years of *Coda* (Year 12, *Fox*) to *Genesis* (Year 1, *Bear*). When a man draws within five feet of the black lotus, the plant slowly will nod and turn its blossom toward his face; next it will release a burst of pollen. The hapless victim must make a *death* (poison) save or die in 1d4 rounds.

The black lotus is considered a holy plant by the half-blood Pictish shamans of the Savage Boreal Coast, and non-shamans are forbidden to handle it. Some shamans dare to harvest the plant, using techniques developed by maternal Tlingit ancestors. The blossoms are sun-dried and ground to a deadly powder, the feared (yet coveted) **dust of death** (see Vol. V, p. 474: Magical Treasure, *miscellaneous magic items*). This powder is a valuable commodity for many Pictish villages along the Savage Boreal Coast, who sell or trade it to foreigners from all about the realm.

For centuries, Ixian raiders from across the sea would take the plant by force; though the frequency of these raids has reduced significantly of late. This reprieve leads some to speculate that the dusky-skinned race of priests and necromancers at long last have cultivated the plant successfully in their secret gardens. The Ixians are reputed to have developed a variant use of the black lotus, mixing its pollen with certain gums or saps to produce the **dust of nightmares and visions** (see Vol. V, p. 474: Magical Treasure, *miscellaneous magic items*).

Black Lotus



Golden Lotus: In fertile hills and valleys grows the golden lotus, which greatly resembles the marigold. It blooms from earliest spring until the end of summer. When the blossoms are sun-dried, powdered, and then added to wine, enchantments and charms are dispelled, and madness is cured—even that produced by the smoky lotus (q.v.).

Russet Lotus: Oft confused with chrysanthemums, this species of lotus thrives in any environment where volcanic activity is notable, including geysers, hot springs, steam vents, and so forth. This species too will turn its blossom to face an approaching mammal, loosing a burst of pollen that does not kill, but produces a potent soporific effect. As a consequence, victims oft are preyed on by opportunistic predators, scavenging birds, and the like. The reddish-brown blossoms of the russet lotus unfurl from late spring to late summer, so from *Tempest* (Year 4, Hare) to *Drought* (Year 8, Eagle); its leaves (which chewed produce an hallucinogenic effect) are generally available except during *Nightfall* (Year 13, Bat), for the plant is quite hardy. Sorcerers and alchemists use the russet lotus to produce **dust of sleepiness** (see Vol. V, p. 474: Magical Treasure, *miscellaneous magic items*).

Smoky Lotus: This is a type of floating lily, with blossoms of light greyish-brown to nigh black. The smoky lotus grows in ponds near where tar pits prevail, such as Esquimaux Bay, the Lug Wasteland, and Skarag Coast; too, a profusion of the smoky lotus is said to be in the pools that dot the meadows north of Erikssgard, Vikland. Like other water lilies, the smoky lotus has large, floating green leaves, above which rises the flower stalk, typically 6–12 inches above the water's surface. The flowers bloom during daylight; thus they never are seen during *Nightfall* (Year 13, *Bat*) and scarcely during the years of *Coda* (Year 12, *Fox*) and *Genesis* (Year 1, *Bear*).

The smoky lotus presents the semblance of ambulation. Although it is rooted in the muck below the surface of the ponds, it will "walk" to a warm-blooded target (quite slowly) and then release its thick pollen spray; this cloud inspires unbridled, frothing madness in the victim. When cultivated and gathered (always a risky proposition), the collected pollen and ground petals are used by sorcerers and alchemists to produce **dust of madness** (see Vol. V, p. 474: Magical Treasure, *miscellaneous magic items*). The floating leaves of this plant also are utilized: Berserkers are introduced to raw smoky lotus leaves even before they are weaned from the teat, exciting an innate species of ferocity unmatched throughout the realm.

Violet Lotus: This form of lotus is almost indistinguishable from fireweed (willow herb), which grows in grasslands, meadows, and the periphery of wetlands. The violet lotus shares the same wand-like shape as the fireweed, but its flowers shew a deeper, almost indigo tone. A violet lotus produces about a dozen trilateral seed pods, each of which contains 300–400 feathery seeds. Ingested seed pods cause paralysis within 10–60 minutes; herbivores that graze in fireweed fields (excepting the more enormous sorts, such as mammoths and ground sloths) are likewise subject to this effect. About 100 ground and powdered pods are needed for a sorcerer or an alchemist to produce a single **dust of paralysis** dose (see Vol. V, p. 474: Magical Treasure, *miscellaneous magic items*), a process mastered by the Ixians.

White-speckled Blue Lotus: These lotuses grow on the cadavers of men and beasts. They resemble a crop of poppies, with lilac-blue blossoms dappled white. They grow in tight profusion, mantling the body in which they take root. When a lotus-covered body is approached within five feet, a cloud of blue pollen releases. At once the victim will fall to a fit of coughing and sternutation, identical to the effect produced by **dust of sneezing and choking** (see Vol. V, p. 474: Magical Treasure, *miscellaneous magic items*); death is inevitable.

White-speckled blue lotus blossoms must be gathered when the flower closes, from an hour after sunset to an hour before sunrise. (This condition of course implies certain periods when the flowers never close and are thus practically impossible to collect.) Gathered blossoms must be sun-dried and ground to produce **dust of sneezing and choking**. Rumours persist that a man killed by the white-speckled blue lotus becomes host to an alien intelligence that can animate his corpse (viz. a **zombie**) and ambulate to a new locale; this effect is not known to manifest in victims of **dust of sneezing and choking**.


Russet Lotus

MEN of HYPERBOREA

Nine "pure" races of man endure in Hyperborea; in those regions dominated by a single strain, breeding with foreign races is discouraged. Though some advocate the superiority of their race and culture, others are less discriminating. Of course the tides of war and migration effect racial admixtures; likewise, in the larger centres of commerce, such as the City-State of Khromarium and Port Zangerios, interbreeding is commonplace. Too, in some regions a hybrid race prevails (viz. Fields of Vol, Savage Boreal Coast); these peoples oft are disparaged as "half-bloods" or "half-breeds" by their respective parent races. "Common" men (including some of the most erudite sages in the realm) oft dismiss such denigrations as lacklustre and frivolous, particularly in light of post–Green Death survival.

The nine "pure" races are Amazons, Atlanteans, Esquimaux, Hyperboreans, Ixians, Kelts, Kimmerians, Picts, and Vikings. The most significant hybrid races are the Kimmeri-Kelts and half-blood Picts. Lastly is the aforementioned "common" race, the term seemingly somewhat derogatory though intended to imply an oft unquantifiable admixture of races.

Remnants of older migratory races, largely considered extinct, are believed to endure in small numbers (e.g., Angles, Saxons, Moors, Greeks, Romans, Lapps, Tlingit, Yakuts). Also, on the Isle of Mu thrives an odd, reclusive people who shun other men. Furthermore, an isolated society of Lemurians prospers on an island at the Rim of the World; in recent years they have engaged in trade with Khromarium. Other curious races thole meagre existences: an Esquimaux-Ixian slave caste in remote Xamboola and the degenerate oon ("ghost-men"), subterranean thralls to the unearthly mi-go.

ANCIENT and CONTEMPORARY LANGUAGES

Men of learning agree that six major language groups are spoken throughout Hyperborea, each with its own distinct dialects. Within each language group, speakers of the various dialects are generally understandable to one another, though simple misunderstandings can be cause for tragic consequences.

COMMON TONGUE: Most men have at least some understanding of the Common tongue, if not complete fluency. It is the most universally understood language of the realm. The Common tongue prevails in the City-State of Khromarium and Port Zangerios; consequently it is the language of commerce. The Common tongue is a bastardized language that primarily includes Hellenic, Keltic, and Old Norse elements, but also has evolved into its own quite extensive lexis.

ESQUIMAUX TONGUE: Over the centuries the Esquimaux language has split into two divergent dialects: The Coastal dialect is spoken in the region of Esquimaux Bay, and the Tundra dialect is spoken on the Plain of Leng. The former is influenced by regular contact with other seafaring peoples, whereas the latter is influenced by the absorption of the Lapp and Yakut cultures. Both forms are comprehensible to each other.

HELLENIC TONGUE: This is the root language of the ancient Greeks of Old Earth. Outside of the Common tongue, it is perhaps the most frequently spoken in Hyperborea, though the various dialects can be cause for miscommunication. Hellenic dialects include Amazon, Atlantean, Hyperborean, and Kimmerian. For one who speaks only the Common tongue, Hellenic dialects are perhaps the easiest languages to learn.

KELTIC TONGUE: Two major dialects of the Keltic tongue are spoken in Hyperborea. These include the Goidelic dialect, the roots of which are shared by Old Earth's Scottish, Irish, and Manx ancestors, and the Pictish dialect of the Picts. Enough parallels exist for both groups to comprehend each other, but misunderstandings are common. Interestingly, Pictish wise men insist that their dialect is its own separate tongue, but men of learning in Khromarium and elsewhere agree that fundamental similarities are present.

OLD NORSE TONGUE: The traditional language of Hyperborea's Viking race is Old Norse, a North Germanic language of Old Earth. Old Norse is spoken in several non-Viking settlements as a consequence of the Vikings' lengthy occupations. Although multiple dialects of Old Norse may have been spoken on Old Earth, only the one form is accepted in Hyperborea.

THRACIAN TONGUE: This ancient tongue comprises two spoken dialects: The Ixian dialect is spoken by the Ixians of Scythium; an esoteric variation

(the Kimmerian dialect) is spoken by the Kimmerians who sequester themselves in the underground city of Krimmea. Evidence suggests that the Thracian language may have been more widespread during the centuries prior to the Green Death and may have included dialects no longer extant. Presently, excepting the cultures mentioned, this language is spoken uncommonly.

RARE AND SECRET LANGUAGES: A number of unusual and occult tongues are recognized throughout the realm. Many of these remain unclassified and likely unknown by the sages of Khromarium. Some are reserved for secret societies; others may be extinct.

Berber: The nearly extinct language spoken by Moors who may endure in hidden places. Aspects of this language have been absorbed into the Esquimaux (Tundra) dialect.

Druidic: The secret tongue of druids.

Hyperborean Esoteric: The clandestine language of Hyperborean sages and sorcerers, who refuse to teach it to other men (though sages of Khromarium seek to decipher it). It is believed to contain certain vocalizations that non-Hyperboreans are unable to duplicate; naturally, the disdainful Hyperboreans attribute this inability to the underdevelopment of the "sub-human" savages.

Latin: What survives of this ancient language largely has been absorbed by the various dialects of the Hellenic tongue; otherwise it is considered an extinct language.

Muat: Heard only on the tiny island of Mu Minor, this strange language is said to comprise 814 words. It is not spoken by outsiders.

Oonat: The language of the oon, an uncanny race of subterranean thralls. No shared attributes with other languages are known.

Thieves' Cant: The secret language of the underworld (including many signs and gestures); pirates are known to have their own variation.

Uralic: The rare language spoken by the nigh-extinct race of Lapps; some Esquimaux retain knowledge of this tongue. Aspects of this language have been absorbed into the Esquimaux (Tundra) dialect.

WRITING SYSTEMS: Most written languages in Hyperborea employ alphabets comprising runes or letters that form syllables. Other writing systems are composed of pictographs (hieroglyphs); i.e., symbols that represent entire words or phrases.

- *Amazons*, *Atlanteans*, *Hyperboreans*, and *Kimmerian* plainsmen share the Old Greek alphabet, derived from the Phoenician. Too, the written form of the Common tongue utilizes this same alphabet.
- *Esquimaux*, *Kelts*, *Picts*, and *Vikings* employ separate runic alphabets for their respective native tongues. (Kelts, Picts, and Vikings do share some runes.)
- *Ixians* and the subterranean *Kimmerians* of Krimmea each employ somewhat similar pictographic (hieroglyphic) writing systems. The Hyperborean esoteric language also is said to employ pictographs.

Other Writing Systems: Note that druids use the same runic alphabet as the Kelts; Thieves' Cant has no uniform written form. The oon are held to employ a form of writing not unlike cuneiform, a complex series of wedge-shaped characters, though also using uncanny geometric shapes; whether or not the Muat possess a writing system is unknown. Of course any number of lost and ancient writing systems may exist. Lastly, the written forms of sorcery employed by magicians, clerics, and the like are clandestine, mysterious, and extremely abstruse; essentially these writings are unintelligible to the uninitiated, and even the initiated must tax themselves to decipher such scripts.

CIVILIZED and BARBARIC POPULATIONS EXAMINED

In most regions, human populations are centred in the village, town, or city, although notable exceptions apply. Nomadism is a strong component of the more traditional Kimmerians and likewise the Kimmeri-Kelts. When Esquimaux society was more prevalent, its constituents embraced a lifestyle of semi-permanent habitation based on seasons and the tendencies of prey. Now, as the Esquimaux have been reduced to smaller numbers, they largely embrace a sedentary lifestyle. Hence, it can be assumed that, with few exceptions, the settlement is the standard model for communal survival.

SETTLEMENT POPULATIONS: Sages acknowledge that the surveys of the ancients do not accord with present-day examinations; indeed, pre–Green Death surveys would not qualify a settlement of fewer than 10,000 individuals as a city.

- *Village:* 100–500 persons
- *Town:* 500–2,000 persons
- *City:* 2,000+ persons

VILLAGES AND TOWNS: Most villages and towns are located on seashores, waterways, or roads. As Hyperborea suffers rapid decay, many old roads have fallen to disuse, causing some towns and villages to lose regular contact with the larger centres of population; in sooth, they must become self-reliant, or they too will pass. Many towns and villages are walled, for Hyperborea is rife with predatory beasts and monsters. Rare is the non-walled community that survives; of course, small island villages are notable exceptions.

CITIES: Cities are where the bulk of humanity takes shelter from the horrors without. Since the nigh extinction of humanity by the Green Death, far fewer cities remain than once did, and of course the political and racial landscapes also have changed. Many present-day cities are not occupied fully, as humanity has failed to recuperate properly from the great plague.

Most cities are heavily fortified and on the whole dominated by a single race; exceptions to this norm include the City-State of Khromarium and Port Zangerios, where racial admixtures prevail. Furthermore, two cities are occupied by malign humanoids: Ape-men rule the ancient Hyperborean City-State of Kor, and orcs, an abominable race of dæmon-blooded Picts, rule Orcust. Of course some cities no longer are accounted for, completely devastated by the plague and thus fallen to ruin.

FORTIFICATIONS: Fortified manors, fortresses, and castles protect the nobles and sovereigns from hostile incursions. In some cases an entire settlement is a fortification intended to protect the lord and his populace from not just enemies, but the horrors without. When independent lords construct fortresses in the hoary wilderness, each generally is regarded as his own village or town, depending on the population supported; oft these strongholds remain unmarked on maps.

POPULATION COMMUNICATIONS: As previously noted, most Hyperborean roads have fallen to disuse, scarcely utilized since the Green Death. Land communications are not as they were, but the means remain much the same: Horses and camels are the primary means of conveyance, though dog sleds, leaper camels, thew waggons, and woolly mammoths are noted alternatives. In recent years the enthralment of the bird-men has effected aerial communications; too, rumours persist of sky boats streaking through the air from time to time. Still, the major mode of travel and communication remains nautical, with vessels of all sizes and makes plying the seas and waterways of Hyperborea.

POLITICAL and GEOGRAPHICAL DIVISIONS

Here follow the diplomatic and topographic demarcations of Hyperborea as constituted in the Common Æra 576. Though delineations may not be precise, they have been correlated and delimited painstakingly by some of the finest cartographers of Khromarium. Of course, the barbaric regions are prone to radical shifts in boundaries and place names, largely owing to internal blood feuds and general savagery.

ALUS MERCURY [AH-loos MERK-yer-ee]: This small, mountainous island is dominated by an extinct volcano for which the island is named. Presently Alus Mercury is renowned best for its profusion of yellow, white, and purple poppies, which thrive from mid-*Renaissance* to mid-*Twilight*. In days of yore, when Hyperborea was still a mystical continent beyond the North Wind of Old Earth (and contemporary with Atlantis, Lemuria, and Mu), here lay a fabulous city of marble and stone where throve the ancient Hyperborean race.

It is told that the sorcerer-king of Alus Mercury oversaw construction of a grand temple to Hermes, despite the admonitions of other Hyperborean kings who had abandoned such faith in favour of the sloth-toad god, Xathoqqua. Legends say that when the temple was completed and the first service held, the volcano erupted, killing every Hyperborean man, woman, and child who there dwelt. Men of learning say this disaster was amongst the first portents presaged by the sibyls of Hyperborea, who warned of the advent of the Ashen Worm. The ruins of the old city are said to be buried under the basalt, a subterranean maze of untold mysteries.

ANLATES [an-LAH-tees] ISLES: These small, lush islands are home to hundreds of renegade Amazons (and, as some purport, Ixians), wholly submitted to savagery. Naked they live as beasts do, roaming the wild, wroth and terrible to behold. The bestial howling of these madmen can be heard from the decks of ships miles offshore. Sages of Fazzuum have suggested the people of the Anlates Isles to be infected with a contagious species of madness, or perhaps a rare form of lycanthropy.

ATLANTICA [at-LAN-tih-kuh]: This trio of islands lies at the edge of the realm and is perhaps the last place in Hyperborea where Atlanteans congregate. A dying race, most Atlanteans have moved on to other locales, such as the City-State of Khromarium and Port Zangerios, heedless of their sexual incompatibility with other races. The wizardry of their ancients, the sorceries and sciences, are all but lost to the Atlanteans of Atlantica, and the people live as humble fisherfolk and whalers. Furthermore, Atlanteans of Atlantica present the most advanced (or regressed, by some points of view) aquatic traits: neck gills, webbed digits, and clammy skin. Atlantica is reputed to be rich in iron ore deposits and dense magnetic stones of grey-black colour.

BLACK FOREST INLET: This estuary is met by an ancient coniferous forest that is remarkable for its 300-foot spruces. Mythic beasts are reputed to dwell within the confines of this primæval woodland: chimæras, cockatrices, griffins, harpies, hippogriffs, lamiæ, nagas, owl bears, stirges, giant weasels, and wyverns. Too, apes, bears, elk, mammoths, sloths, tigers, and other animals inhabit the region.

Tales speak of wild cannibals who roam the Black Forest, living naked as beasts do; sages posit their behaviour to be consistent with certain lotus chewers, for their madness is punctuated by bouts of extreme melancholia. The inlet itself is treacherous to penetrate, as it is significantly glaciated, icebergs breaking off with regularity. In olden times the Viking King Omo conquered this region; some men of learning suggest the madmen of the Black Forest to be descendants of his people.

THE BLACK WASTE: Betwixt the Barrier Mountains and the Leng Plateau lies the Black Waste. This blasted heath of ash and soot is riddled with craters, within which stand oblong star stones said to be the menhirs of a cyclopean race of otherworldly supermen. Presently the windswept Black Waste is no home to men, though certain half-blood Pictish tribes exile criminals to this merciless desert; even the hardiest Kimmerian scarcely can survive such a death sentence. Half-blood Pictish wise men say the Black Waste is home to lost spirits and banshees, for when night settles, a cacophony of howling voices sound; too, liches of indistinct purpose are said to wander the ashen desert of the Black Waste. Where the Black Waste meets the Plain of Leng, the ice is grey-black; here dwell fearsome arctic monsters.

BRIGAND'S BAY: This inlet is lined with the petty holdings of thieves, outlaws, and other villainous men. These holdings emerged at the end of the Dark Age. Each is its own fortress of some 500–1,000 individuals. Each is walled, is mounted with siege engines, and boasts two or more warships. The rulers fancy themselves dukes or kinglets, but the ruling elite of Khromarium scoff at such conceits.

Territorial disputes are bloody and frequent. History shews that single dukes have managed to assume authority of two or even three holdings; such dominions scarcely endure, and never have all the holdings of Brigand's Bay been united under one banner. Unscrupulous men both of Khromarium and of Port Zangerios maintain business connexions with Brigand's Bay; they traffic in all manner of stolen goods, illegal commodities, slaves, and so on. Racial diversity is the norm in Brigand's Bay; hence, racial admixtures are quite common, with strains of Kelt, Viking, Pict, Kimmerian, and Esquimaux evidenced.

BROKEN COAST: This region is noted for its deep fjords, carved by glaciers spawned by the Ashen Worm. Here the glaciers appear to rise from the sea like the walls of an otherworldly castle. Largely barren of human occupation, this coast is hazardous to navigate; icebergs break off with great tumult, and shoals lie under the water's surface. During the winter years, ice sheets extend into the sea, a cause for further navigational concern.

CAPE CALENCIA [kuh-LEN-see-uh]: This forested, high-bluffed horn consists of a predominantly coniferous forest that includes impressive redwoods and several stream-cut gorges. The remnants of Hyperborean settlements can be found about the cape. These ruins are from immemorial times long before the advent of the Ashen Worm, the rise of the orthodoxy of Xathoqqua, and the arrival of the barbaric races. Most such ruins have been reclaimed by the forest.

Calencia: This village of about 500 persons is built on 40-foot stilts from which the inhabitants remain ever vigilant to the threat of ape-men. It is peopled by mixed-blooded Picts no longer associated with either the tribes of the Savage Boreal Coast or the pure-blooded Picts of New Pictland. The people of Calencia are expert weavers and rope makers. Although their customs (particularly their eating habits) are rather eccentric, they generally are regarded as an hospitable folk, though their religion is black: They pay obeisance to Khalk-Xu (Kraken), "The Dimensional Dweller". His octopodous effigies are found all about the village, from stone idols, to drinking mugs, to war canoe prows, to the totem poles that hem in the cove.

CRAB ARCHIPELAGO: This chain of islands is populated by crab-kin, men who idolize and are vassals to the subaqueous, otherworldly species known as the crab-men. Crab-kin behave guardedly in the presence of other men. In general they are disgusted by the ignorance of men who refuse to acknowledge and submit to the supremacy of their alien overlords.

Crab-kin aspire to emulate their otherworldly masters. With pigments they dye their skin red or blue (typical crab-man colours), and they gird themselves in all manner of eccentric embellishments so as to appear more crustaceous. Figures of authority (the foremost of seven crab-kin ranks) are empowered to wear the moulted shells of adolescent crab-men. Such figures also are granted the right to journey to the subaqueous cities of the crab-men for further enlightenment.

Various towns and villages dot the archipelago. At the base of the chain, these villages are composed of Pictish crab-kin; those at the end of the chain comprise Esquimaux crab-kin. Of course, each race believes itself superior. Regardless, the towns and villages of the Crab Archipelago mine copper, iron, and gems and engage in other menial labour that serves the requirements of their alien overlords. Crab-men might be found amongst the villages, typically to oversee the progress of their human subjects.

Kren-Fak [kren-FAK]: The Esquimaux crab-kin of this village dye their skin red, to resemble their crab-men masters. They also adorn themselves in chitinous titivations. When not raiding Pictish crab-kin villages toward the base of the Crab Archipelago, the locals fish, whale, and oversee slaves in copper mines on the nearby islands. The villagers view travellers suspiciously, but they will tolerate visitors so long as the strangers bring goods to trade, tributes for the crab-men, or important news.

DAGON [DA-gahn] BAY: Few villages dot this harbour. The men who dwell here are of dubious ancestry: Some sages suggest hints of Lapp or Yakut blood, whereas others argue that the inhabitants of this region present traits wholly inconsistent with any race of man. Regardless, the customs of the people of Dagon Bay are strange. Many folk exhibit physical deformities unspeakably repulsive; a similar phenomenon is manifest at Port Greely, many leagues distant.

Dagon Bay is bountiful with fish and shellfish; however, the waters are known to house fearsome sea monsters (enormous hydræ, octopuses, and squids). Poets and madmen insist that the subaqueous cities of the fish-men ("deep ones") lie below the waters of this bay, but no concrete proof is shewn. Furthermore, some even suggest that sleeping Kthulhu lurks in those impossible deeps, ever dreaming in lost R'lyeh.

DEATH VALLEY: Sages posit that this cold, dark rent in the realm is bottomless and that it in fact opens to the illimitable Black Gulf. Ecclesiastics suggest it is an adit to netherworldly Underborea, where dwell fire giants, salamanders, and dæmons—and perhaps the great Dæmon Lord, Thaumagorga. On occasion, otherworldly agents emerge from the depths of this place; in other instances they appear to be coughed up or rejected. Thus Death Valley and its surrounding terrain rightly are feared. Tales persist of adventurers who have sojourned into Death Valley. Most never return, and others are afflicted with a strange species of madness, but a scant few emerge with untold riches.

DIAMOND DESERT: This coastal desert region boasts the highest-swelling sand dunes in all of Hyperborea, some rising as high as 1,000 feet. The desert teems with horrifying beasts, such as the giant scorpion, the sting of which is amongst the deadliest in the entire realm. Here purple worms congregate; in fact, sages posit that this desert serves as the mating ground for these massive creatures.

Diamond Desert is named aptly, for it contains the richest diamond deposits in the realm. Nonetheless, mining operations almost always come to unfortunate ends (particularly when greed overcomes good sense). Every attempt at establishing a permanent settlement in Diamond Desert has failed, owing to the blasting sand and aggressive monsters.

The region also is believed to be haunted by spirits of the damned, for its coastline is a graveyard of shipwrecks recent and archaic alike. Some ancient hulks even are reputed to exist in the desert depths. These latter lead some sages to believe that much of this desert was once part of the Hyperborean Sea, or perhaps an inland lake that evaporated.

ESQUIMAUX [ES-kih-moh] BAY: This coastal region is inhabited by the Esquimaux, amongst the first to arrive in the realm after the great ice mantle spawned by the Ashen Worm began to thaw. At Esquimaux Bay they fish, dig clams, and embark on grand whaling expeditions; too, they venture inland to hunt deer, elk, and mammoth. Esquimaux engage in vigorous trade with other cultures, selling fish, whale oil, furs, and their distinctive sculptures of yellow ivory. In recent years, men of the Zangerios Islands have hired Esquimaux carvers to fashion elaborate masks.

Ostensibly, the Esquimaux of Hyperborea present as a quaint, hardworking people, but in sooth they reserve a dark secret: They are the descendants of certain Kthulhu cultists of Old Earth's Greenland. Still they abide their old ways, performing unspeakable rites, cavorting about massive pyres, and offering bloody sacrifices to their dreaming deity. Some Esquimaux of this region also supplicate Xathoqqua.

THE EYRIES: This wind-blasted island group is laired by a plethora of legendary beasts: chimæras, gorgons, griffins, harpies, hippogriffs, manticores, minotaurs, pegasuses, stirges, and wyverns. Only the brave or foolish would dare set foot on the shores of these islands. Notwithstanding, tales speak of a weathered old hermit who dwells here. Those who make his acquaintance soon


The Mariner
MULLEN

are beguiled by his rime and verse concerning a mariner of Old Earth whose vessel crossed the North Wind into lost Hyperborea.

A most beneficent creature (an archæopteryx) shewed the way to safe return. Whilst the crew rightly praised the creature, the mariner responded most untowardly: He shot it with his crossbow. Still went the mariner's ship on a red-painted sea. When his crew began to succumb to hunger and thirst, they forced the mariner to bear the dead reptilian bird on a chain from his neck. Then the mariner was cursed to watch his crew die, one after one, under Hyperborea's star-dogged moons.

FIELDS OF VOL [VOHL]: These grassy plains teem with wildlife, including aurochs, boar, deer, and wild horses; too, monsters of terrible sort are here. It is not unusual for a herd of woolly mammoths to traipse across the region, and in the boggier locations, thew waggons also are observed. The Fields of Vol are roamed by tribes of Kimmeri-Kelts, half-blood barbarian nomads. These tribes, which can number from 250 to 1,000 individuals, are known to engage in generations-long blood feuds. This internecine warfare is fortunate for civilized men, for should these savages ever come together, they could pose a significant threat to Khromarium and its holdings.

The Lug Wasteland forms a natural barrier against the Fields of Vol, as travel through the bogs is treacherous (particularly in the spring and summer years). Discord with the full-blooded Kimmerian tribes to the north sufficiently constrains the half-bloods from rising against civilization. Likewise, the ape-men beyond the River Vol pose a constant threat to these barbarians. Regardless, Kimmeri-Keltic prophecies speak of a savage fighting man who one day will unite the tribes under a single banner. For these reasons and more, borderland patrols north of Swampgate must remain ever vigilant.

City-State of Kor [KAWR]: This ancient city is located beyond the River Vol, at the shore of Trog Inlet. It originally was inhabited by the Hyperboreans, who abandoned it in days of yore when the Ashen Worm mantled the realm in ice. Kor remained a dead, haunted city for countless centuries, even during the more prosperous age preceding the Green Death. At some indistinct point during the Dark Age, as mankind struggled to emerge from the plague, savage ape-men wandered into the ghost city. With workmanlike purpose they rebuilt and repaired, exercising skills and technologies deemed beyond their ken.

Presently some 5,000 ape-men dwell within the limits of Kor, and it is believed they retain nearly half that number in human slaves. The ape-men are believed to answer to a mysterious overlord sequestered below the city; though speculation varies, most sages aver that the overlord is not an ape-man. Regardless, Kor is not friendly with any human kingdoms, except perhaps Scythium, as trade ships from Fazzuum have been espied leaving its port.

FLOATING ISLAND OF PARADOXON

[pa-ruh-DAHK-sahn]: This large island floats in the Black Gulf just beyond the Rim of the World and is visible from Thaumagorga's Teeth. It shares the uncanny physical geography of Hyperborea: a flat plane, the topside supporting breathable air, with lush, boreal rainforests and grasslands of curious colour. The periphery of the Floating Island of Paradoxon is met by the Black Gulf, which is essentially airless. Notwithstanding, as the North Wind lashes betwixt the island and Hyperborea proper, streams of breathable air form to open temporary connexions.

Long was the Floating Island of Paradoxon the dominion of Amazons. Here their sorcerer-scientists built sky ships, laser weapons, and other technologies largely considered Atlantean innovation. How came the Amazons into possession of such intelligence is a matter of conjecture. Regardless, the Green Death was ruinous to Paradoxon; its entire population was eliminated by the plague. Some suggest the Amazons of the Floating Island judged themselves untouchable and as a consequence paid the ultimate price.

Centuries later, during the latter part of the Dark Age, a barbaric faction of Amazons laid claim to Paradoxon and soon declared themselves an autonomous state. Eventually they unearthed surviving texts, and over time they knew enlightenment. At length they adopted the ways of Old Paradoxon, rejecting barbarism and reaccepting Law as their canon. The Floating Island of Paradoxon at present is resourceful and fully self-sufficient; its timbering, mining, and crop harvesting are successful. No doubt this culture is amongst the more isolated of the realm, but it does engage in trade, for its unique spices, herbs, nuts, and silks are coveted in Khromarium and elsewhere.

City in the Clouds: On a flat-topped mountain in the centre of Paradoxon lies the City in the Clouds, a metropolis of marble and glass. Here flourishes a matriarchal society, ruled by an iron-fisted monarch who refuses to bow to the Queen of New Amazonia. The City in the Clouds once housed more than 30,000 Amazons; now some 4,000 dwell within its limits. The wilderness below the City teems with savage beasts and loathsome monsters, some of which arrive via the Black Gulf from elder worlds and exterior dimensions.

Recent rumours speak of sky ships restored in the City in the Clouds. Sages of Khromarium reckon this development (if true) to be the product of otherworldly support. In the Queen's castle also is said to be a mystical looking glass. This curio allows her to observe all of Hyperborea, its two moons, Saturn, and countless other marvels housed within the vault of the heavens.


MULLEN

GAL HILLS: These fertile mounds and grasslands bloom with heather, sedge, and poppies. Many Keltic towns and villages are spread about the Gal Hills, though none number more than 1,800 inhabitants. Each settlement has its own blood king (chieftain), some of whom claim (through dubious lineages) to be the rightful over-king. The druids are the spiritual leaders of the Gal Hills Kelts, but to many outsiders their religion is held in low esteem. Menhirs, henges, and ancient barrows are spaced throughout the Gal Hills and regarded with uniform reverence, clan conflicts notwithstanding.

The people of the Gal Hills raise sheep for food and wool. They manufacture and export a large amount of clothing to other towns and cities, such as Khromarium. This industry goes through the Keltic city of Gal, though the roads to Gal can be treacherous: The more successful their clothing industry, the more sheep they raise. The more sheep they raise, the more predators are lured, including all manner of lion, tiger, bear, and wolf; too, giant wolf spiders thoroughly are reviled.

Bogrest [BAHG-rest]: This small village lies on the north bank of the slow-moving River Maedbh. It was founded some two centuries ago to extract iron ore from the surrounding bogs. The people of Bogrest smelt the ore, forge it into bars, and trade the iron to the Keltic clans who live along the river and beyond.

Dunwich [DUHN-wihch]: This small frontier village is perhaps the remotest settlement of the Gal Hills. The Kelts of Dunwich are an industrious people. In the foothills of the Spiral Mountain Array, they herd sheep, hunt musk oxen, and mine for precious metals and gems.

Gal: This is amongst the smaller cities of the realm, with a population of some 5,000 individuals (mostly Kelts). Gal arose in the aftermath of the Green Death and its ensuing Dark Age. The city holds no true authority over the many villages of the Gal Hills (i.e., Gal City is not the capital of the Gal Hills), but it does tax those who funnel business through the city. Indeed, the city's prosperity is predicated almost entirely on its cloth and fur exports; too, candles, glue, and soap are manufactured in the city.

The Kelts of Gal City accept outsiders as permanent or semi-permanent denizens; excepting rulership, they are afforded nearly all the same opportunities and privileges as any Kelt. The city is walled and well equipped with siege weapons. In times past Viking raiders invaded, burned, and eventually conquered Gal—but in a stunning turnaround, the Keltic hillmen united and took back the city. After dozens of subsequent Viking–Kelt conflicts, the Kelts of Gal City and the Vikings of Vikland presently observe a truce.

GIBBERING FIELDS: These grasslands are renowned for their poppy and lotus fields, steam vents, and violent geysers. The Gibbering Fields are grazed by aurochs and woolly mammoth herds; these herbivores attract fearsome beasts, including giant hyænas, sabre-tooths, and dire wolves. Too, hyæna-man tribes roam these grasslands; their hysterical, gibbering laughter is cause for fear and madness. The Gibbering Fields reputedly are haunted by malevolent spirits, and from the boggy meadows rise weird, iridescent, vampiric clouds. Old standing stones, crumbling foundations, and dried wells have been found in the grasslands, the ruins of a better age before the Green Death devastated the realm.

ISLANDS OF THE APE-MEN: Most ape-man tribes populating these isles exhibit the ability to create stone tools, including spears, arrowheads, and other implements. They also appropriate weapons of iron and steel, but the science behind their founding, the riddle of steel, remains a mystery analogous to sorcery in their savage minds. Individual tribes number as many as 200 ape-men and usually include a shaman, from whom they glean the wisdom of Xathoqqua or Yug.

The ape-men of these islands are notoriously hostile to men and to one another. Terrible blood feuds erupt, provoked by circumstances scarcely understood by men. In their tribes, a dominant male almost always enjoys all mating privileges. Note that during the winter years (mid-*Twilight* to mid-*Renaissance*), a land bridge of ice may form betwixt the main continent and these islands. At such times the ape-men will venture as far as the Kimmerian Steppe and the Fields of Vol, raiding and pillaging as is their wont.

ISLE OF GHUL [GEUL]: This cursed, desert island is the domain of an heretical necromancer, who purportedly commands a horde of undead minions. The isle is surrounded by reefs and shews high cliffs from which rise granite towers. A spire of basalt ascends from the island's centre, said to be dwelling place of the dread necromancer. Doomed are vessels that maroon on the Isle of Ghul.

ISLES OF THUR [THER]: These volcanic islands are inhabited by Vikings whose ancestors were exiled from Vikland for their refusal to submit to Ullr and Ymir. The Vikings of Thur live a harsh existence, shunned by kinsmen and gods alike. Worse still, the isles' volcanoes are active, and at least once in their history, nearly all the exiles were wiped out; too, the Green Death did not treat them kindly.

Still, 500 or more Vikings persevere here, fiercely independent, despite Vikland's decree that they may build ships no larger than a *færing*. Essentially this constraint precludes the inhabitants of Thur from

crossing that hazardous stretch of the Hyperborean Sea known as River Okeanos. *Thurssonns* (as they oft refer to themselves) view this stricture as intolerably unjust, citing the threat posed by the nearness of Minotaurios.

IX [IHKS]: At the Rim of the World lies the fabled isle of IX, where the most precocious Ixian sorcerers observe forbidden rites and practice unspeakable atrocities. Here the walking dead are said to outnumber the living, witches hold terrifying covens, and the ruling necromancers are infected with a species of incalculable madness. IX is cradled by the Black Gulf, for the Rim of the World is fractured around this wicked isle, and a cold, dreadful wind blows perpetually across the island's summit.

Ominously the island rises from the sea, 200-foot cliffs of black gneiss atop which grows sparse and wan vegetation. Squat stone towers and bastions are carved in the mountainous cliff sides, and manors carved of the same black stone stand atop the isle. The island is surrounded by wind-blasted black shoals on which many a ship has been wrecked. The fate that befalls the passengers and crew of such vessels is unfathomable to the sane.

KIMMERIAN [kih-MEE-ree-uhn] STEPPE: This cold, grassy region is roamed by large herds of aurochs, camel, and wild horse. Musk oxen, woolly mammoths, and woolly rhinoceroses are plentiful too, and the Kimmerian Steppe presents a strong resource for ivory and furs. A dozen nomadic tribes of Kimmerians range this steppe, each with its own hereditary chieftain. These horsemen are esteemed as the finest cataphracts in the realm, their thunderous onset nigh unstoppable.

Prior to the Green Death, Kimmerians controlled the Fields of Vol, but that region is now dominion of the Kimmeri-Kelts, a hybrid race whom true Kimmerians view with disdain. As a consequence, the borderlands betwixt the Kimmerian Steppe and the Fields of Vol are hotly contested, the wars bloody and easily provoked. Furthermore, Kimmerians cling to generations-old blood feuds, and oft they will war with one another as well.

Most tribes of the Kimmerian Steppe number from 500 to 1,000 individuals. Three of the largest tribes have semi-permanent villages in the arm of the Spiral Mountain Array that divides the Kimmerian Steppe. The barbarians, despite their lack of formal education,



Stranded on IX

comport themselves well when dealing with outsiders. Kimmerian saddlers and armourers are the most highly regarded throughout the realm; a suit of gold-chased Kimmerian plate mail, for instance, can fetch thousands of gold pieces.

Krimmea [krih-MEE-uh]: This vast underground city is ruled by Kimmerians who closed off all relations with other men—including their steppe nomad kinsmen—when the Green Death ravaged the realm. In the last century, these catacomb people have emerged to engage their cousins of old, trading rare ores and edible fungi. During the intervening age, they evolved in ways their surface-dwelling kin neither understand nor appreciate. Notwithstanding, these strange, brooding people are less savage than their surface-dwelling kin.

The men of Krimmea do not admit outsiders into their underground city. Their numbers are unknown, for none can fathom how acutely they were impacted by the Green Death. Some suggest the catacomb dwellers to be in league with creatures of otherworldly or netherworldly origin.

Mount Forp [FAWRP]: Kimmerian oral legends speak of an age when their race, driven by their enemies of old, the Scythians, entered a foggy vale within the Caucasus Mountains of Old Earth. Their traditions say the fog took sentience, becoming a glowing, sparkling entity. Within the confines of those eldritch mists sounded a terrible piping that effected potent vertigo, to which they each and all succumbed. When at length the Kimmerians stirred, they found themselves in lost Hyperborea, at the summit of this impossible, snow-capped peak of glittering black gneiss. Witches, poets, and madmen suggest that Mount Forp remains an umbilical cord to other worlds and times, but only when the stars are right.

KITASION [kih-TA-see-ohn] ARCHIPELAGO: Few villages dot this vast island chain, for it is home to terrible monsters of legendry, including harpies and manticores (and, in the deeps of seaside caves, basilisks and gorgons). Passing betwixt the islands is a risky proposition for any vessel; to wit, the most feared threat is the cyclopes, savage, one-eyed giants. Notwithstanding, some hardy folk eke out a meagre existence here.

LARCHMERE YYS [LAHRCH-meer EIS]: Four and two-score years ago, this frontier valley region betwixt the Spiral Mountain Array and Dagon Bay was settled by a sect of Apollonian pilgrims. Fleeing cultural and religious persecution in the City-State of Khromarium, they built their village along the River Yys and fenced it with massive larch timbers. The people of Larchmere Yys Village (pop. 300) are successful crop farmers and righteously religious, unwavering in their conviction that theirs is the true Hyperborean faith.

In recent years these folk have engaged in trade with the residents of a small, reindeer-herding village of Esquimaux discovered upriver, whom they hope to convert to Apollo. Conversely, the Apollonians have avoided the uncanny men who inhabit the fishing villages of Dagon Bay, for the latter are of an unsettling breed with dubious religious practices. Tensions with these Dagonites have escalated of late, a consequence of missing persons and other suspicious affairs.

THE LEMURIAN [lehm-YER-ee-uhn] REMNANT: The Lemurian Remnant consists of a large island surrounded by a number of smaller keys, which sit at the very edge of the world. The archipelago exists within a spatial anomaly: The Remnant seems to encompass an hexagonal space no more than 24 miles across. However, once ships pass through the surrounding tempests to enter Lemurian waters, they find themselves in a tropical island region 180 miles wide.

The Lemurian Remnant is said to be populated with flora and fauna unlike anywhere else in the realm. Of the cities, towns, and other sites of relative importance, little is known; in sooth, even the finest seafarers of Hyperborea prefer to avoid the region. Notwithstanding, Lemurian traders have visited Khromarium, bringing their valuable jade, emeralds, pearls, rare silks, and fruit wine.

Somewhat similar to the men of Mu, Lemurians are a small people, averaging just over five feet in height with lean bodies and long arms. Their skin ranges from a light tan to a jaundiced complexion, and their hair is straight and dark. The eyes of Lemurians are slanted and likewise dark. Men oft wear long moustaches, goatees, or beards, notoriously thin and wispy. They are assayed to worship many deities unknown to the rest of Hyperborea, but years of trade reputedly have introduced the ubiquitous Xathoqquan orthodoxy.

LENG PLATEAU: This vast, hostile, desert plateau is considered uninhabitable. Reputedly it is frequented by the enigmatic men of Leng, whose leaper camel sojourns to the region are ill understood. On the highest windswept tables, they blow their haunting pipes, singing the terrible "Song of Azathoth".

Some of Hyperborea's largest herbivores (musk oxen and woolly rhinoceroses) inhabit the Leng Plateau. They attract fearsome predators, including all manner of bear, tiger, and wolf. Men scarcely visit the Leng Plateau, though Esquimaux tribes chase game here; oft they will halt at the foot of the plateau region, fearful of its otherworldly inhabitants.

LIZARD COAST: These coastal marshlands are inhabited by reptilian humanoids known as lizard-men; how they refer to themselves in their own sibilant

tongue cannot be vocalized by men. These creatures are intelligent, though not particularly advanced. They are presumed not to have solved the riddle of steel, yet nearly every tribe protects its semi-aquatic lair with modern weaponry. Too, many lizard-men of this region ride giant draco lizards, which they fit with saddles.

Lizard Coast is inhabited by many species of aquatic and semi-aquatic monsters, especially giant snakes and the oft-sought thew waggons. Massive species of giant elk dwell here, too. Lizard Coast is notorious for several deadly forms of lotus, which men seek for various diabolical schemes. Other reports mention deadly plants and trees perhaps tainted by Evil, as well as restless spirits and like horrors.

Expeditions into Lizard Coast are no doubt perilous, for although lizard-men typically avoid men, they can become violent upon intrusion. Whether the lizard-men make war on one another is unconfirmed. They generally are understood to engage in ancestor worship and venerate Xathoqqua, whose ancient shrines are scattered about the coast.

LUG WASTELAND: This vast stretch of boggy peatland and coastal marsh is a breeding ground for lumbering beasts, enormous insects, and gargantuan monsters. Notwithstanding, doughty men harvest peat, hunt big game, and prospect for resources here. In winter, from mid-*Twilight* (Year 11, *Mammoth*) to mid-*Renaissance* (Year 2, *Fish*), this entire region freezes solid. The spring years are remarkable for fire beetles (oft called *jigs*) that cavort about the bogs. Scores upon scores emit their fulvous phosphorescence, as the standing males "jig" on their hind legs in most ostentatious displays.

Perhaps the most treacherous region of the Lug Wasteland is its expanse of bubbling tar pits, where dwell formless abominations that feed on the flesh of men. Abandoned shrines of Xathoqqua lie here, tangled, overgrown, and haunted by all accounts. Also in the tar pit regions are some hot springs; certain druids and shamans claim these pools possess supernaturally restorative and rejuvenescent properties.

City-State of Khromarium [kroh-MAH-ree-uhm]: Once regarded as the jewel of the Kingdom of Hyperborea, the City-State of Khromarium demonstrates a history that predates the rise of mankind. Little doubt exists that this is the oldest city in the realm. Indeed, men of learning posit that Khromarium's spiral towers of black gneiss were not carved by human hands. Neither were they intended to accommodate bipedalism, but rather something altogether inhuman.

Regardless, for untold millennia Khromarium served as the capital city of Hyperborea. Here reigned the Hyperboreans, a race of man that ascended to sorcerous, scientific, and cultural heights theretofore unseen. As the Hyperboreans rose to prominence, they drove back the former rulers of the continent, the savage vhuurmis.

Whilst Hyperborea was still just beyond the North Wind of Old Earth, deities such as Apollo and Artemis frequented this paradisal land of endless summer. The Hyperborean kingdom was vast and powerful, and from coevals Atlantis, Lemuria, and Mu it accepted tributes. In that bygone age, Khromarium was regarded as the premier cosmopolitan city of the world.

The Hyperboreans delved in mysteries, arts, and sciences scarcely essayed by lesser men. They unearthed Yothic manuscripts and learnt of the terrifying lost races that had descended from the stars in primordial times. Eventually they came to glorify the Old One known as Xathoqqua, who taught the most erudite Hyperborean sorcerers the eldritch secrets of Saturn.

In time the sibyls of Hyperborea presaged the advent of the Ashen Worm. After all the portents of its arrival were met, the Hyperboreans fled to their fastnesses beneath the Spiral Mountain Array. Khromarium was abandoned, a ghost city soon mantled in ice hundreds of feet thick. Millennia later the ice thawed, and the Hyperboreans emerged to reclaim the jewel of their erstwhile empire.

They learnt that their realm had lost its connexion to Old Earth and that it was crawling with the savage races of man. Regardless, they reclaimed the ancient city and once again basked in their physical and intellectual supremacy. They took the lesser races of men for slaves, arena gladiators, and test subjects of scientific and sorcerous experiments.

Over time, the Hyperboreans took to chewing lotus leaves and yielded to unspeakable perversities. Too, they even experimented in druidism, as they esteemed the heathenism of the barbaric Kelts strangely attractive. The Hyperboreans had become a lax and decadent people, consumed by their own devices. As the Hyperboreans of Khromarium lolled in stagnation, the barbarians without progressed.

Then came the Green Death. The Hyperboreans had ignored the prognostications of their last remaining sibyls; hence, few families escaped the city before the great plague took its toll. Khromarium was left a lifeless husk.

Centuries later, during the Dark Age that followed the Green Death, barbarians claimed the lifeless city. The barbarians multiplied, fortified, and grew in power; they were the antecedents of the more civilized men of today, the likes of whom chronicle this very gazetteer. When the last of the Hyperborean race emerged yet again, they were powerless to reclaim authority, a cultural curiosity in the city whence they once ruled an empire.

Presently Khromarium is a dismal, seedy place, choked by the smoke of its factories. Some 30,000 or more individuals reside in the city. As poverty and homelessness are alarmingly high, reckoning an accurate census is difficult; estimates of 10,000 itinerants and vagrants are not deemed hyperbole by the wise.

Regardless, the bulk of Khromarium's populace dwells at the south side of the city, close to the harbour. Twisting towers of black gneiss dominate the north side of Khromarium. This district is called the "Old City"; here large groups live on the streets in tents and ramshackle dwellings, afraid to enter the towers (which commonly are held to be haunted).

Khromarium is ruled by an oligarchy of men comprising the city's most powerful knights, nobles, and guild masters. At present (576 CÆ) Gill Sampatose, Master of the Mariner's Guild, serves as Lord Mayor. Khromarium's populace is largely Neutral, though many lean toward Chaos. Although the city is not without the influence of Law, justice seldom is served with any semblance of equality; i.e., the accused had best have the proper connexions, or potentially suffer abuse, shame, or death.

Khromarium has the largest harbour in the realm, the greatest population of any city, and the broadest representation of racial diversity. It is perhaps the only city in the realm where all the races of man might be met, though this heterogeneity does not diminish the enmity some races reserve for one another; e.g., it is not unusual for a Kimmerian to bury his axe in the skull of a hated Ixian, should the two meet in a back alley.



Khromarium

The Xathoqquan orthodoxy dominates the city, though other cults and mystery societies are spread about. Druidism is disfavoured, for many associate the old Keltic religion with the coming of the Green Death.

From coast to coast, like a great semicircle, Khromarium is walled in, protecting it from the beasts and horrors of the Lug Wasteland and the savage barbarian nations farther north. All manner of siege engines are mounted on the walls, and where the walls and towers meet the sea, these weapons may be unleashed on enemy vessels. The watch has been doubled in recent years, and patrols increased, for Viking raiders have victimized various Khromarium establishments. (These raids officially are "unsanctioned" by the Over-King in Erikssgard.) Furthermore, during *Nightfall* (Year 13, *Bat*) of recent cycles, Kimmeri-Kelts of the Fields of Vol have traversed the frozen Lug Wasteland to assail the city. These invasions have been repelled, but substantial cause for concern remains, as the Northerners reserve an irrational contempt for civilized men.

In immemorial times, the city of Khromarium doubtless was met by many roads. Presently much of the old North Road remains betwixt the city proper and Swampgate; all other roads have been scraped away by glaciers or swallowed by the bogs. Overland conveyances include horses, camels, woolly mammoths, and thew waggons. Nonetheless, overland travel is but a secondary mode of transport, as most commerce is engaged by sea. Commercial enterprises from the cities of Erikssgard, Fazzuum, Gal, Pandoros, and Port Zangerios all access this massive port, as do countless towns and villages.

The Khromarium harbour is lined with factories, warehouses, taverns, inns, bawdy and gambling houses, shops, and services (craft and merchant). These businesses largely are controlled by the ruling elite: the knights, nobles, and guild houses. Of these latter, three are notable: The Thieves' Guild has its hands in several operations. The Sorcerers' Guild is a clandestine organization with tangential political influence. The Sages' Guild, a politically neutral society, consists of the finest, most erudite men of learning in the entire realm.

The Khromarium shipyard is the largest in Hyperborea, and the expert technologies of the Vikings, Amazons, and Esquimaux are employed with success. The inner city boasts the greatest arena in the realm, and all manner of contests and blood sports are engaged during festival weeks. Temples and fanes are scattered across the city; the primary deity of worship is of course Xathoqqua, whose effigies are found in many homes and establishments as well.

Nominally, the City-State of Khromarium holds dominion over the whole of the Lug Wasteland, including the towns of Port Greely, Stonebrook, and Swampgate. These towns are ruled independently, however, and in sooth the city exerts little authority over its holdings. Portions of the Lug Wasteland are farmed, and the peat-harvesting industry provides fuel for the city, particularly during the lean years of winter dark.

Port Greely [GREE-lee]: This fishing town of some 1,200 or more inhabitants has in recent years withdrawn from trade with other folk. The people of Port Greely are believed to engage in clandestine practices hidden from the eyes of outsiders. Too, they have become increasingly nocturnal; by day the town may seem all but abandoned.

Before the strange times commenced, Port Greely was renowned for its fishing industry. The men of Port Greely primarily gathered shellfish at Greely Shoals, a



small cluster of islets to the south. Though the village once boasted several taverns and at least two popular inns, they presently are believed to be closed to outsiders.

In the last century, an uncanny trend began to manifest, which may or may not have contributed to Port Greely's utter isolationism. The people exhibit strange and disconcerting abnormalities: Their heads have taken to an odd shape, their necks thick and folded, their eyes bulging. With each passing generation, these malformations appear more pronounced. Ugliness alone, however, is not cause for such seclusion; sages posit that something more sinister is at work in Port Greely.

Stonebrook [STOHN-bruk]: This town is located at the foot of a castle that stands on a high bluff above the open sea. Stonebrook is the hereditary holding of a line of dukes and duchesses, also including lands radiating 20 miles from the town and castle. Traditionally the nobility of Stonebrook is accorded all the rights and privileges of Khromarium's ruling oligarchy, but not official seats.

Stonebrook houses nearly 2,000 individuals, though its numbers slowly have decreased in recent years, owing to a series of untoward events surrounding the Duke's lineage. The architecture of the castle, its catapults and ballistæ, and the sheer height of the cliffs afford Stonebrook nigh-impregnable defence from attack. Furthermore, the town is walled to shield itself from landward incursion.

Swampgate [SWAHMP-gayt]: Ostensibly this township of some 1,000 inhabitants is under the protection of the City-State of Khromarium. Here dwell farmers, loggers, hunters, herders, miners, and peat cutters. The town is high walled. Rangers patrol the hostile borderland, holding the frontier from savage tribes of Kimmeri-Kelts who have abused these good, simple peat farmers for reasons absurd.

MINOTAURIOS [mee-noh-TAW-ree-ohs]: Lairing within the subsurface of these volcanic islands is the largest-known concentration of minotaurs. In seaside caves they maintain appropriated vessels: Viking longships, Amazon carracks, and galleys from Khromarium. The minotaurs of Minotaurios are the hereditary enemies of mankind hunted to nigh extinction ages ago. However, they proved immune to the horrors of the Green Death; hence whilst man floundered, the minotaurs flourished. These monsters are not without culture; indeed, they are renowned for crafting some of the finest earthenware in the realm and elaborate suits of armour, too. Despite their notoriety as merciless slavers and eaters of human flesh, the minotaurs of Minotaurios will engage in trade with men when it suits them.

MU [MYOO] MINOR: In ages past this tiny island was about ten times its present size. When the Hyperborean sorcerer-kings and witch-queens were at the height of their power (ere the coming of the Ashen Worm), the isle was settled by men from mystical Mu. The men of Mu paid tribute to Khromarium and sought the incalculable wisdom of the Hyperborean sages. However, shortly before the whole of the realm was mantled in ice, a volcanic eruption destroyed most of Mu Minor. Survivors were few.

Presently a small village of descendants endures, a diminutive, ebony-skinned people with broad noses, slanting eyes, and straight black hair. The men and women of Mu Minor garb themselves in long, dun-coloured smocks, and both sexes crop their hair identically. They are a reclusive people who speak a secret tongue (Muat, a language of 814 words) and abide strange customs. They do not favour foreign visitations, and they do not savvy the Common tongue of man. Furthermore, the island is difficult to locate, for the blasting winds of the River Okeanos carry vessels far off course.

NARATH [nuh-RATH] AND TARATH [tuh-RATH]: These two islands are inhabited by cave-man tribes, whose subterranean lairs are held to be unassailable. Their numbers are unknown, though their population seems to swell and recede in cycles that mirror the 13-year calendar. During the time of perpetual darkness they appear to thrive, emerging from the subsurface to bay at the stars and wage bloody wars against one another (Narath versus Tarath). The savages of Narath and Tarath are regarded as servants of Yug and Azathoth, and their sorcery-wielding shamans are esteemed formidable opponents.

NEW AMAZONIA [a-muh-ZOH-nee-uh]: This gynarchic nation was founded by lost Amazons from Old Earth's Caucasia. In Hyperborea they arrived at a wild coniferous coast (possibly Black Forest Inlet or Dagon Bay). Here the displaced Amazons built a trio of warships and set out to find home.

On the icy Hyperborean Sea they were assailed by leviathans. By land they were greeted by the brightly feathered arrows of warlike savages (possibly the Tlingit of the Savage Boreal Coast). For a year they sailed, until at length they sought the fabled Rim of the World. When doom seemed certain, they chanced upon the lush islands they would settle and come to call New Amazonia.

The Amazons had established a new home, but they needed mates, so they raided Hyperborean mainland settlements for men deemed proper breeding stock. They developed a culture predicated on the tenets of Law. At length their kingdom spread to the Floating Island of Paradoxon, where spectacular sorcery-sciences were


MULLEN

developed (or, as some men of learning would suggest, rediscovered). Over time clandestine factions formed, Amazon cults that refused to comport themselves to the rigidity of Amazon society.

The Green Death did not spare the Amazons despite their remoteness; pockets of survivors endured, but by and large their society was decimated. For many Amazons, the precepts of the founding mothers were lost to a bygone age. Presently the rulers of New Amazonia vigorously endeavour to reform their kingdom of old, but much remains to overcome. Their population is a fraction of its former self, and the Amazons who have re-established the Floating Island of Paradoxon refuse to recognize the authority of the Amazon Queen.

In New Amazonia, a form of gender discrimination exists in which men largely are considered second-class citizens, and many are treated as slaves (albeit privileged slaves). Amazon men accept this status as natural; they seem to favour the Amazon gynarchy. New Amazonia boasts some unique trade goods, such as fruits, nuts, saps, gums, and exotic spices. Too, its copper, iron, and gold mines are productive, and its woodlands contain a unique tree species, the fibres of which make for resilient ropes. The Amazons' most bitter enemies are the Ixians, whom they have detested from the times of Old Earth.

Pandoros [pan-DAW-rohs]: This is the capital city of New Amazonia, a society of Law ruled by an autocratic queen. Her 10,000 Amazons worship Artemis, whose shrines and fanes are found within the city and without. The Grand Temple of Artemis is most notable amongst these, built of marble, with fluted pillars that stand some 67 feet in height. Apollo also is acknowledged, but not in a positive light; indeed, he appears to be an object of ridicule in plays, poems, and songs.

Pandoros' markets are rich of fruits, herbs, spices, and rare woods, and travellers come from far and wide to patronize these. The city boasts some of the finest ropewalks in the realm, cultivating the fibres of its unique indigenous trees. Pandoros also is renowned for its shipbuilding techniques, perhaps surpassed only by the Vikings of Erikssgard. Pandoros conducts vigorous trade with Erikssgard, Gal, and Khromarium, but less often with Port Zangerios, as the Amazons take a dim view of the Zangeriosan lifestyle.

NEW PICTLAND [PIHKT-luhnd]: When the Picts of Old Earth's Caledonia were swept to Hyperborea by the sorcery of their ancient shaman, they arrived at the main isle of a group they called New Pictland. Here the Picts throve, eradicating small pockets of Esquimaux and Tlingit whose presence on the island was limited. Over time this once-small cult of tattooed diabolists exploded into a populous race that spread all about New Pictland (though some travelled abroad as well). In New Pictland a kingdom was founded; the Picts seated a king who, in Fidib, took his counsel from the ancient shaman, called Ptarmigan.

The Picts of New Pictland waged a long, brutal war with the Tlingit of the Savage Boreal Coast. It is said to have lasted more than three centuries, but the Picts prevailed. Systematically they began to eradicate the native Tlingit population, but then a fascinating phenomenon was discovered: Whenever unfortunate unions betwixt Pictish conquerors and Tlingit women transpired, the progeny were twins.

The rulers of Fidib concluded that the best way to ensure the colonies' prosperity was to execute or castrate Tlingit men and assign their women as wives to the Pictish conquerors. The strategy was a success, but a species of contempt soon grew for these half-breed Picts. This disdain led to later strife, as is detailed in the *Savage Boreal Coast* entry (q.v.).

When the Green Death struck, the Picts proved amongst the most resilient of races; their population merely was halved. Sages suggest environment, diet, and sorcery as potential explanations. Presently many tribes and fortress villages are found throughout New Pictland; each has its own kinglet, but in the walled citadel of Fidib resides the high king.

New Pictland is a land of significant resources. It may well have the most plenteous mines of electrum and silver in the realm. Likewise, the islands produce furs and rare woods. The Picts are not active traders, however, for they believe they are the master race of the realm. Notwithstanding, clandestine cults are said to exist in New Pictland whose members subscribe to druidism, a forbidden religion. The islands' woodlands are reputed to be festooned with webs, and astonishingly massive spiders have been reported; the latter are regarded with disturbing reverence.

Fidib [FIH-dihb]: This massive citadel of wood and stone with adjoining city is the capital of New Pictland (pop. 12,000). Here rules the High King, a savage, intractable warrior whose thirst for domination will not be slaked. His chief advisor is a seemingly ageless, white-bearded shaman known as the Ancient One; some dare whisper that this is Ptarmigan himself, undying.

Fidib is remarkable for its massive, black stone temple dedicated to Tlakk-Nakka. The citadel's harbour is filled with war canoes. The men of Fidib brook not the visitations of non-Picts, as they consider themselves at war with the world.

Across the Pictish Channel, most Pictish tribes of the Savage Boreal Coast no longer pay tribute to the High King. These half-bloods are considered enemies of New

Pictland; indeed, even those who continue to offer fealty are regarded with distaste by the High King and his many kinglets. Other Picts who have made lives for themselves outside of Pictdom oft are regarded as renegades, too, even if their initial pilgrimages were out of interest to expand New Pictland. The High King feels these émigrés are too far removed from his influence; in many cases his assessment is likely true.

Ptarmigan [pih-TAHR-mih-guhn] Rock: This village of some 400 Picts is noted for the sacred rock on which the original Pictish immigrants mystically disembarked from Old Earth. Ptarmigan Rock thus became the first colony of New Pictland, but at length its popularity was supplanted by the more favourably located Fidib. Notwithstanding, Ptarmigan Rock remains a significant religious and cultural site.

Ages ago, long before the Green Death swept across the realm, the rock's apex was carved in the likeness of Ptarmigan, the white-bearded shaman who led the Picts to Hyperborea. The image shewn on this effigy has long since faded, though some say that the stone transmits mystical protections to full-blooded Picts. Lastly, Ptarmigan Rock is a rookery for a most peculiar breed of seasonally camouflaged grouse able to mock human speech. Pictish shamans esteem these birds sacred, to be sacrificed to forest spiders when both moons are full.

NEW VINLAND [VIHN-luhnd]: New Vinland is a land of rolling hills rich with wheat, elderberries, and blackberries; however, it is perpetually vulnerable to stormy weather off the Hyperborean Sea. This peninsula and extending island pair have switched hands betwixt Vikings, Kelts, dispossessed sea reavers, and ultimately Vikings again. History shews that the Vikings were first to settle the region after a series of conflicts with local *skrælings* (loosely, "foreigners"); sages believe these may have been Esquimaux, Lapps, Tlingit, or Yakuts.

In that bygone age after the ice thawed, yet before the Hyperboreans emerged from their mountain fastnesses, the Vikings built their sturdy longhouses in the hills. By all accounts they throve. When the Vikings made inland forays and were met by the Kelts, numerous skirmishes ensued, and the races became bitter enemies. Unfortunately for New Vinland, Vikland lacked the resources to support the colonies continuously.

At length the Kelts were victorious, overthrowing the Viking settlements of New Vinland. The Kelts bred cattle in New Vinland and harvested its wheat and fruit. Druidism flourished in the region, and menhirs were erected all about the hills. Then came the Green Death, and the Kelts of New Vinland were annihilated.

Centuries later, bands of reavers settled the peninsula and islands. Theirs was a lawless, bloody society, predicated on murder and robbery. When they sought to control the waters surrounding their island, a recuperating Vikland would not suffer their aggression. A short-lived war ensued, the Vikings driving off the unorganized reavers. It is believed that many of the surviving reavers settled the Brigand's Bay region.

Presently New Vinland prospers again, with five longhouse villages, each of 800–1,200 inhabitants. Each town is its own petty kingdom, owing fealty to the Over-King in Erikssgard, for New Vinland is considered an annex of Vikland. Relations with the local Kelts are better, and healthy trade proceeds.

New Vinland elderberries and blackberries are popular trade products, oftest used for wine and jelly; too, the Vikings harvest bountiful wheat crops. They also raise sheep and domesticate aurochs. Lastly, a few copper and silver mines also are worked.

Ragnarrheim [RAG-nahr-heim]: This island is ruled by the feared and beloved Viking warrior Ragnarr the Sea-Wolf. The jarl's steading is hemmed in by walls of timber and stone, and it boasts a prominent longhouse within which the Sea-Wolf presides. Ragnarrheim is home to some 850 or more Vikings: thewy, broad-chested men, long-limbed women, and hardy children. Ragnarrheim overlooks a small bay where the jarl's *drekar* (longships) lie moored. Smaller farmsteads dot the island, bringing another 150 or more Vikings under the Sea-Wolf's rule.

ONJA COT [AHN-zhuh KOHT]: This small, forested island lies within the confines of that most treacherous belt of ocean currents known as the River Okeanos. Named after its seemingly immortal shaman, Onja Cot is the dwelling place of Pictish cannibals whose abominable customs are shunned even by the Picts of New Pictland. Naked but for masks woven of leaves and grasses, these savages file their teeth to points and roam as beasts do; notwithstanding, they are cunningly intelligent.

The savages of Onja Cot produce fine war canoes that they use to pillage mainland Hyperborea, abducting men, women, and children for their unspeakable rites. They are said to grind the flesh of their victims, devouring it raw after mixing in dried lotus leaves and other spices. This engorgement excites them to religious fervour as they cavort about their island and engage in terrible orgies, all under the watchful eye of their living god: the shaman Onja Cot, whose coffers are said to be laden with ivory and gold.

Onja Cot



PLAIN OF LENG: Excepting the lofty heights of the interior Spiral Mountain Array, no place in Hyperborea is colder than the Plain of Leng, for the winds are relentless. This frigid tundra is considered uninhabitable by most men, except the doughty Esquimaux. The Plain of Leng is roamed also by musk oxen, woolly rhinoceroses, and woolly mammoths.

Esquimaux dog-sledding tribes herd reindeer and hunt mammoth on the tundra, and oft they give chase to the elusive black fox, the pelts of which fetch rich sums. Ice fishers, the Esquimaux build igloos, or they erect tents framed by mammoth tusks and covered in mammoth and musk ox skins. Too, they leave offerings to Ythaqqa, the god of the abominable snow-men. The Esquimaux trade furs, skins, fish, and ivory; on occasion they also harvest gems.

Astounding creatures thrive in this waste, from fearsome tundra beasts, to roving abominable snow-men, to perhaps the most enigmatic species of all: the men of Leng. Whether the men of Leng are of Earthly origin or not is a matter of conjecture. They are a nomadic race of satyrs who communicate via music and empathy.

On their leaper camels, the men of Leng traverse the sheeted plains of this hostile wilderness (and likewise the Leng Plateau). It is said they follow winds that produce spectral harmonies, the terrible "Song of Azathoth". Some poets and madmen suggest that Kthulhu dwells in his lost city in a black reservoir deep below the frozen Plain of Leng.

RED DESERT: This vast, cold wasteland is composed of dry, rocky, sandy terrain with patches of steppe. Humans are not known to settle the Red Desert, but iron, lead, and salt mines are established from time to time; these oft come to unfortunate ends. Other men seek the rare forms of lotus reputed to grow amongst the steppe scrub.

Wild asses, camels, goats, and horses dwell in the Red Desert. Reptiles of many species inhabit the desert, including giant lizards, snakes, and crocodiles (where the two major rivers flow). Tribes of hyæna-men are said to roam the Red Desert, and packs of blink dogs have been reported.

SAVAGE BOREAL COAST: This temperate evergreen rainforest is rich of firs, hemlocks, pines, and ancient redwoods (the tallest in the realm at 400 feet), with an understory of ferns, mosses, and shrubs. The area is perpetually foggy and presents the most precipitation in the realm, conditions attributed to the position of the Barrier Mountains. The Savage Boreal Coast originally was settled by the Tlingit, who found the region sufficiently familiar to their tastes. They built plank-house villages fronted by brilliantly carved and painted totem poles. Oft they skirmished with Esquimaux, but most disputes were tribal.

Then came the wild, tattooed, red-haired savages from across the sea: the Picts. In a long and brutal war that lasted three centuries, the Picts systematically crushed the Tlingit. The conquerors soon concluded that the expansion of their empire could not succeed without Tlingit manpower. Thus Tlingit males were castrated and enslaved, or put to the sword, and Tlingit women were taken as wives; consistently and unfailingly these unions produced twins. So was born the hybrid race present in the region today, a race that has recovered from the Green Death more quickly than others.

Predictably, a cultural divide grew betwixt the Picts of New Pictland and the Picts of the Savage Boreal Coast. The half-bloods were influenced by their maternal ancestry and learnt to carve totem poles, masks, and elaborate war canoes. The Picts of New Pictland were interested solely in the war canoes and at length forbade totem poles.

In due time many coastal tribes of the Savage Boreal Coast renounced their ties to New Pictland. Presently few continue to pay tribute to Fidib, where the brooding High King reserves great contempt for the half-bloods. War is inevitable, but unnecessary so long as the savage half-bloods continue to battle one another.

Many Pictish-ruled villages subsist throughout the Savage Boreal Coast. These are high-walled affairs because of the constant threat of forest monsters. Most contain 800–1,200 individuals (or sometimes more). They still venerate the spider goddess Tlakk-Nakka, but most pay obeisance to Xathoqqua as well. They also revere the totem spirits of animals (most notably Raven) and their ancestors. Too, clandestine cults are said to offer human sacrifices to "The Dimensional Dweller" known to the half-blood Picts as Khalk-Xu (Kraken).

Because the half-blood Picts of the Savage Boreal Coast have no common king, they tend to keep themselves in check, as tribal warfare is quite prevalent. They are volatile savages, considered dangerous by all accounts. Notwithstanding, the half-bloods are more apt to trade with outlanders than are their cousins across the strait, who consider themselves at war with the world. Their region is bountiful with bear, crab, salmon, and seal, and the bordering mountains rich with gold, electrum, silver, copper, and gems. Lastly, in the foggy depths of the Savage Boreal Coast, where loathsome monsters lair, thrives the most potent plant species of the realm: the black lotus.

SCYTHIUM [SIH-thee-uhm]: This sickle-shaped isle at the Rim of the World is home to Ixians, ruled by necromancers and priests of the snake god, Yig (Apep); some too exalt Mordezzan or Tlakk-Nakka. Ixian slaver galleys are feared and renowned about the realm, as they always carry sorcerers who enchant and ensorcel the unwary. With the exception of slaves and concubines, non-Ixians are forbidden to roam the island of Scythium; they may visit Fazzuum, however.

The island is semiarid and imports much of its wood from other isles, though most structures are built of sandstone. Fields of wheat and rye thrive on the island, which is also rich in mineral resources, such as copper, electrum, iron, and platinum. Several species of lotus are cultivated throughout Scythium, utilized by sorcerers who create deadly powders from the pollen and dried, ground petals of these plants.

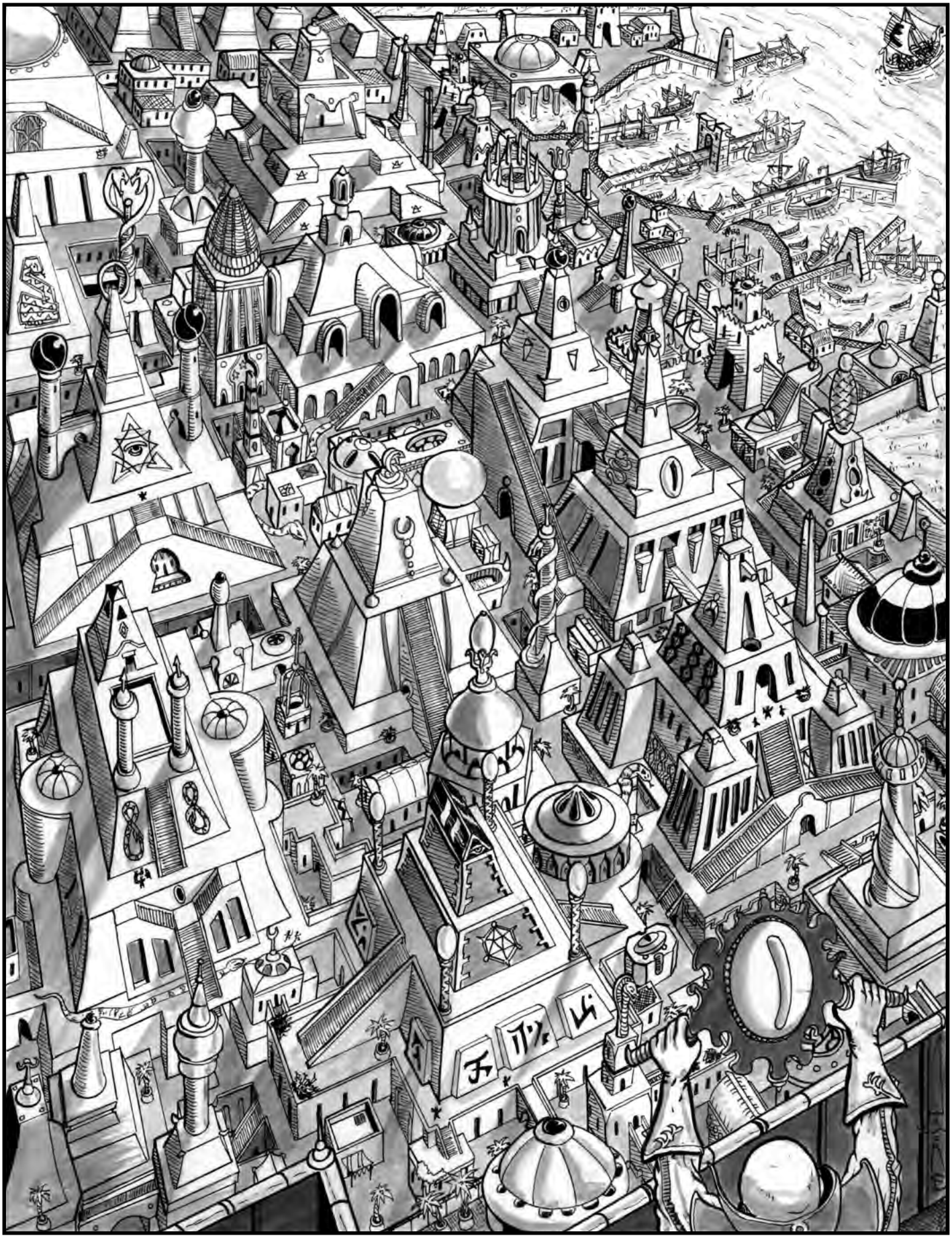
Fazzuum [FA-zhoo-uhm]: This is the capital city of Scythium, home to some 15,000 freemen and an estimated 2,000 slaves of various racial derivations. The city is noted for its massive ziggurats dedicated to Yig (Apep). Fazzuum trades spices, lotus leaves, platinum, and slaves. Its merchants visit cities such as Khromarium and Port Zangerios; too, they might be the only humans to engage the ape-men of Kor and the orcs of Orcust.

Non-Ixian visitors are welcome in Fazzuum, but the city is regarded as dangerous (particularly at night). Owing to the frequency of disappearances, travellers are advised to arrange for safe lodgings and abstain from impairment. Travel beyond the city limits is forbidden to foreigners.

Fazzuum is ruled by a mysterious cabal of powerful sorcerers said to be descendants of Green Death survivors. Many received their sorcerous instruction on the fabled isle known as IX; to have survived this ordeal is a testament to their aptitude, dedication, and power. These unseen rulers issue decrees from subterranean depths below the ziggurats; here lurk the deadliest and most colossal snakes in all of Hyperborea.



Smoky Lotus



Fazzuum

SHARATH [shuh-RATH]: This cold desert peninsula is one of the least forgiving regions in all of Hyperborea. Here, at the Rim of the World, terra firma converges with the illimitable Black Gulf. At the very precipice, one of the six Great Obelisks rises some 555 feet from the ground—the only Great Obelisk that emerges from land, not sea.

Sharath is blasted relentlessly by the *boreas*, which here finds a singular point of ingress to Hyperborea. The winds blast down like an interminable maelstrom. As a consequence, Sharath is coated with the grey dust of corroding planets and the black ashes of extinguished suns. Orb-like formations rise from the rippled and cratered desert landscape; men of learning posit these to be half-buried star stones.

Sharath long has served as an interstellar port of call for arrivals from Saturn, Yuggoth, other worlds (and netherworlds), and extra-dimensional planes. Too, dæmons, night-gaunts, and other nameless horrors arrive to Hyperborea via Sharath. Sharath's black, dust-impregnated soils support small forests of mutated scarlet cacti. Likewise, patches of leprous lichens and other strange, russet-coloured vegetation sometimes are harvested by Ixian necromancers.

In days of yore, Sharath was traversed by the first Ixian arrivals, sorcerers who sought to achieve lost Hyperborea. For many generations the Ixians called Sharath their home. They built high-walled citadels that enclosed massive ziggurats, but ultimately the land proved too hostile, so they abandoned Sharath in favour of Scythium. The cities were swallowed by the dust, and those who remained behind were entombed.

Presently Sharath is a haunted land. The cold, swollen sun presents as a nebulous, ruddy glow, for the land is ever aswirl in a miasmal haze. When the howling *boreas* quavers and undulates over Sharath, its vibrations can be heard in distant lands. Certain bards of esoteric learning are acute to this phenomenon; they call it the "Song of Azathoth".

When men venture to Sharath (usually not of their own accord), most never are seen again. A few return withered, white-haired, and wild-eyed, babbling of nameless horrors, immemorial cities, and massive gem formations said to glisten beneath the dust. Poets and madmen tell tales of liches aimlessly drifting across the dust-thick deserts of Sharath.

SKARAG [SKA-rag] COAST: During the Dark Age, the half-blood Picts of the Savage Boreal Coast migrated down the shore and founded new villages in a region the Tlingit called the Skarag Coast. In their oral tradition, the Tlingit regarded this region as dæmon-haunted, but this superstition would not dissuade their venturesome half-blood descendants. Villages were established, but relentlessly were they assailed by beasts and unspeakable horrors.

The settlers were hard-pressed but soon gained the succour of strange, corpulent men of pink skin and porcine countenance. The unsightly men commanded power and respect in the hostile wilderness, and thus they readily were accepted. So too were their gods, netherworldly beings of no uncertain power.

The strange men were not quite men at all; in sooth, they were swine dæmons able to assume the quasi-appearance of men. In short order they took as wives the daughters of half-blood Pictish settlers; so was born the abominable orc race. The young women bore litters of from three to six creatures; their violent deliveries oft killed the human mothers of those earliest generations.

Presently orcs control the majority of the Skarag Coast, except for the tar pits (the domain of brutally violent, cannibalistic cave-men). Notwithstanding, Skarag Coast generally is considered dominion of Orcust. Under the iron fist of the orc king, the orcs of the Skarag Coast mine iron, copper, and lead.

City-State of Orcust [AWR-kuhst]: This stark city of timber and stone is home to some 8,000 orcs who uniformly venerate the Dæmon Lord, Thaumagorga, and the dæmon princes who serve that dark fiend. The orcs of Orcust are a violent, despicable race constantly at war with mankind, raiding, murdering, and raping. Their weaponsmithing and shipbuilding techniques are inferior to those of men, but what they lack in craftsmanship, they offset in brutality, industriousness, and fecundity: The orcs breed as animals do, producing litters that grow to maturity in short years (usually a decade).

The City-State of Orcust is known to engage in trade with Fazzuum. Sages of Khromarium posit that under the rule of the right leader, Orcust eventually could rival any of the last great nations of Hyperborea. Fortunately for man, infighting and disorganization thus far have precluded this development. Presently Mag Nor is the orc king of Orcust, a massive humanoid who eats the raw flesh of his enemies and any servants (or family) who instigate him.

Wold Phellora [fe-LAW-ruh]: Betwixt Skarag Coast and the Diamond Desert lies a river-fed bay hemmed in by misty fens. Here, on the banks of the River Vhuurmis, can be found the secluded village Wold Phellora, founded some two-score years ago by a priest of Kthulhu named Guthlak. This tall, sallow-skinned ecclesiastic led his followers here, to the site of an outré, green-black stone sculpture. The effigy is carved to portray a bloated, corpulent, octopodous being set on an oblong pedestal etched with indecipherable characters.


Sharath

The wicked people of Wold Phellora are said to harvest a strange brown mould, the spores of which they introduce to their food and wine. In high concentrations this infusion produces an hallucinogenic effect that intensifies their dream-quests to liberate Kthulhu. Presently, inbreeding in Wold Phellora is cause for some disturbing deformities; hence, the cultists have begun to abduct outsiders so as to preserve their abominable ways.

STRIPED GULF: The Striped Gulf is renowned for its bounty of striped bass and shellfish. Esquimaux tribes and the crab-kin of the Crab Archipelago ply these waters; conflicting territorial claims sometimes result in bloodshed. In the subaqueous depths of the Striped Gulf, crab-men are said to breed giant crabs.

THAUMAGORGA'S [thaw-muh-GAWR-guhz] TEETH: This extinct volcano chain emerges from the waters at the Rim of the World. Barren cones rising sharply from turbulent waters, they are named after the cruel Dæmon Lord, Thaumagorga. Some dare whisper that the Dæmon Lord himself maintains a secret lair within; too, legend tells of him holding conclave here with the six dæmon princes.

Many unfortunate vessels have been driven to Thaumagorga's Teeth, to certain doom. Through the ages, many a captain has confronted a difficult choice: fall off the Rapids at the End of the World, or face shipwreck and eventual starvation on these barren slopes. Pterodactyls seem to favour this impossible region, building their eyries high on the cliffs; the winged lizards will fly down to pick the bones of castaways or feed them to their young.

THORGUNNA'S [THAWR-guh-nuhz] ISLAND: This shunned, volcanic isle is the domain of a feared and maligned Viking *völva* (witch), Thorgunna, and her naked horde of lotus-chewing wild berserkers. This odd mix of Vikings and Kelts regard her as their goddess. She is reputed to have dwelt on this isle since before the first Vikings arrived in Hyperborea.

TINSAAR [TIHN-sahr]: This small, rocky island was once a pirate outpost, the formidableness of which proved unassailable. Hundred-foot cliffs surround Port Tinsaar, making it nigh impenetrable to invasion; too, the pirates set the cliffs with catapults and ballistæ. Regardless, the Green Death accomplished what no fleet of warships could, wiping out the entire population of Tinsaar.

During the last century, the island has been resettled by a mix of merchants, traders, expatriates, and rogues. Mostly these are racial admixtures, with a decent amount of Viking and Amazon blood in the mix. Fewer than 1,000 permanent settlers are here, one-third of whom comprise the militia.

Essentially, Tinsaar is a piece of rock thrust from the sea. The isle is blasted by high winds, for it lies on the verge of River Okeanos. Tinsaar supports no forest, soil is minimal, and the grasses are scraggly. Notwithstanding, it serves as a key port of call for Amazons and those who trade with New Amazonia. Consequently, Tinsaar is loosely under the ægis of the Amazons, despite its independence.

TROG [TRAHG] INLET: This narrow firth is considered hostile waters, controlled by the ape-men of the City-State of Kor. The gnarled humanoids patrol these waters on their crude war canoes. Too, the ape-men range the coastline of Trogos, and from their wooden towers they will send volleys of arrows, bolts, and sling stones at trespassers. During the winter years, Trog Inlet freezes solid, thawing by mid-*Renaissance* (Year 2, *Fish*).

TROGOS [TROH-gohs]: This forest is cut by deep slot canyons where streams and waterfalls flow. Ferns and stunted evergreens line the moist walls of these impossible gorges, whence rise rolling mists that fill the whole of the forest Trogos. Rare woods and strange herbs are cultivated in the surrounding woodlands.

Besides roving bands of ape-men from the City-State of Kor, no settlers live in the forest Trogos, at least not since the immemorial time prior to the Green Death. In the canyon streams, however, some men have made their fortunes panning for gold. No man ever has accounted fully the abysmal depths of the slot canyons of Trogos, whence terrifying creatures are reputed to issue—particularly the lamp-eyed troglodytes. Other reports speak of the oon, a strange subterranean race, emerging from the canyons. It is said that surface-roaming oon oft are preyed upon by the otherworldly, insectan phoongh.

VALLEY of MISTS: Hemmed in by glaciated mountains and volcanoes, this massive chasm billows a steady flow of frigid vapours. The valley's black gneiss slopes fall precipitously; too, they glitter with tongues of solid ice. Men sometimes attempt to descend these impossible cliffs, believing the floor to be a few hundred feet below, but usually resigning to failure after no bottom is achieved.

A bard's song tells of a bubbling lake at the bottom of the valley whence the mists are birthed. Half-blood Pictish shamans say that a god called Khalk-Xu dwells below the mists. Descriptions of this god and his appalling appetites suggest him to be one and the same as Kraken, "The Dimensional Dweller". His worship in this region is traced back to men of Yakut lineage no longer believed extant.

VIKLAND [VIHK-luhnd]: This island group is regarded as the heart of the Viking kingdom in Hyperborea. Here is where the lost ships of Erik the Red's fleet touched land after being swept away by the North Wind. Those 350 men, women, and children called it Vikland, and here they settled and built their longhouses. They named their village Erikssgard after their lost (presumed dead) leader.

Soon the Vikings were graced by the presence of Ullr, the exiled god who once sat on *Hliðskjálf*, the throne of Odin. The Vikings offered to him their handsomest daughters in return for his favour. Ullr walked amongst those early Vikings for a time, and they soon learnt that he paid tribute to Ymir. Thus it came to be that the frost giant god became their supreme deity, and the precepts of the Æsir were abandoned.

Eventually the Vikings struck afar to *víking*, raiding the villages of the Esquimaux and half-blood Picts (both of whom they called *skrælings*). They avoided the old ghost cities, such as Khromarium, still vacant since the coming of the Ashen Worm. When at length the Hyperboreans returned to reclaim the jewel of their former empire, the Vikings largely kept their distance. Then came the Green Death. The Viking race was devastated by the plague, but yet they persevered.

Vikland is on the cusp of the River Okeanos, a span of latitudinal degrees within which hazardous whirlpools manifest and strong belts of wind persist. The Vikings have mastered these winds and use them to their advantage, circling the realm in their *drekar* (longboats) and then veering landward to targeted destinations. Shipbuilding is a major vocation in the kingdom, and shipyards are found in nearly every village and town, all of which are ruled by jarls who answer to the Over-King in Erikssgard. The woods teem with wild beasts, so furs and skins are valuable commodities, too. Lastly, Vikland is an excellent source of iron, copper, silver, gold, and gems; mining operations are extensive.

Erikssgard [E-rihks-gahrd]: This is the capital city of Vikland, whither all Vikland jarls pay tribute. It boasts a population of some 11,000 Vikings, all derived from the initial 350 settlers, though it is estimated that some 40,000 inhabited this city before the Green Death. The city is 95% pure Viking stock. Non-Viking men are forbidden to have relations with Viking daughters; failure to abide this law results in the guilty being shackled to a wall as an axe-hurling target. Likewise, Viking men known to have relations with non-Viking women face exile.

Erikssgard is not viewed favourably by other cities and towns, for "unsanctioned" Viking raids persist. Notwithstanding, the city engages in trade with Gal, Khromarium, Pandoros, and Port Zangerios. The finest shipbuilders in all of Hyperborea call Erikssgard their home.

Mount Ymir [EE-meer]: This island is the dwelling place of the god Ymir, most hallowed amongst the Vikings but also venerated by some Kelts and Kimmerians. The island features one enormous peak, which rises some 20,000 feet above the sea and to which cling no fewer than 20 glaciers. The whole of the island is gripped by ever-shifting ice and is constantly aswirl with lashing, frigid winds. The coast is locked by ice sheets from which great bergs detach. Even the sturdiest of icebreaking vessels cannot achieve three miles of the coast.

Somewhere within Mount Ymir dwells the brooding, irascible god himself, who seldom condescends to vacate his fastness. Few men have seen Ymir's terrible face, but the god Ullr is known to ski Mount Ymir to receive the frost giant's decrees. Some whispers suggest that Ymir takes counsel from a cabal of elder things that he thawed from antediluvian ice.

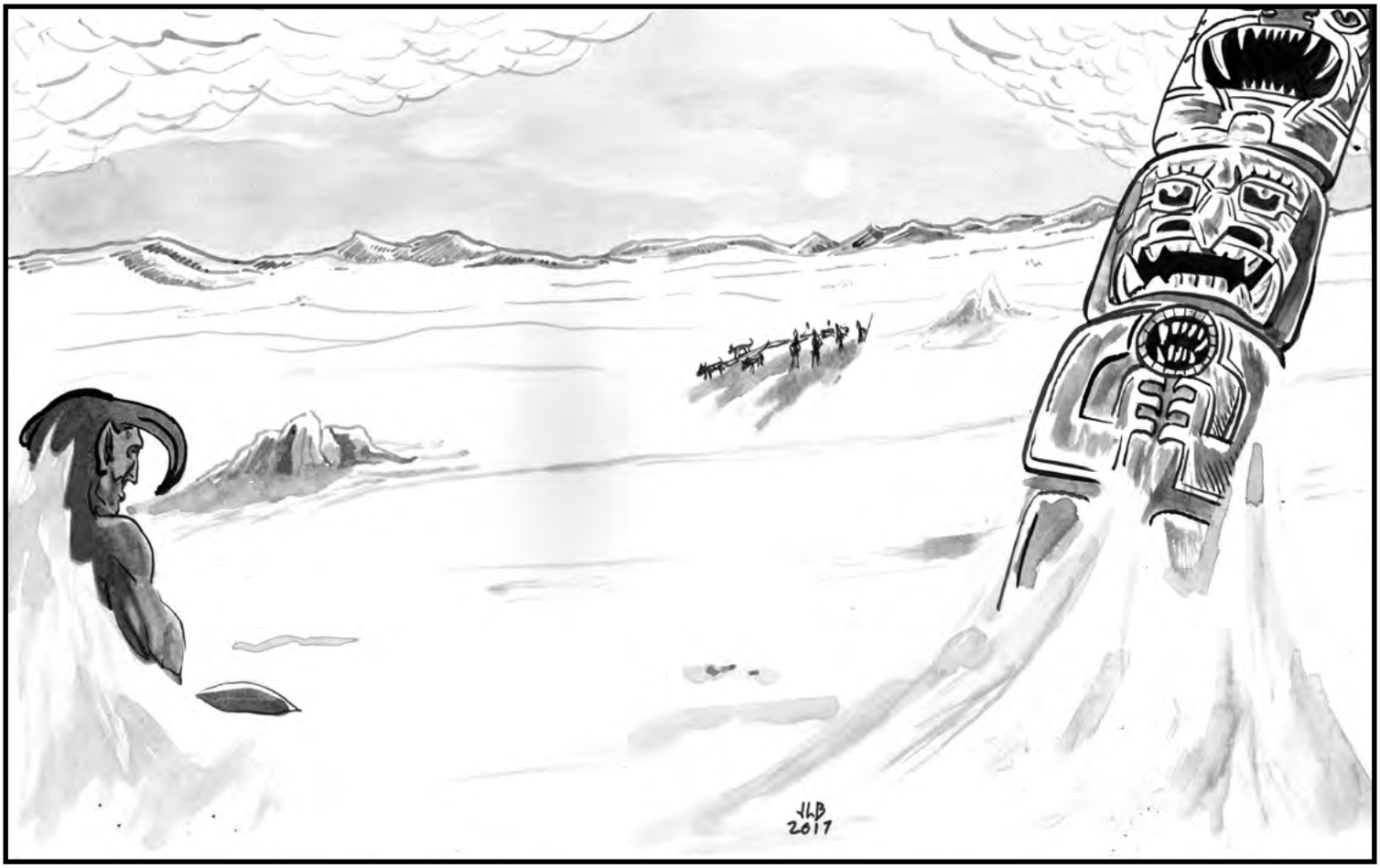
Ullr's [YOO-lerz] Island: This wild and pristine isle is the dwelling place of the god Ullr. Per Ullr's decree, no permanent settlements are here, though hunting trips are encouraged (and sometimes the god himself deigns to join the hunt). Viking sages and shamans take long sojourns here—sometimes never to return, other times returned the wiser. To maintain his favour, jarls and *riddere* (knights) send Ullr the fairest of their daughters.

XENADON [ZE-nuh-dahn]: This small, lush island is the domain of the witch-woman Lur, a red-haired, green-eyed vixen of freckled, milk-white skin. Astonishingly comely, the witch-woman is ever immune to the ravages of time and ageing. She commands a league of renegade Amazons, as well as a host of savage beasts reputed to intuit her will. In immemorial times, a prosperous city of Xathoqquans throve on the island of Xenadon, but now it lies in ruin, swallowed by the snake-infested forest.

XIN [ZIHN]: This windswept, arctic plateau is hostile and uninhabited, a place where whispering winds, howling banshees, and frightening, scorpion-like humanoids preside. Xin is renowned as a place where monks (of Law, Chaos, and Neutrality alike) journey for spiritual illumination. Some indeed return enlightened, albeit aged and weathered, whereas others return raving lunatics; others still are seen neither hide nor hair again. It is said that the most brilliant of auroræ spring from Xin, leading some religious scholars to posit that this place is favoured by Aurorus, "The Shining One".



Erik the Red's Lost Vikings Arrive



Ythaqqa Plateau

YTHAQQA [ih-THA-kah] PLATEAU:
This frozen, wind-blasted tableland is inhabited by abominable snow-man tribes. The abominable snow-men bring female human captives to their canyon cave lairs. Here unspeakable atrocities occur, resulting in the births of further abominable snow-men—always male, and always killing their hapless bearers.

White apes and other horrors that share the uncanny capacity to withstand the frigid, relentless climate are said to lurk here, too. Esquimaux legends say the deity Ythaqqa abides here. Weatherworn effigies of the god lay scattered about the region, as well as strange totem poles carved from black gneiss.

ZAKATH [zuh-KATH] DESERT: This windswept waste is dry and cracked, dotted with patches of scrub. Within scattered, spring-fed oases grow the finest pomegranates in the realm (popularly used to make wine). Rich deposits of rubies and sapphires are sprinkled throughout the Zakath Desert, buried beneath the hard-packed sand. Renegade nomad tribes of mixed ancestry roam the desert; they are the bane of all mining outfits, sabotaging operations and destroying equipage.

City-State of Yithorium [yih-THAW-ree-uhm]: The City-State of Yithorium (pop. 8,000) is ruled by the iron fist of a witch-queen who is as cruel as she is beautiful and voluptuous. Fed by natural underground springs, Yithorium was originally a lush oasis settlement in the centre of the Zakath Desert. It was a place of commerce where men could find sanctuary from the horrors of the desert.

No one knows what hands built the original structure discovered in the centre of the oasis. The hundred-foot tower carved of grey-black alien stone featured architecture unlike anything theretofore seen, and its interior divisions betrayed a race undoubtedly alien. Still, the place was vacant, so men occupied and built around it. Over time, bloodshed erupted, and the settlement underwent several shifts of authority. Then came a ruinous earthquake, followed by the Green Death. Yithorium was a dead city.

During the Dark Age, the ruins were claimed by a doughty band of mercenaries led by the ageless beauty now known as the Witch-Queen of Yithorium. She dwells in that immemorial tower. On occasion, when it suits her whim, she will take a lover, but never do these puppets long survive, so tales speak.

The City-State of Yithorium nominally controls the breadth of the Zakath Desert and oversees all mining operations. Independent prospecting is encouraged, but the Witch-Queen requires ample remuneration. The City-State considers the desert nomads enemies to be slain or enslaved.

Xambaala [zam-BAH-luh]: This large town has a population of approximately 2,000 persons, more than half of whom are slaves. It is governed as a satrapy, being part of the expansive and outlying territories of the City-State of Yithorium. Xambaala once was renowned for its extensive wealth and affluence; now, decadence and decay depict the town more accurately.

Prior to the Green Death, Xambaala was a city filled with the sage knowledge of its prodigious occupants: architects, astronomers, mathematicians, scholars, and sorcerers. Widespread seagoing and overland trade ensured the continuous flow of wealth into the city, resulting in impressive innovations and astonishing insights. Contrastingly, only the inner quadrants of the town now are occupied; the insatiable desert sands never rest in their consumption of the local plains (and thus the ancient city).

Most Xambaalan buildings are drab and dust-coloured, constructed of mud-baked brick with a plastered outer. Older structures reflect the city's wealthy antiquities; they are assembled of stone (oft marble) and tiling. Homes of the affluent are decorated with frescoed walls and painted using locally sourced dyes.

The crumbling outer districts of Xambaala are reserved for the enslaved. This broad area comprises ruins: dwellings of long-dead families, governmental buildings, monuments, academies, forums, crypts, and marketplaces. Here the slaves erect crude shacks and excavate old buildings to occupy as squalid homes.

ZANGERIOS [zan-GEE-ree-ohs] ISLANDS: These isles are renowned for their bounty of shellfish and cod. Fishermen of indistinct lineage first settled the islands ages ago. They were esteemed humble, hard-working people, but they reserved a dark secret, as demonstrated by the lewd and nameless stone-carved effigies recently unearthed.

Regardless, for countless generations the fisherfolk of the Zangerios Islands throve—until the Green Death swept through, nearly decimating their population. In the subsequent centuries, the island people slowly recovered. At length, though, their society was overrun by a steady influx of mixed-breed pirates and freebooters, who ultimately assimilated the customs of the natives.

Today the people of the Zangerios Islands embrace an eccentric tradition of mask wearing, which stretches back to the centuries-long Dark Age that followed the plague years. Indeed, the citizenry wear upper face masks on all public and most private occasions; donning a domino (loose cloak) is an optional embellishment in most circumstances. To go without one's mask is considered an act of indecency (particularly in Port Zangerios) and is punishable by flogging and public humiliation (pillories and stocks).

Zangeriosans possess a multiplicity of masks for a variety of occasions; they effectively shew mood, intent, festivity, religion, social caste, affiliation, and/or occupation. The most elaborate masks are carved of mammoth ivory or moulded of precious metal and set with valuable gems, rare feathers, and so forth. Outsiders likewise must abide this eccentric tradition and thus are instructed to wear masks that indicate them as foreigners; typically these are provided before passengers alight.



The Witch-Queen of Yithorium



"City of Masks"

Port Zangerios: Oft called the "City of Masks", this small, overcrowded port of some 20,000 inhabitants is regarded as wild, lawless, and corrupt. Thickets of masts routinely crowd the harbour; a hundred or more ships of all makes can be moored here at any time. From these, Port Zangerios can call upon a formidable navy of privateers, some of whom are sanctioned by the governor to make "appropriations" when duty calls.

The city is a haven for cutthroats, gamblers, lotus chewers, prostitutes, slavers, thieves, and traffickers of all manner; the mask-wearing tradition seems to exacerbate current trends. Violence on the streets can erupt at any time, and competing leagues, associations, and guilds constantly vie for control of the city. Power shifts can occur overnight; the seat of governor is never long tenured and oft esteemed unenviable.

Port Zangerios is reputed to be a favourite dwelling place of the god Rel, who is said to enjoy the revelry of the city's culture of doxies and gaming houses. The deity himself is said to don a variety of elaborate masks. These visitations, however, do little to impinge on the otherwise prevalent Xathoqquan orthodoxy of Port Zangerios.

OTHER GEOGRAPHICAL FEATURES

Despite its modest diameter of about 3,000 miles, Hyperborea presents a broad range of noteworthy environments.

HYPERBOREAN SEA: Oral legends of the Esquimaux and half-blood Picts speak of an age when the Hyperborean Sea was mantled almost entirely in ice; mainland Hyperborea, too, was covered by massive ice sheets. The Esquimaux, Lapps, Tlingit, and Yakuts are reckoned amongst the first peoples to migrate mystically from Old Earth. These resilient men clung to survival in those few coastal regions where the ice did not flow. Over the ages the ice melted, and the other races began to emerge, but by then the Esquimaux nearly had wiped out the Lapps and Yakuts and were at war with the Tlingit.

The Hyperborean Sea is moderately windy. Prevailing air currents tend to circulate betwixt the 18th and 36th parallels, an effect referred to as *River Okeanos*. Here the winds flow in opposing belts, looping and crisscrossing at different junctures depending on seasons and other conditions.

These wuthering airstreams are a navigational nightmare to most. Veteran mariners (viz. Amazons, Ixians, Vikings, and Zangeriosans) understand the River Okeanos and use it to their advantage. In *Tempest* (Year 4, *Hare*), River Okeanos is plagued by deadly whirlpools. Sea ice forms from *Coda* (Year 12, *Fox*) to *Genesis* (Year 1, *Bear*), and icebergs are a constant threat.

The Hyperborean Sea teems with life. Seals and whales ply these waters rich with plankton, cod, and haddock. Also, halibut and crabs lurk in the shallows. Amongst the feared sea creatures are the giant crab, giant crocodile, giant octopus, sea serpent, great white shark, giant squid, and killer whale.

Much has been postulated regarding man's position in the hierarchy of intelligent life on Hyperborea. Although it is generally agreed that man maintains authority on the surface world, the depths of the sea are an entirely different matter. It is understood that fish-men ("deep ones") once populated vast underwater metropolises, and likewise the elder things. Evidence suggests that the artificial species known as shoggoths turned against their otherworldly masters, the elder things, and may have effected their ruin.

Whether these races have persevered over the æons, and at what level of success, is largely a speculative exercise. Certainly the crab-men who dwell in the depths near Crab Archipelago are more actively involved in the affairs of man. They oversee the activities of those Picts and Esquimaux over whom they exercise control (the so-called "crab-kin").

POLAR ICE CAP: The polar ice cap of Hyperborea is a glacial region that surrounds the north pole of the realm, from the treble-peaked Mount Vhuurmithadon outwards. The ice cap generally follows the extending spines of the Spiral Mountain Array, with icebergs breaking off where the glaciers touch the sea. The polar cap flexes with the seasons, expanding during the winter years, stagnating during the spring and fall years, and shrinking during the summer years. Hyperborean history asserts that the polar cap was spawned by the coming of the Ashen Worm in that bygone age when the continent was part of Old Earth. The cap was once far more extensive, mantling the land and extending out over the sea.

RIVERS AND LAKES: Numerous rivers and lakes variegate the Hyperborean landscape, almost all the result of expanding and receding glaciers. Many lakes present as cloudy, mineral-rich bodies. Rivers oft freeze during the winter years and begin to thaw by early, middle, or late spring. Most Hyperborean rivers and lakes are aplenty with salmon and crayfish, attracting abundant predators.

Abbicca's [A-bih-kuhz] Mere: This broad, shallow lake is enclosed by hills, fens, and ancient woodlands. Steam wisps from its tepid waters, and sometimes the water boils; too, geysers are said to erupt most unexpectedly and spectacularly. Abbicca's Mere is named after the immortal witch Abbicca, who is said to protect the lake and the beasts that inhabit it.

Some say Abbicca is not human, but of some forgotten antediluvian race of reptilian humanoids; others suggest she is of otherworldly origin. Regardless, Abbicca is reputed to dwell on a small, lush island hidden in the mists, her whims unpredictable. Indeed, local Esquimaux routinely avoid Abbicca's Mere, ever fearful of the witch's caprice.

Black River Yleil [ee-LAYL]: This dark watercourse, fed by the Barrier Mountains, cuts across the Black Waste and ultimately feeds the River Leng. Numerous beasts and monsters frequent the Black River Yleil, but where it cuts through the Leng Plateau, the river is deemed haunted. The ancient Hyperborean King Yleil is said to roam the banks of the river, a lich of uncertain power, yet ever lost in the bottomless depths of his own black thoughts. Notwithstanding, he has galvanized other restless beings: ghasts, ghosts, ghouls, skeletons, zombies, and other liches, all of whom await King Yleil's bidding. Soothsayers presage a time when King Yleil will emerge from his preoccupations to gather his undead horde and lay waste to mankind.

Ice Lake: The area surrounding this frozen lake is populated by five semi-nomadic Esquimaux tribes. Many generations ago these Esquimaux abandoned the precepts of their Kthulhu-worshipping cultish ancestors. Here they adopted a simpler life, where Ice Lake (and other local lochs) is a primary resource for survival. However, they never were able to escape their occult roots; eventually they began to make offerings to the extra-dimensional being known as Kraken.

Ice Lake thaws for two years of the 13-year cycle (*High Summer Waxing* and *Waning*, Years 6 and 7), but is always bountiful with fish. When the lake is frozen, the natives bore into the ice to fish its depths. In recent years, the tribes have expanded to include some people of half-blood Pictish ancestry, which is cause for further racial admixture.

Lake Nova: The surface of this bountiful lake thaws from *Deluge* (Year 5) to *Drought* (Year 8), though is frozen throughout the remaining years. Lake Nova is fed by Nod's Chain and drains into Brigand's Bay of the Hyperborean Sea. The lake supports several boggy, wooded islands. Lake Nova is rich with enormous lake trout and catfish. However, attempts to ply its waters typically result in disaster, for the lake is inhabited by a colony of aquatic hydræ of extremely aggressive temperament.

A legend regarding Lake Nova dates back to the centuries-long Dark Age that followed the Green Death. It speaks of a saucer-shaped sky ship that burned down from the firmament and here crashed. A group of intrepid adventurers from Khromarium is rumoured recently to have located the crash site on one of the islands. It is told they unearthed terrible weapons that unleash death rays of fire.

Nod's Chain: From the hoary heights of the Spiral Mountain Array to the glaciated foothills below, Nod's Chain is a winding waterway, each bend likened to the links of a chain. From *Deluge* (Year 5) to *Drought* (Year 8) of the 13-year cycle, the river flows freely and feeds Lake Nova, from which massive trout (as much as 200 lbs.) migrate to spawn. During the intervening years, the surface of Nod's Chain remains frozen. Kimmerian hunters and trappers sometimes prowl the frozen hills through which Nod's Chain runs. However, eerie lights, uncanny footprints, windborne whispers, and weird piping are cause for even the doughtiest barbarians to avoid the cold banks of Nod's Chain.

River Leng: This, the longest river in the realm, begins in the reaches of the Spiral Mountain Array; Ice Lake and Black River Yleil serve as major tributaries. The northern half of the River Leng, where it cuts across the Plain of Leng, is ever frozen except from *Deluge* (Year 5) to *Drought* (Year 8). Ultimately the River Leng empties into the Striped Gulf.

River Maedbh [MAYV]: This slow-moving river empties into a fjord-etched firth of New Vinland. It generally is viewed as the western boundary of the Gal Hills. The Keltic village of Bogrest lies on its bank.

River Omo [OH-moh]: Viking legends speak of Old King Omo, a warrior-king who settled mainland Hyperborea in olden times. The enemy of *skrælings* (presumed to be Esquimaux, Lapps, Tlingit, or Yakuts), Old King Omo was renowned as a bloody crusader who annihilated local tribes. He was heralded as a champion by fellow Vikings and denounced as a brutal murderer by others.

By his axe Old King Omo repelled Keltic raids for untold decades. Several sagas attest that he reigned more than 100 years; even Keltic verses speak of his astonishing longevity. When Old King Omo finally fell (in battle, of course), legends say the tears of his people formed the River Omo, which feeds the Black Forest Inlet.

River Vhuurmis [ver-MEE]: The upper reaches of this river are frozen throughout the winter years but thaw by early spring, flowing freely from *Vernal Equinox* (Year 3) to *Autumnal Equinox* (Year 10). River Vhuurmis is notorious for its preponderance of vhuurmis, "beast-men" that flock to its banks throughout *Tempest* (Year 4) of every cycle. These degenerate quasi-men are conjectured to journey from their cliff-side lairs in Mount Vhuurmithadon out of some instinctual racial memory that they are compelled to obey. (Some assert that the beast-men are urged to trek to their traditional mating grounds.) Regardless, even in Wold Phellora, the disturbing vocalizations of these degenerates can be heard for several months of *Tempest*.

River Vol [VOHL]: This river forms a boundary betwixt the barbaric Kimmeri-Kelts who roam the Fields of Vol and the ape-men who rule the City-State of Kor. The river is named after a bloody Kimmerian chieftain who once conquered his rivals and for a time ruled the surface-dwelling Kimmerians.

River Yys [EIS]: This cold, mineral-rich river is fed by the Spiral Mountain Array. It cuts through the valley region known as Larchmere Yys and ultimately feeds Dagon Bay.

SPIRAL MOUNTAIN ARRAY: The most prominent geographical feature of Hyperborea, the Spiral Mountain Array is named aptly for its shape, a central axis from which appurtenant arms extend. In the centre of Hyperborea the mountains are highest, averaging 25–30,000 feet in elevation and composed largely of granite and black gneiss. Here exist the most powerful and frigid winds, with blasts cold enough to freeze a man solid on contact.

Glaciers grip the axis of the Spiral Mountain Array, which is most notable for the treble-peaked singularity of the realm, Mount Vhuurmithadon. Substantial


Mt. Vhuurmithadon

glaciation also extends along the arms of the range. The extent of the Spiral Mountain Array is evinced by the island chains that extend from the Hyperborean mainland all the way to the Rim of the World. Significant volcanic activity persists throughout the Spiral Mountain Array; violent detonations shake the entire realm and sometimes mantle the atmosphere in vast clouds of ash for weeks, months, or longer.

In the icy depths of the Spiral Mountain Array dwell some of Hyperborea's most enigmatic species. These creatures of otherworldly origin have laired under ice and stone since times immemorial; their purposes remain unfathomable to even the most sagacious of men. Only the peerless Hyperboreans are known to have plumbed the antediluvian depths of these mountains. Legend has it that ancient cities lay hidden under the ice of the Spiral Mountain Array, the work of otherworldly builders. These elder beings arrived from the Black Gulf long before man arose from the lowly depths of apedom, when Old Earth was but a steaming morass bombarded by meteors.

Barrier Mountains: This glaciated arm of the Spiral Mountain Array rises sharply, peaks of 18–20,000 feet that separate the cold and dry Black Waste from the moist and teeming Savage Boreal Coast. From the heights of the Barrier Mountains, one can see New Pictland and beyond. Legends say that in days of yore, cities of perplexing design were carved into the cliffs of the Barrier Mountains. Ages ago glacial tongues slipped over them, forever shrouding whatever eldritch secrets they reserved.

Mount Vhuurmithadon [ver-MIH-thuh-dahn]: This colossal, treble-peaked, extinct volcano rises from the epicentre of the Spiral Mountain Array. Largely composed of black gneiss and rising some 40,000 feet in elevation, Mount Vhuurmithadon is named for its extensive population of vhuurmis. The humanoid beast-men lair in caves that pock its glassy face at lower to middle elevations.

All longitudinal meridians intersect at Mount Vhuurmithadon; hence it is not only the centre of the Spiral Mountain Array, but the very axis of the entire realm. Notwithstanding, Mount Vhuurmithadon is not found easily. Contained within the impossible undermountain depths of Mount Vhuurmithadon lies a cyclopean mega-dungeon where dwell gods, monsters, and otherworldly races. Here may be found untold mysteries and treasures beyond comprehension.

MARVELS and WONDERS of HYPERBOREA

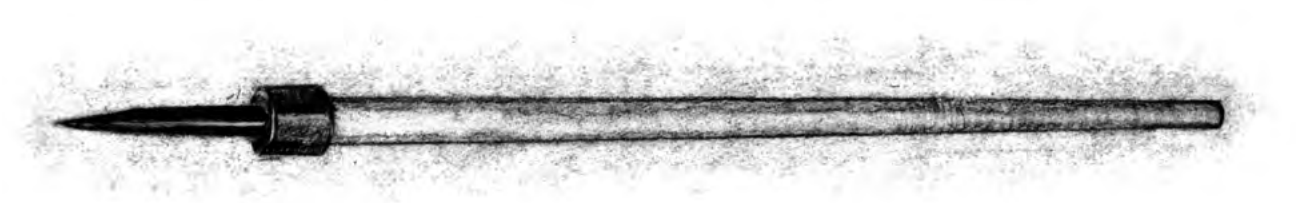
Hyperborea abounds with ultramundane topographical phenomena that both astonish and terrify.

GREAT OBELISKS: These pillars of black stone stand at the six corners of the world, each marking 0° latitude at the edge of the Black Gulf. Each Great Obelisk stands 555 feet in height and measures 55 feet along each of its four sides at the base. The sides taper as they rise 500 feet to the base of the *pyramidion* (small pyramid at the top of the pillar). Each side of the pyramidion measures 34 feet, and each pyramidion rises 55 feet to its apex.

Five of the Great Obelisks obtrude from the sea, at the verge where the Rapids at the End of the World spill. Each is believed to stand on a pedestal of stone with a flat top at sea level. The sixth Great Obelisk rises from the dusty desert peninsula of Sharath.

The Great Obelisks are composed of otherworldly black stone consistent with minerals derived from Yuggoth. Each is graven with curvilinear designs and strange geometric patterns. Native Hyperboreans claim that these ancient enigmas are not amongst Old Earth's marvels and must have risen when (or shortly after) the Ashen Worm laid its icy curse.

Sages, sorcerers, poets, and madmen alike concur that the six Great Obelisks were produced by otherworldly or extra-dimensional beings. Amongst them, the elder things, Great Race, and mi-go oft are held culpable for the creation of these astonishing constructions. Whether or not the pillars are hollow remains a matter of conjecture; if so, these structures conceivably could harbour beings of otherworldly origin.





Great Obelisk

NORTH WIND (Boreas): In immemorial times it was the North Wind (*boreas*) that hemmed in Old Earth's realm of Hyperborea. Upon crossing its frigid currents, one entered a mythic land of endless summer. Here the people were a blessed race of nigh-immortal, preternaturally gifted sorcerer-scientists known as the Hyperboreans.

Gods and heroes visited the realm, for Hyperborea was deemed the finest nation in the world, taking tributes from its coevals Atlantis, Lemuria, and Mu. Then came Yikkorth, "The Ashen Worm", and all was changed. The how and why are left to speculation.

Presently the North Wind roars beyond the edge of the realm, several miles outside the six corners delineated by the Great Obelisks, past the Rapids at the End of the World. Indeed, the North Wind is met by the great vacuum that is the Black Gulf. Unceasingly it lashes around the realm in two opposing hexagonal belts.

Oft the North Wind ushers in men, monsters, dæmons, and otherworldly beings from various times and places. It is said to house the deity Boreas (though some religious scholars posit that in sooth the god is imprisoned within the North Wind). Also, the North Wind is reputed to be home to other beings; specifically, hordes of night-gaunts are said to glide its endless streams.



Ancient Atlantean Astronaut

RAPIDS AT THE END OF THE WORLD: Loci of fear and veneration to seamen, the Rapids at the End of the World are where the waters of the Hyperborean Sea spill from the Rim of the World to the infinite Black Gulf. Within 12 miles of the edge, these falls pull with unmatchable power, sucking any vessel to her doom. Vessels are tugged at about 10 knots, which means the doomed have about one hour to consider their mortality.

Whither goes all the water that cascades off the edge of the world, none can say with any certitude. Some men of learning suggest the North Wind captures the water and pulls it up into the Hyperborean atmosphere to at length fall as precipitation. Others suggest that it curls to the underside of the realm, an airless land of volcanoes, acidic oceans, and constant earthquakes, where dwell dæmons and other nameless horrors. The water that seeps up through this hostile area purportedly pushes through the Hyperborean Sea, though also feeds the underground lakes and seas of Underborea. Little evidence corroborates these suppositions.

R'LYEH: Forbidden texts aver that this loathsome city æons ago was fashioned by colossal, shapeless beings from other dimensions. Certain Pnakotic fragments suggest that R'lyeh is a metropolis of nightmares, with cyclopean vaults housing slimes, oozes, and other amorphous life forms. Most notably, it is the dwelling place of the dreaming deity Kthulhu, where he sequesters his unspeakable hordes.

For millennia, tracing back to Old Earth, the following phrase has been repeated by Kthulhu's raving cultists: *Ph'nglui mglw'nafh Kthulhu R'lyeh wgah'nagl fhtagn*. Loosely translated, this apophthegm means, "In his house at R'lyeh, dead Kthulhu waits dreaming." In days of yore, it was held that R'lyeh lay hidden beneath the South Pacific Ocean of Old Earth, but other locales have been reported. In Hyperborea, where the scarlet sun bloats thicker and sheds less warmth, and as the stars grow dimmer, R'lyeh is rumoured to lie in the ocean deeps of Dagon Bay. (Certain Esquimaux shamans insist it lies within a black reservoir beneath the ice sheets of the Plain of Leng.)

UNDERBOREA: This is the mythic realm of legendry, a vast subterranean kingdom where dwell gods, dæmons, monsters, and netherworldly beings. Poets and madmen relate wild tales of vast cities populated by untold races. Men of learning find wholesale acceptance of these claims troubling. They can agree, though, that evidence supports the existence of subterranean societies of indeterminate origins, including the uncanny ghost-men called the oon.

RELIGIONS of HYPERBOREA

As a component of faith, some religions seek to organize through the establishment of fanes and temples. Others will erect menhirs and megalithic stone circles. Others still perform sacred ceremonies in tree rings or sites of historical significance: perhaps where a star stone fell from the firmament, or where a great king perished in battle. Some will make offerings at the foot of a mountain, or even the mouth of a volcano.

Priestly raiment varies according to religion from simple to elaborate. Too, variety is found in holy symbols, mask-wearing customs, body paint, incense use, holy oils or waters, and so forth. Traditions are limitless.

DEITIES: The deities of Hyperborea do not comprise a pantheon; rather, they are a disparate group whose connexions to one another vary. Some are reputed to have dwelt in Hyperborea since an age when Earth was a steaming morass of primordial soup. Some are said to have risen to prominence before and during mankind's ascension from the lowly depths of apedom. Furthermore, other deities watch from outré dimensions and nether places afar, or planetary bodies in (relatively) close proximity. The gods are not without their conflicts and struggles with one another, but these affairs scarcely involve mankind.

The deities oft are esteemed to be aligned loosely with Law, Chaos, or Neutrality, and thus they are presented with such attributions. Most men of learning agree that the moral strictures and principles of mankind (right and wrong, Good and Evil) are largely alien to them. In sooth, even the attributions of Law, Chaos, and Neutrality may well be dubious distinctions.

Each deity is associated with shapes, forms, states, events, and other sundries. These associations are neither exhaustive nor exclusive. Individual cults and religions will have unique interpretations of deific agendas; so too will opposing races of men and the various subhuman and inhuman species.

Chief amongst objects of worship in Hyperborea is Xathoqqua, whose faith reassumed prominence in the aftermath of the Green Death. (Kthulhu is likewise significant, for his Chaos cults flourish as the

centuries dwindle and the cold, scarlet sun deepens and swells.) Although most men of Hyperborea worship Xathoqqua, this overarching orthodoxy does not preclude the veneration of other deities in lieu of or in addition to the toad god. For example, the Esquimaux chiefly worship Kthulhu, but when sledding across the Plain of Leng might pay tribute to Ythaqqa to spare them of his hunger. Vikings almost always pay tribute to both Ymir and Ullr. People who worship Artemis oft will worship Apollo, too—though most Amazons are reputed to regard Apollo as a fool.

The following deities do not comprise an exhaustive list. Other divinities are worshipped in various corners of the realm; some are derived from Old Earth, others of alien or extra-dimensional origin. Dæmon worship also is known, though typically manifesting in the form of a clandestine cult. Of course, not all deities are tangible entities that provide gifted adherents with sorcerous powers. Indeed, savages have been encountered who will venerate an idol, a stone, a tree, or a mountain; too, some will view their king or chieftain as divine.



Xathoqqua

Apollo [uh-PAH-loh]: This deity of Law is associated with light, the sun, healing, archery, swordsmanship, music, and poetry. He is the twin brother of Artemis and is said to walk amongst men, oft feigning mortality as a golden-haired youth whose wont is to join the ranks of common soldiery. When depicted with bow in hand, Apollo is identified with death, distance, terror, and awe; when depicted with the lyre he is identified with music, poetry, and dance. Some scholars posit that Apollo has taken many mortal women as his lovers and that his demigod progeny are scattered about Hyperborea.

- *Typical clergy:* clerics, paladins, priests
- *Typical followers:* men (any)



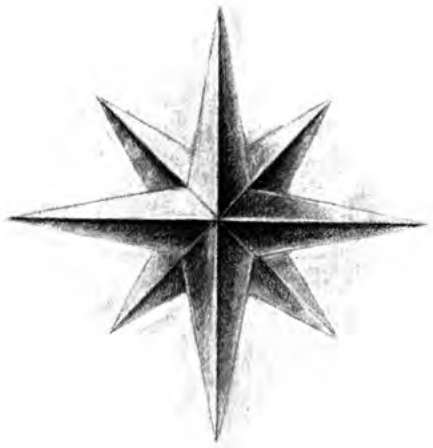


Artemis [AHR-tuh-mihs]: This deity of Law is associated with hunting, forests, hills, chastity, fertility, and independence. She is said to manifest as a regal warrior-woman and is reputed to favour huntsmen and matriarchal societies. The twin sister of Apollo, Artemis is said to dwell amongst the forests of Hyperborea, especially those of New Amazonia and the Floating Island of Paradoxon. Some believe she watches Hyperborea from Phobos, the smaller of Hyperborea's moons.

- *Typical clergy:* clerics, paladins, priests
- *Typical followers:* men (esp. Amazons)

Aurorus [uh-RAW-ruhs], "The Shining One": This deity of Chaos is associated with auroræ, stars, meteor showers, comets, sorcery, and witchcræft. Aurorus is reputed to be a formless goddess who typically manifests as a swirling, sparkling mist. The belief that Aurorus dwells within the most shimmering of auroræ that fill the Hyperborean sky is commonly held. Three-faced effigies are carved to represent Aurorus, but these are nothing more than imagined representations. She speaks with a tripartite female voice and grants knowledge in exchange for animal and human sacrifice.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* men (esp. Hyperboreans), abominable snow-men, centaurs, men of Leng, scorpioids of Xin





Azathoth [A-zuh-thahth]: This deity of Chaos is associated with confusion, entropy, infinity, insatiable hunger, madness, vibrations, ceaselessly beating drums, and haunting flutes. Azathoth is reputed to exist outside the ordered universe, a blasphemous, amorphous blight of bubbling Chaos. He is said to dwell at the centre of infinity, beyond time and space, ever gnawing and ever hungry.

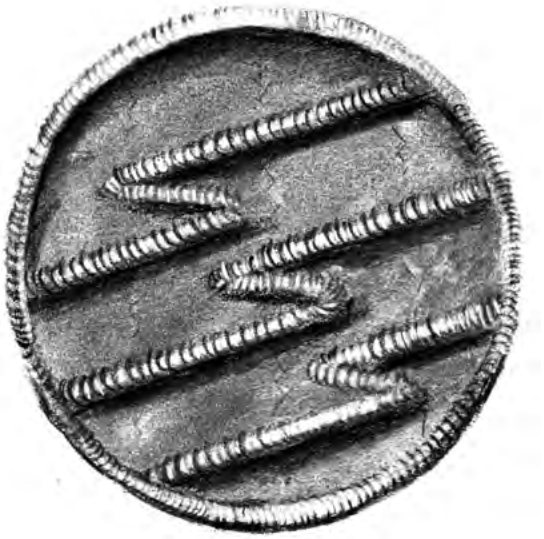
Azathoth represents mindless, unspeakable horror and is believed to infect with madness the psyches of those who invoke him; the wise speak not his name except in hushed tones. Notwithstanding, certain bards and shamans tap into mystical vibrations associated with this Sultan of Chaos through use of percussive instruments and flutes. These techniques oft are learnt from the enigmatic men of Leng.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* men (esp. bards), cave-men, men of Leng, spore-men

Boreas [BAW-ree-uhs], "The North Wind": This deity of Chaos is associated with arctic blasts, the North Wind, blizzards, and captivity. Boreas manifests as a bearded, massively built warrior swathed in swirling winds and wielding a spear. Legends say he is cursed and controlled by Yikkorth, "The Ashen Worm"; some Amazons aver that he was slain by Artemis and now exists as a mindless entity of perpetual wind.

Boreas is believed to dwell within the confines of the North Wind, whipping about the perimeter of Hyperborea in an hexagonal pattern. Once he dwelt in the Hyperborean Mountains, which at length came to be called the Spiral Mountain Array. He might be glimpsed by those who journey to Hyperborea from elsewhere, or whose ships are pulled to their doom by the inexorable Rapids at the End of the World.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* men (any)





Helios [HEE-lee-ohs], "The Sun": This deity of Neutrality is quite literally the sun. Helios is associated with light, warmth, fire, rebirth, righteousness, blood, and power. He oft is depicted as a scarlet-skinned giant with a beard of fire, and in artistic renditions he also is portrayed riding a golden chariot pulled by a team of flame-hoofed horses.

Some sages posit that Helios is but another aspect of Apollo, though Helios' mystery cults reject this notion. Others suggest that Helios (cold, scarlet, and bloated) is a dying god, whose fate is dictated by forces he is powerless to command. Of course, his followers refute this view, too, for they believe Helios one day will assert his power and consume all in his unquenchable fire.

- *Typical clergy:* clerics, druids, monks, priests, shamans
- *Typical followers:* men (esp. pyromancers)

Kraken [KRA-kihn] (Khalk-Xu [kahlk-SHEU]), "The Dimensional Dweller": This deity of Chaos is associated with extra-planar travel, outré dimensions, cosmic hunger, energy absorption, human sacrifice, time travel, illusion, duality, and reincarnation. Kraken dwells in a negative dimension and is said to manifest as a colossal octopus when invoked by his high priests. When a human sacrifice is chained to Kraken's altar, a mauve tentacle reaches forth from elsewhere to touch the sacrifice, at once absorbing it. Frighteningly, Khalk-Xu might in sooth be one of many Krakens, an entire race of deific extra-dimensional beings whose worship may have been introduced by the Yakuts.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* men (esp. Esquimaux, Vikings)





Krimmr [KRIH-mer]: This deity of Chaos is associated with horses, volcanoes, smoke, ash, courage, bloodlust, iron, and steel. It is told that Krimmr is a gigantic, bearded warrior with massive thews of stone and eyes that bleed lava. He is said to dwell in a magma-filled hall of stone and deigns to shew himself only to those followers who have been slain in unwinnable battle. Krimmr favours the bold and despises the weak; those who beg his favour are either ignored or levied with a curse. Kimmerian prophecy speaks of Krimmr one day mounting his enormous steed of black granite to battle insurmountable foes.

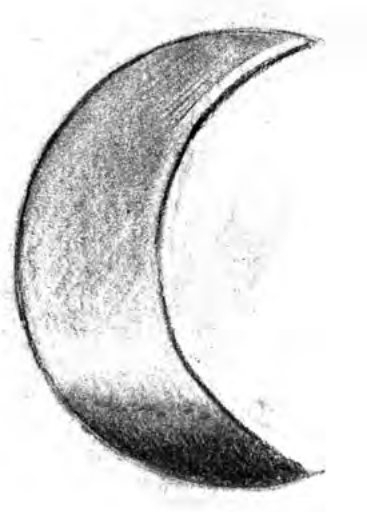
- *Typical clergy:* clerics, shamans
- *Typical followers:* men (esp. Kimmerians, blacksmiths)

Kthulhu [kuh-THOO-loo]: This deity of Chaos is associated with sorcery, necromancy, deviltry, witchcræft, nightmares, madness, exhilaration, destruction, and havoc. He presents as a winged octopodous being, immense in size. Through nightmare visions he is reputed to whisper to his cultists, particularly those who handle his idols or engage in ritual drum dances around great sacrificial bonfires.

Poets and madmen speak in tales and verse of Kthulhu dwelling in a lost city in the ocean depths of Dagon Bay; others suggest a black reservoir beneath the frozen Plain of Leng. There he is said to slumber, waiting for the bloated red sun to cool further. Kthulhu cults are scattered across the realm and seem to be growing; Xathoqquans, too, oft honour Kthulhu, viewing the dreaming god as part of their distinct orthodoxy.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* men (esp. Esquimaux), aboleths, crab-men, fish-men





Lunaqqua [loo-NAH-kwuh]: This deity of Neutrality is associated with moons, moths, cycles, time, tides, seafaring, lunacy, lycanthropy, and sorcery. Lunaqqua is said to manifest as a voluptuous naked woman with glowing blue skin, yellow hair, and lambent white eyes; or, if enraged, as a colossal moth of frightening visage. Lunaqqua is notorious for ignoring her followers, though she is believed to divert them from disaster at sea. She commonly is supposed to dwell on the larger of Hyperborea's moons; in fact, the association is so strong that some devotees simply refer to Lunaqqua as Selene.

- *Typical clergy:* clerics, druids, monks, priests, shamans
- *Typical followers:* men (esp. seamen), lycanthropes



The Cult of Kthulhu

Mordezzan [MAWR-de-zan]: This deity of Neutrality is associated with death, graves, charnel houses, dogs, ghouls, ghuls, hyænas, hyæna-men, jackals, and carrion. Mordezzan presents as a giant, emaciated, ghoul-like being with obsidian-coloured skin and eyes like burning coals. From his elongated arms extend skeletal talons shaped like scimitars. Mordezzan is said to manifest in catacombs beneath the charnel houses where his worship thrives. There he takes as his provender the cadavers of men prepared by his most puissant priests.

- ✶ *Typical clergy:* clerics, monks, priests, shamans
- ✶ *Typical followers:* men (esp. Ixians, necromancers), ghuls, hyæna-men





Raven [RAY-vihn]: This deity of Neutrality is associated with trickery, creation, gluttony, healing, hunger, licentiousness, light, selfishness, sorcery, and transformation. He changes form frequently, but usually manifests as a giant raven with a 17-foot wingspan. To be subjected to a Raven prank—or to be lured into one of his mischievous escapades—is considered a rare blessing.

Raven chiefly is observed in the region where he most is celebrated in totemic sculpture: the Savage Boreal Coast. Some shamans there recount stories of two Ravens, brothers of opposite temperament: One is wise and powerful ("Creator"), the other childish and wicked ("Trickster"). This notion further is attested by *Thurssonns*, exiled Vikings of the Isles of Thur, who report visitations by Odin's ravens, Huginn ("thought") and Muninn ("mind").

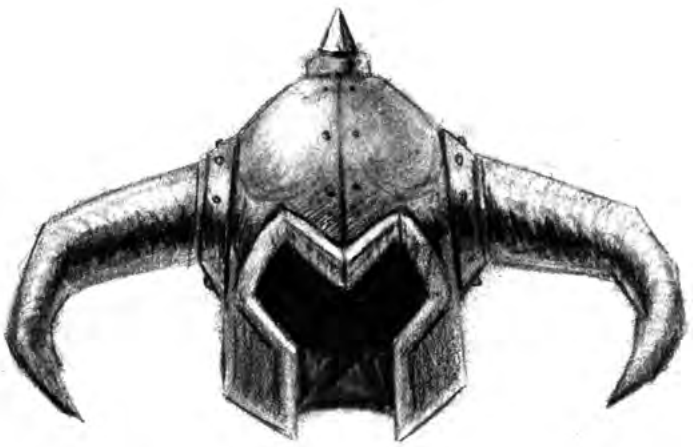
- ✶ *Typical clergy:* clerics, priests, shamans, purloiners
- ✶ *Typical followers:* men (esp. half-blood Picts)

Rel [REL], "God of Thieves": This demigod of Neutrality is associated with thievery, banditry, swindling, gambling, deception, backstabbing, ale, beer, luck, and gems and gold gained by means stealthy and nefarious. Rel is said to assume many faces, usually male (or rarely female). He is reputed to have been granted immortality after impressing Xathoqqua with an impossible theft; others suggest him to be the by-blow of Apollo.

Rel presents as a swarthy, handsome sort. He wears a broad-brimmed hat and winged sandals that he uses to fly at impossible speed; the latter lead some sages to posit that Rel is in fact Hermes, messenger of the gods. Amongst the Kelts he has been called Teutates. Rel is a "god of the people" and is said to dwell amongst mortal men, oft in underworld societies posing as a common thief of no great repute. Presently, Rel is believed to favour Port Zangerios.

- ✶ *Typical clergy:* clerics, priests, shamans, purloiners
- ✶ *Typical followers:* men (esp. thieves)





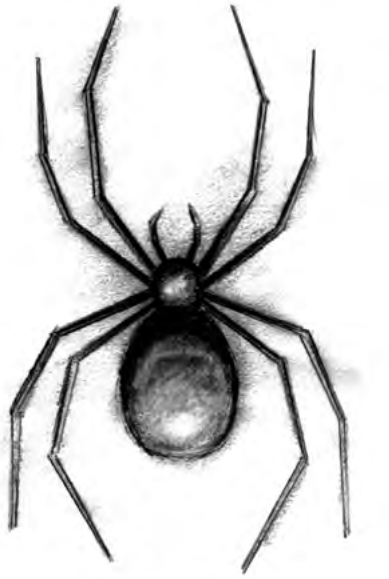
Thaumagorga [thaw-muh-GAWR-guh]: This deity of Evil is associated with Hades, dæmonism, torture, slavery, violence, war, bellicosity, and bloodletting. Thaumagorga manifests as a massive, heavily armoured dæmon-warrior who wields a flaming two-handed scimitar. He wears a great horned helm that obscures his features in blackness, save a pair of flaming coals for eyes.

Notorious as the most potent of all dæmonkind, Thaumagorga sits upon a throne of human bones in the nameless depths of Underborea. He is said to be lord and master of six powerful dæmon princes. Druids sometimes advocate his worship, convinced that he was once the Keltic deity Cernunnos (the "Horned One"); men of learning from Khromarium associate him with Ares, the God of War.

- *Typical clergy:* clerics, druids, monks, priests, shamans
- *Typical followers:* men (any), dæmons, fire giants, minotaurs, orcs

Tlakk-Nakka [tlahk-NAH-kuh]: This deity of Neutrality is associated with spiders, death, poison, predation, murder, witchcræft, dreams, and fate. Tlakk-Nakka is an arachnid goddess reputed to beguile her followers into obeisance. She is said to manifest as an enormous spider with the head of crowned, raven-haired woman shewing jewel-black eyes. It is told that Tlakk-Nakka dwells in the impossible depths of Mount Vhuurmithadon, the dead, treble-peaked volcano that rises from the centre of the Spiral Mountain Array. There she eternally weaves, taking her provender from that which finds itself ensnared in her webs, be it man, beast, dæmon, or god.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* men (esp. Ixians, Picts)





Ullr [YOO-ler]: This deity of Chaos is associated with Viking longships, skis, shields, swordsmanship, bows of yew, rune sorcery, wolves, bears, sabre-tooths, piracy, and raiding. Ullr is reputed to favour Vikings and those who praise Ymir, for he himself pays tribute to the all-powerful frost giant. He inhabits an ancient castle on Ullr's Island, Vikland.

Ullr oftest presents as a Viking berserker, and he has been known to join the Vikings' most daring raids. For them, Ullr is the last remaining deity of the Æsir. This waning does not stop them from passing down tales of the old gods such as Baldr and Thor. However, Ullr has been known to slay skalds who weave tales extolling Odin, for he reserves no small enmity for the erstwhile Viking god supreme.

- *Typical clergy:* clerics, runegravers, shamans
- *Typical followers:* men (esp. Vikings)

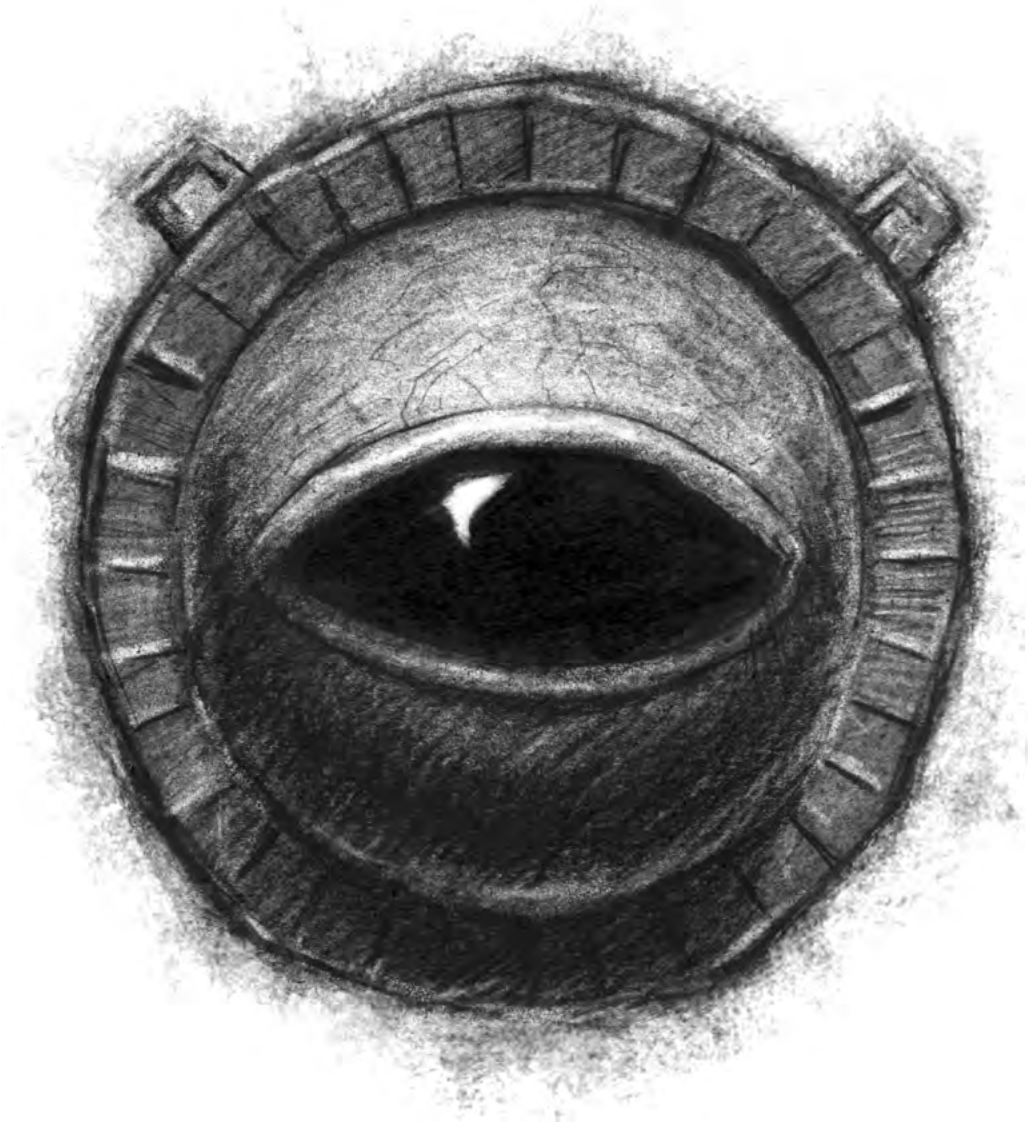
Xathoqqua [za-THAH-kwuh]: For man and beast, this deity of Chaos is the principal being of worship in all of Hyperborea. Xathoqqua's worship is incalculably older than mankind, for this deity landed on Hyperborea when Old Earth was but a steaming morass with a single, algæ-covered continent. Xathoqqua is reputed to dwell within the deeps of the Spiral Mountain Array, specifically the hoary depths of Mount Vhuurmithadon, a treble-peaked extinct volcano. Religious scholars, through painstaking translation of sacred mystery texts, reveal that Xathoqqua arrived via Saturn, where some of his relatives may yet remain. Prior to this time, his origin is extra-dimensional.

Xathoqqua is associated with life, death, reincarnation, pestilence, disease, luck, misfortune, cruelty, savagery, mischievousness, and sardonicism. He is reputed to communicate directly with his followers through oracles and animated idols or statues. He sometimes binds his supplicants with irrevocable contracts that oft seem nonsensical: Some are incredibly generous, others grossly unfair. To his servitors (oft identified as Xathoqquans), he will grant antemundane secrets from outlying planets and realms extra-dimensional.

Xathoqqua is portrayed as a colossal, sloth-bodied toad covered in brown-black fur. From his broad back projects a pair of massive, membranous wings that he may utilize to glide across the gelid winds of the Black Gulf. In sculpture his bulbous, sleepy eyes are stylized as narrow slits. Oft he is depicted with an enormous tongue and sometimes other attributes deemed offensive or obscene to those of delicate sensibility.

- *Typical clergy:* clerics, monks, priests, shamans, purloiners
- *Typical followers:* men (esp. common men, Hyperboreans), ape-men, cave-men, vhuurmis

N.B.: Some of the most furtive and ferocious beasts are said to frequent Xathoqqua's ashen altars lost in the nameless depths of the wilderness. Here they grunt, howl, sibilate, or whine their inarticulate supplications. Examples include apes, aurochs, bats, bears, boars, crocodiles, dogs, elk, frogs, hyænas, lizards, woolly mammoths, pterodactyls, rats, woolly rhinoceroses, sloths, sabre-tooths, toads, weasels, wolves, and wolverines.





Yig [YIHG] (Apep [A-pep]), "The Great Serpent": This deity of Law is associated with snakes, reptiles, sorcery, necromancy, resurrection, and reincarnation. Yig is a cruel, serpentine god reputed to bless his followers with forbidden knowledge. He is fabled to grant his most puissant priests the ability to shed their skin and assume the forms of terrifying snakes. Yig is said to manifest as an enormous python that traverses the gargantuan tunnels of Underborea; some say that he gnaws out these tunnels himself.

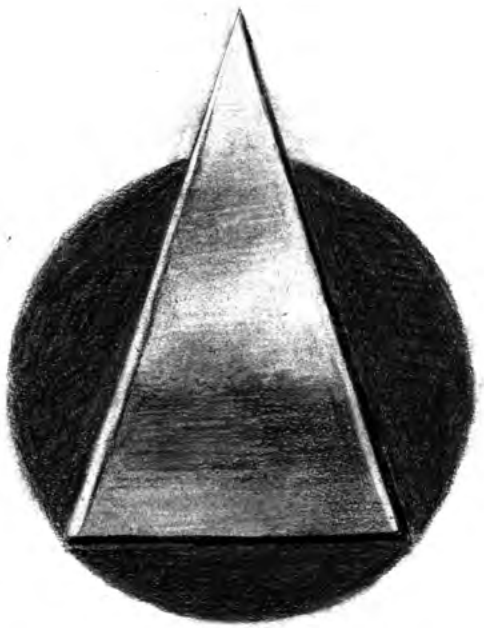
- *Typical clergy:* clerics, monks, priests
- *Typical followers:* men (esp. Ixians), snake-men

Yikkorth [YIH-kawrth], "The Ashen Worm": This deity of Neutrality is associated with glaciers, icebergs, and cataclysms. Yikkorth presents as a gigantic, pale white, wormlike god that delegates its will through a cabal of sorcerer-priests. It is said to dwell in a great hall of ice within the confines of an impossibly massive iceberg.

Yikkorth is reputed to exert dominance over other deities, including Boreas, Ymir, and Ythaqqa; in fact, non-Viking sages posit that Yikkorth begot Ymir. The Ashen Worm is notorious for spawning the cruellest of winters and instigating the most unforgiving ice ages. It also is reputed to impregnate glacial ice with dæmonic forces that, when unleashed, prey upon mankind.

Yikkorth is held culpable for one of the most devastating curses levied against Hyperborea: In preternatural ice it once mantled the whole of the realm. Ages later, when the ice thawed, Hyperborea's connexion to Old Earth was no more. The sun was no longer yellow, and the sea spilled from the rim of a world hemmed in by the blasting North Wind.

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* men (esp. cryomancers), abominable snow-men, albino apes





Ymir [EE-meer]: This deity of Chaos is associated with mountains, snow, ice, mists, blizzards, and unbridled rage. Ymir is said to manifest as a blue-bearded frost giant with a tremendous axe of ice-blue steel. Non-Viking religious scholars posit that Ymir is the offspring of Yikkorth, "The Ashen Worm". Viking skalds reject this notion as absurd; in fact, they espouse Ymir as the primæval deity who created the world from which Hyperborea is derived.

Ymir is believed to dwell in the depths of Mount Ymir, near Vikland, though scarcely does he deign to shew himself. Perfidious scriveners once penned the unorthodox theory that Ymir flitted above the realm in a crystalline castle amongst the clouds. Such twaddle warrants not inclusion in a scholarly treatise. Those responsible have been sacked.

- *Typical clergy:* clerics, runegravers, shamans.
- *Typical followers:* men (esp. Vikings), abominable snow-men, mountain apes, dwarfs, frost giants, hill giants.

Yoon'Deh [YOON-day]: This deity of Neutrality is associated with aurochs, elk, mammoths, migration, nature, wine, wild passion, and sacrifice (animal and human). Yoon'Deh is the principal deity of the druids. She is said to manifest as an elk, a mammoth, or an antlered nymph, appearing in sacred groves or henges when both moons are full and her altars are wetted with blood. Just prior to the Green Death, the worship of Yoon'Deh overshadowed Xathoqqua's, but not so in the aftermath.

Yoon'Deh is an anthropomorphic goddess reputed to be a former wife of Cernunnos (the "Horned One"). Some sages identify Yoon'Deh with Cybele, the ancient Phrygian mother goddess, or sometimes Demeter, the Greek goddess of grains. Druids say Yoon'Deh traverses Hyperborea's forests, hills, and grasslands in bestial form, though ever remains elusive to even her most devout followers.

- *Typical clergy:* clerics, druids, monks, priests, shamans
- *Typical followers:* men (esp. Kelts)



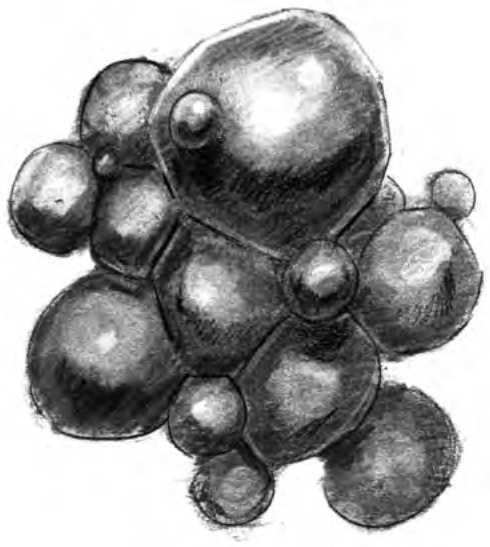


Ythaqqa [ih-THA-kah], "The Wendigo" [WEN-dih-goh]: This deity of Neutrality is associated with arctic winds, tundra, doom, ill fate, hopelessness, lost travellers, and misbegotten fools. Ythaqqa manifests as a gigantic, hairy, vaguely humanoid creature with glowing red eyes. Bloodthirstily it preys upon the lost and the damned, ever prowling the Plain of Leng and the Ythaqqa Plateau. Ythaqqa's cultists oft leave sacrifices to appease the god, as well as stone-carved idols intended to honour it. Ythaqqa sometimes is regarded as an ice dæmon vassal of Yikkorth, the "Ashen Worm".

- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* men (esp. Esquimaux), abominable snow-men, albino apes, centaurs, hyæna-men, men of Leng

Yug [YUHG] (Yog [YAHG]): This otherworldly deity of Chaos is associated with darkness, void, cannibalism, shapeless spawn (oozes, slimes, jellies), and like mutable forms (moulds, spores, and other fungi). Reputed to roam the illimitable depths of the Black Gulf, Yug manifests as a dark, protean mass, a nebulous cloud of yellow-brown spores that can swallow worlds. Yug is said to be the progenitor of the primordial material from which shoggoths and other amorphous beings were formed; some assert that he is the originator of all life. Yug (sometimes called "Yog") is suggested by some religious scholars to be supreme amongst the deities, and likewise that Xathoqqua and Kthulhu serve as his high priests.

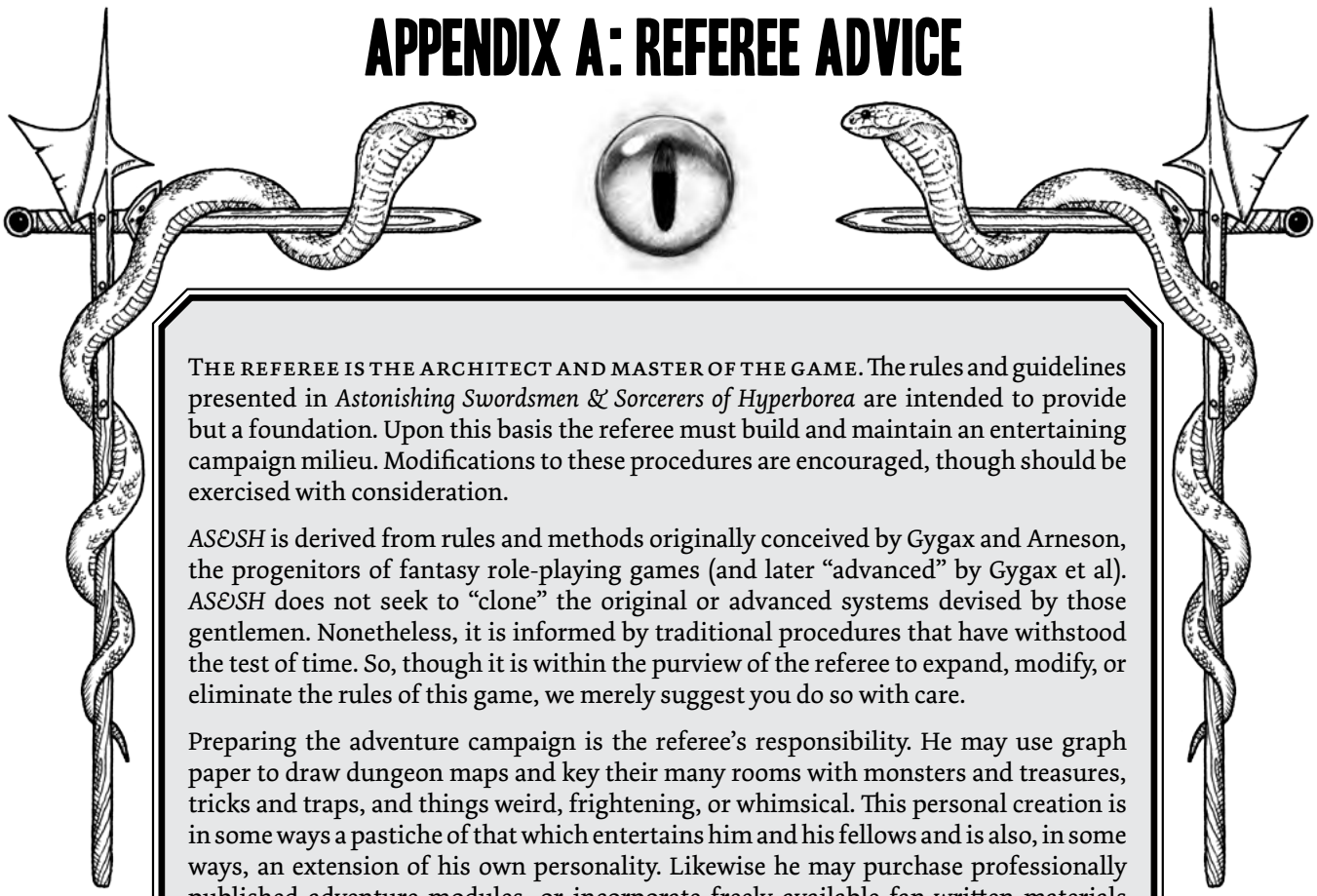
- *Typical clergy:* clerics, monks, priests, shamans
- *Typical followers:* men (any), ape-men, cave-men, mi-go, spore-men





The Ashen Worm

APPENDIX A: REFEREE ADVICE



The referee is the architect and master of the game. The rules and guidelines presented in *Astonishing Swordsmen & Sorcerers of Hyperborea* are intended to provide but a foundation. Upon this basis the referee must build and maintain an entertaining campaign milieu. Modifications to these procedures are encouraged, though should be exercised with consideration.

AS&SH is derived from rules and methods originally conceived by Gygax and Arneson, the progenitors of fantasy role-playing games (and later "advanced" by Gygax et al). *AS&SH* does not seek to "clone" the original or advanced systems devised by those gentlemen. Nonetheless, it is informed by traditional procedures that have withstood the test of time. So, though it is within the purview of the referee to expand, modify, or eliminate the rules of this game, we merely suggest you do so with care.

Preparing the adventure campaign is the referee's responsibility. He may use graph paper to draw dungeon maps and key their many rooms with monsters and treasures, tricks and traps, and things weird, frightening, or whimsical. This personal creation is in some ways a pastiche of that which entertains him and his fellows and is also, in some ways, an extension of his own personality. Likewise he may purchase professionally published adventure modules, or incorporate freely available fan-written materials that match his tastes and preferences.

The referee thus develops his campaign one building block at a time. Often this enterprise necessitates extra "homework" on his part. He must jot notes, review resources, develop NPCs (including their plans and sometimes nefarious objectives), prepare contingencies, and so forth. Preparations typically include the brief development of a settlement where the characters will supply themselves and maintain contacts; the geography and history of the area; local flora and fauna; religious beliefs of the populace; the political scope of the region; and, of course, the adventure locations: a cursed temple, a haunted forest, an ancient dungeon, or a similarly evocative setting.

The referee need not burden himself with intense development of each of these aspects all at once. So long as he has a decent idea of what needs to be known by the party and what does not, he always can expand from what he has created as the campaign progresses. (To wit, the referee might spend weeks developing a fishing village, only to learn that the players are more interested in exploring the hostile swamplands 40 miles away.) Use the material in Vol. VI to help develop ideas.

Improvisation is an oft-necessary component of the referee's job. When he must fabricate the name of a person or place on the fly, he should jot it down in a notebook, maintaining and organizing such notes for future use. He also should track carefully the passage of time: the days, weeks, and months; the passing of the seasons; and so forth. Maintaining a firm command of the campaign helps preserve the semblance of consistency and verisimilitude—a living, breathing game world, as it were.

APPENDIX B: WEATHER IN HYPERBOREA

Hyperborea is a flat, hexagonal plane that revolves around a giant red sun. A single revolution requires 13 Old Earth years to complete; during this circuit are one year of complete light and one year of utter darkness. These circumstances, geography, and other dynamics contribute to Hyperborea's weather, as illustrated hereafter.

The referee may use this appendix to determine daily *temperature*, *conditions*, *wind force*, and *wind chill*. These factors are presented in broad strokes for the following four latitudinal ranges: interior mainland, coastal mainland, River Okeanos, and Rim of the World. However, certain parts of the realm (Abbicca's Mere, IX, Sharath, and the Valley of Mists) are exceptions to the norm. These areas are warmer or colder than their latitudes would suggest; their conditions and winds likewise are anomalous. The following steps can be used to determine the weather in any portion of Hyperborea, producing results both typical and extreme:

1. DETERMINE BASE TEMPERATURE: To find the day's *base temperature*, refer to p. 565: Table B-1. Cross-reference the year of the cycle with the latitudinal range, and roll the die or dice indicated. The result may be modified by the following factors:

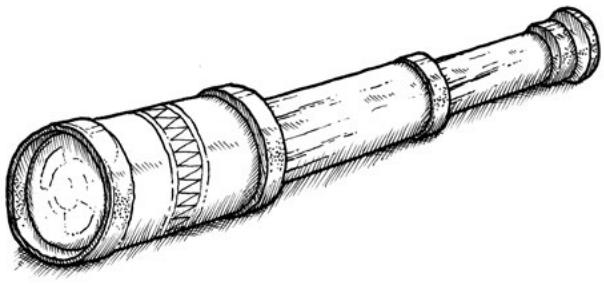
- Terrain type (see p. 568: Table B-6)
- Anomalous regions (see p. 568: Table B-7)

All modifiers are cumulative. The final total is that day's base temperature, variable by 5–10°F throughout the day, per referee discretion. (In years of perpetual light or darkness, the base temperature may remain near constant throughout the day.) If the effective temperature after all modifiers is extremely cold or hot, player characters may be affected adversely (see Vol. III, p. 236: Movement, *wilderness movement*).

2. DETERMINE CONDITIONS: Find the day's *conditions* by rolling on Table B-2. The d% result may be modified by the following factors:

- Season (see p. 567: Table B-5)
- Terrain type (see p. 568: Table B-6)
- Anomalous regions (see p. 568: Table B-7)

All modifiers are cumulative. The final total indicates the day's weather conditions, though some results will direct the referee to a supplementary table.



3. DETERMINE WIND FORCE: Find the day's *wind force* by rolling on Table B-3. The d12 roll may be modified by the following factors:

- Season (see p. 567: Table B-5)
- Terrain type (see p. 568: Table B-6)
- Anomalous regions (see p. 568: Table B-7)

All modifiers are cumulative. The final total indicates the average wind speed, which may vary throughout the day, per referee discretion.

4. DETERMINE WIND CHILL: Calculate *wind chill* by cross-referencing the base temperature and the wind force on p. 567: Table B-4.

After determining the weather, the referee is at liberty to extend it over several days, or he may opt for more rapid, day-by-day fluctuations. Furthermore, if the referee is fairly confident that the campaign locale will not change anytime soon, he may forecast the weather by the week or month. Including weather in a Hyperborea campaign will help to foster greater immersion for *AS&SH* players and referees alike.

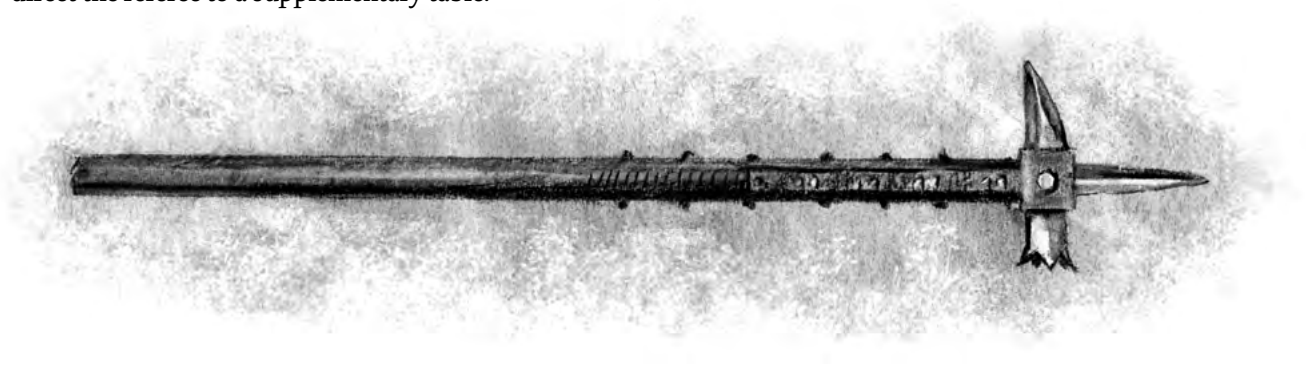


Table B-1: Base Temperature

Year	Latitudinal Range			
	Interior Mainland (~72°N) *(Barrier Mountains, Plain of Leng, Spiral Mountain Array)*	Coastal Mainland (~54°N) *(Lizard Coast, Lug Wasteland, Zakath Desert)*	River Okeanos (~36°N) *(Crab Archipelago, Kitasion Archipelago, Zangerios Islands)*	Rim of the World (~18°N) *(Isles of Thur, New Amazonia, Scythium)*
1	(2d4×5)−35°F	(2d4×5)−10°F	(1d4×5)+30°F	(1d4×5)+60°F
2	(2d4×5)−25°F	(2d4×5)−5°F	(1d4×5)+40°F	(1d4×5)+65°F
3	(2d4×5)−15°F	(2d4×5)°F	(1d4×5)+45°F	(1d4×5)+70°F
4	(2d4×5)−10°F	(2d4×5)+10°F	(1d4×5)+50°F	(1d4×5)+70°F
5	(2d4×5)°F	(2d4×5)+20°F	(1d4×5)+55°F	(1d4×5)+75°F
6	(2d4×5)+5°F	(2d4×5)+30°F	(1d4×5)+60°F	(1d4×5)+75°F
7	(2d4×5)°F	(2d4×5)+25°F	(1d4×5)+60°F	(1d4×5)+75°F
8	(2d4×5)−5°F	(2d4×5)+15°F	(1d4×5)+55°F	(1d4×5)+70°F
9	(2d4×5)−15°F	(2d4×5)+5°F	(1d4×5)+45°F	(1d4×5)+70°F
10	(2d4×5)−25°F	(2d4×5)°F	(1d4×5)+40°F	(1d4×5)+65°F
11	(2d4×5)−35°F	(2d4×5)−5°F	(1d4×5)+35°F	(1d4×5)+60°F
12	(2d4×5)−40°F	(2d4×5)−10°F	(1d4×5)+30°F	(1d4×5)+60°F
13	(2d4×5)−45°F	(2d4×5)−15°F	(1d4×5)+25°F	(1d4×5)+55°F

Table B-2: Conditions

Modified d% Result	Conditions	Effects
15 or less	Clear	—
16–30	Partly cloudy	—
31–47	Cloudy	—
48–49	Severe heat	Add 20°F and reroll.
50	Extreme weather	See Table B-9.
51–52	Severe cold	Subtract 20°F and reroll.
53–70	Fog	Visibility reduced to 20 feet.
71 or more	Precipitation	See Table B-8.

Table B-3: Wind Force

Modified d12 Result	Wind Force	mph	Effects
1–3	Becalmed	0–2	—
4–6	Light breeze	3–12	—
7–12	Moderate breeze	13–21	—
13–14	Strong breeze	22–31	Missile fire at −2; flying creatures at ½ MV unless moving with wind.
15	Gale	32–46	No missile fire; flying creatures grounded.
16	Strong gale	47–63	10% chance per hour of 3d4 hp damage (*avoidance* save negates); 5% chance of damage to structures.
17	Storm	64–73	15% chance per turn of 3d4 hp damage (*avoidance* save negates); 25% chance of damage to structures.
18	Hurricane	74–136	20% chance per turn of 3d4 hp damage (*avoidance* save negates); 45% chance of damage to structures.

The Ice Wreck



Table B-4: Wind Chill

Base Temp. (°F)	Wind Force							
	Becalmed	Light Breeze	Moderate Breeze	Strong Breeze	Gale	Strong Gale	Storm	Hurricane
50	50	45	45	45	40	40	40	35
45	45	40	40	35	35	30	30	30
40	40	35	30	30	25	25	25	20
35	35	30	25	20	20	20	15	15
30	30	25	20	15	15	10	10	5
25	25	15	10	10	5	5	0	0
20	20	10	5	0	0	−5	−5	−10
15	15	5	0	−5	−10	−10	−15	−15
10	10	0	−10	−10	−15	−20	−20	−25
5	5	−10	−15	−20	−20	−25	−25	−30
0	0	−15	−20	−25	−30	−30	−35	−40
−5	−5	−20	−25	−30	−35	−40	−40	−45
−10	−10	−25	−35	−40	−40	−45	−50	−55
−15	−15	−30	−40	−45	−50	−55	−55	−60
−20	−20	−40	−45	−50	−55	−60	−65	−70
−25	−25	−45	−55	−60	−65	−70	−70	−80
−30	−30	−50	−60	−65	−70	−75	−80	−85
−35	−35	−55	−65	−70	−75	−80	−85	−95
−40	−40	−60	−70	−80	−85	−90	−95	−100
−45	−45	−70	−80	−85	−90	−95	−100	−110
−50	−50	−75	−85	−90	−100	−105	−110	−115
−55	−55	−80	−90	−100	−105	−110	−115	−125
−60	−60	−85	−100	−105	−110	−120	−120	−130
−65	−65	−90	−105	−110	−120	−125	−130	−140
−70	−70	−100	−110	−120	−125	−130	−135	−145
−75	−75	−105	−120	−125	−135	−140	−145	−155

Table B-5: Seasonal Modifiers

Year	Conditions Modifier	Wind Force Modifier
1	±0	+2
2	+5	+1
3	+5	+1
4	+10	+2
5	+10	+1
6	+5	+1
7	±0	±0
8	−5	±0
9	−5	±0
10	−5	±0
11	−5	+1
12	±0	+2
13	±0	+2

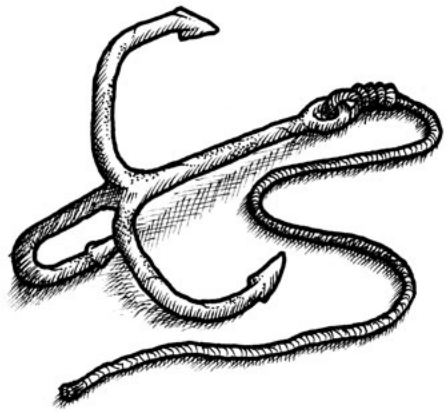


Table B-6: Terrain Modifiers

Terrain Type	Temperature Modifier	Conditions Modifier	Wind Force Modifier
Desert (Sandy)	±0°F	−25	+2
Desert (Steppe)	±0°F	−15	+1
Forest	±0°F	±0	±0
Hills	−5°F	±0	+1
Hills, Glaciated	−10°F	±0	+1
Mountains	−10°F	±0	+2
Mountains, Glaciated	−20°F	±0	+2
Plains	±0°F	+5	±0
Plains, Coastal	±0°F	+5	+2
Plateau / Ridge	±0°F	±0	+1
Rainforest	+10°F	+15	±0
Tar Pits / Wetlands	±0°F	+5	±0
Tundra	±0°F	−20	+1
Volcanic	±0°F	±0	+2
Volcanic, Glaciated	−10°F	±0	+2
Water	±10°F*	+5	**

* If base temperature is 40°F or lower, add 10°F; if 60°F or higher, subtract 10°F.
** For open sea and small islands, see Vol. III, p. 272: Table 107.

Table B-7: Anomalous Regional Modifiers

Region	Temperature Modifier	Conditions Modifier	Wind Force Modifier
Abbicca's Mere	+10°F	+15	±0
IX	−15°F	±0	±0
Sharath	−30°F	±0	+1
Valley of Mists	−10°F	+15	+1

Table B-8: Precipitation

Base Temperature	Precipitation	Effects
< 30°F	Snow	Visibility reduced to 20 feet. Snow collects at 1d4÷2 inches per hour for 1d12 hours. −10 MV at 4 inches; −20 MV at 12 inches.
30–35°F	Sleet	Visibility reduced to 20 feet; −10 MV.
> 35°F	Rain	Missile fire at −2; −10 MV.

Table B-9: Extreme Weather

d% Result	Extreme Weather	Effects
01–25	Hail	Reroll on Table B-2 at +20. Hail falls at random time of day for 1d10 turns. Exposed creatures sustain 1d3−1 hp damage per turn; DR from armour applies.
26–35	Hurricane	Reroll on Table B-2 at +30; see Table B-3 for hurricane wind effects.
36–80	Thunderstorm	Reroll on Table B-2 at +20. Thunder and lightning occur for 1d4 hours. On a 1% chance per turn, lightning strikes nearby. If so, chance to be struck is 10% minus base AC (e.g., 1% if unarmoured, 7% in plate mail). Bolt causes 6d8 hp damage (*avoidance* save for ½).
81–90	Tornado	Reroll on Table B-2 at +30. Tornado manifests at random time of day for 1d12 minutes. See *control weather* for effects.
91–98	Volcano	Nearest volcano erupts at random time of day, preceded by 1d3 tremors at 1d10-minute intervals. Make *death* save or fall *prone*. Eruption blankets all in thick ash.
99–00	Fortean event	Examples include rain of acid, blood, or frogs; unnaturally coloured snow; eerie lights; ball lightning; falling meteors or spacecraft; or "frozen air" that causes *asphyxia* when inhaled. Referee creativity and deviousness are encouraged.

APPENDIX C: ROGUES GALLERY

The following cast of characters typifies thriving adventurers of Hyperborea. These characters can be used by the referee as NPCs, or (with referee approval) by the players as pre-generated PCs. Presented here are two distinct groups that can be used separately or together as a single set. The first is the trio depicted on the cover of this book. The second is a quintet of adventurers who are shewn in the six volume dividers, as well as in several other interior illustrations.

In all, these eight characters exhibit the diverse array of classes and subclasses available for play in *Astonishing Swordsmen & Sorcerers of Hyperborea*. Each is presented with a brief background, as well as statistics at low, middle, and high level. The referee is encouraged to expand, modify, or ignore any of this information to suit his campaign.

GROUP ONE

This trio ostensibly is led by Ronan Mac Corc, though the adventurers oft are steered by the unwavering moral compass of Yngvildr Thorsteinsdottir. Early on Ronan and Yngvildr functioned as an adventuring duo. During their first escapade, they were captured by a pack of ape-men. They escaped through the wit and guile (and no small amount of sorcery) of a fellow captive, Darr Yannos. Never since has Darr been reticent about reminding them of this unassailable truth.



Group One

RONAN MAC CORC [ROH-nuhn mak KAWRK] (1st-level Kimmeri-Kelt huntsman): AL CG; SZ M (5'10", 190 lbs.); MV 40; AC 6; HD 1 (hp 11); FA 1; #A 3/2 (long spear *[+2]*) or 2/1 (long sword *[–2]* and hand axe *[–3]*,*two-weapon fighting*) or 1/1 (dagger *[+1]*); D 1d8+3 (long spear, two-handed) or 1d8+2 (long sword) or 1d6+2 (hand axe) or 1d4+2 (dagger); SV 16 *[death +2, transformation +2, dodging +1]*; ML 11; XP 20; ST 17, DX 15, CN 13, IN 9, WS 9, CH 15.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Climb* 8-in-12. *Hide* (5-in-12 wilderness, 3-in-12 non-wilderness). *Move silently* 5-in-12. *Predator* (+1 damage vs. animals). *Subdue animal*. *Track* (10-in-12 wilderness, 5-in-12 non-wilderness). *Weapon mastery* (long spear). *Wilderness survival*. *Wilderness traps* 3-in-12.

Gear: leather armour, hand axe, dagger, long sword, long spear, backpack, sinew cord, fishing hooks ×12, fishing net, fishing string, hunting horn, soft leather pouch, torches ×2, wineskin (full), body paint, **2 cp**, **7 sp**.

RONAN MAC CORC (5th-level Kimmeri-Kelt huntsman): AL CG; SZ M (5'10", 195 lbs.); MV 40; AC 5; HD 5 (hp 39); FA 5; #A 3/2 (long spear *[+2]* or boomerang *[+4]*) or 2/1 (long sword *[–2]* and hand axe *[–3]*, *two-weapon fighting*) or 1/1 (dagger *[+2]*); D 1d8+3 (long spear, two-handed) or 1d4+5 (boomerang) or 1d8+2 (long sword) or 1d6+2 (hand axe) or 1d4+3 (dagger); SV 14 *[death +2, transformation +2, dodging +1]*; ML 11; XP 200; ST 17, DX 15, CN 13, IN 9, WS 9, CH 15.

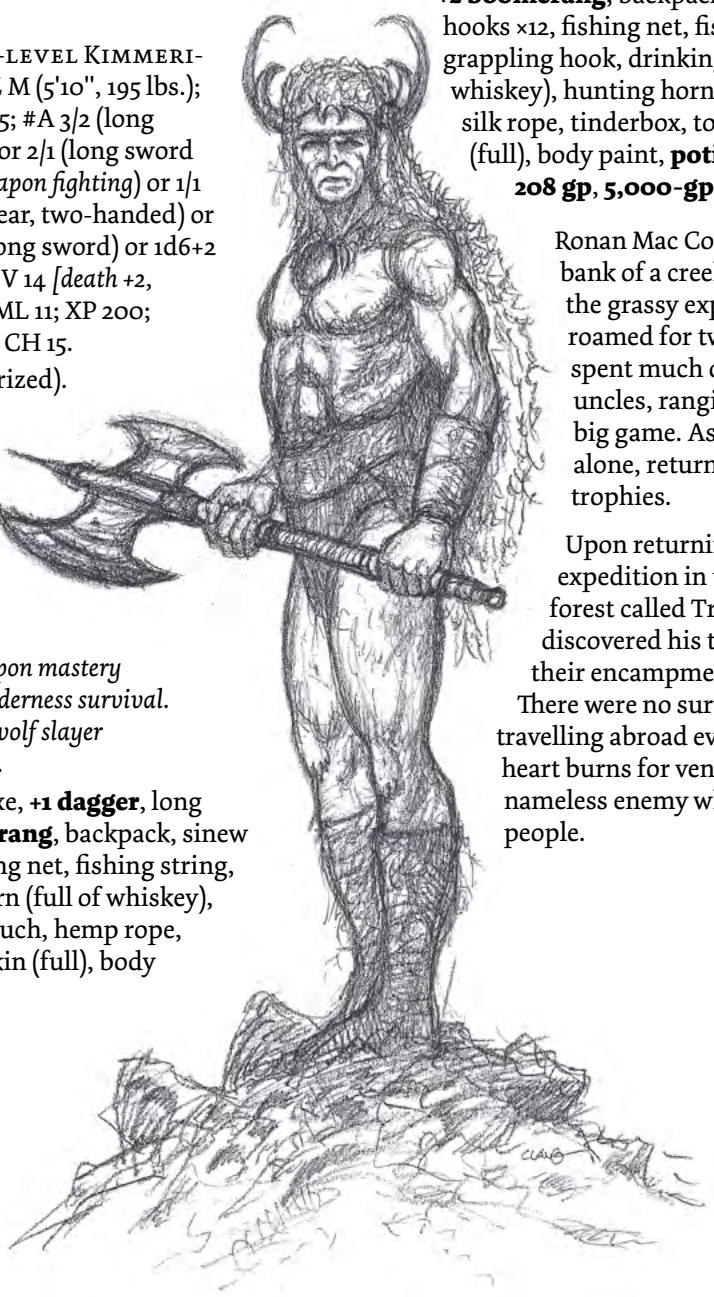
Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Climb* 9-in-12. *Hide* (7-in-12 wilderness, 5-in-12 non-wilderness). *Move silently* 7-in-12. *Predator* (+5 damage vs. animals). *Subdue animal*. *Track* (10-in-12 wilderness, 5-in-12 non-wilderness). *Weapon mastery* (long spear, boomerang). *Wilderness survival*. *Wilderness traps* 5-in-12. *Werewolf slayer* (+5 damage vs. lycanthropes).

Gear: studded armour, hand axe, **+1 dagger**, long sword, long spear, **+2 boomerang**, backpack, sinew cord, fishing hooks ×12, fishing net, fishing string, grappling hook, drinking horn (full of whiskey), hunting horn, soft leather pouch, hemp rope, tinderbox, torches ×2, wineskin (full), body paint, **9 cp**, **70 sp**, **308 gp**.

RONAN MAC CORC (9th-level Kimmeri-Kelt huntsman): AL CG; SZ M (5'10", 210 lbs.); MV 40; AC 5; HD 9 (hp 71); FA 9; #A 2/1 (long spear *[+3]*, dagger *[+4]*, or boomerang *[+4]*) or 5/2 (long sword *[–2]* and hand axe *[–3]*, *two-weapon fighting*) or 3/2 (great axe *[+5]*); D 1d8+3 (long spear, two-handed) or 1d4+5 (dagger) or 1d4+6 (boomerang) or 1d8+3 (long sword) or 1d6+3 (hand axe) or 2d6+6 (great axe); SV 9 *[death +2, transformation +2, dodging +1]*; ML 11; XP 1,500; ST 18, DX 15, CN 13, IN 9, WS 9, CH 15.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Climb* 10-in-12. *Hide* (9-in-12 wilderness, 7-in-12 non-wilderness). *Move silently* 9-in-12. *Predator* (+9 damage vs. animals). *Subdue animal*. *Track* (10-in-12 wilderness, 5-in-12 non-wilderness). *Weapon mastery* (long spear, boomerang, dagger). *Wilderness survival*. *Wilderness traps* 7-in-12. *Werewolf slayer* (+9 damage vs. lycanthropes).

Gear: **+3 cloak of protection**, hand axe, **+1 dagger**, long sword, **+3 dæmon's thirst great axe**, long spear, **+2 boomerang**, backpack, sinew cord, fishing hooks ×12, fishing net, fishing string, grappling hook, drinking horn (full of whiskey), hunting horn, soft leather pouch, silk rope, tinderbox, torches ×2, wineskin (full), body paint, **potion of healing**, **208 gp**, **5,000-gp ruby**.



Ronan Mac Corc was born at the bank of a creek in the Fields of Vol, the grassy expanse where his tribe roamed for two centuries. Ronan spent much of his youth with his uncles, ranging afar and chasing big game. As a man, he oft hunted alone, returning with unthinkable trophies.

Upon returning from a lengthy expedition in the mist-cloaked forest called Trogos, Ronan discovered his tribe slaughtered, their encampment pillaged and burnt. There were no survivors. He has been travelling abroad ever since, but Ronan's heart burns for vengeance against the nameless enemy who massacred his people.

YNGVILDR THORSTEINSDOTTIR

[ihng-VEEL-der THAWR-steenz-dah-ter] (1ST-LEVEL VIKING PALADIN): AL LG; SZ M (5'7", 135 lbs.); MV 40; AC 5 (4 vs. Evil); DR 1; HD 1 (hp 10); FA 1; #A 3/2 (long sword *[+2]*) or 1/1 (short sword *[+1]*); D 1d8+2 (long sword) or 1d6+1 (short sword); SV 14 *[mental sorcery +1]*; ML 11; XP 20; ST 16, DX 10, CN 10, IN 10, WS 16, CH 18.

Special: Divine protection (immune to disease; AC & SV bonuses included). *Healing hands* (heal 2 hp ×1 per day, *cure disease* ×1 per week). *Horsemanship*. *Sense Evil* 60 ft. *Valiant resolve* (immune to fear). *Weapon mastery* (long sword).

Gear: scale armour, small shield, short sword, long sword, backpack, soft leather pouch, tinderbox, torches ×2, wineskin (full), iron rations, wooden holy symbol of Odin, **5 gp**.

YNGVILDR THORSTEINSDOTTIR (5TH-LEVEL VIKING PALADIN)

AC 1 (0 vs. Evil); DR 1; HD 5 (hp 30); FA 5; TA 1; #A 3/2 (long sword *[+2]* or short sword *[+2]*); D 1d8+2 (long sword) or 1d6+2 (short sword); SV 12 *[mental sorcery +1]*; ML 11; XP 200; ST 16, DX 10, CN 10, IN 10, WS 16, CH 18.

Special: Divine protection (immune to disease; AC & SV bonuses included). *Healing hands* (heal 10 hp ×1 per day, *cure disease* ×1 per week). *Horsemanship*. *Sense Evil* 60 ft. *Valiant resolve* (immune to fear). *Weapon mastery* (long sword, short sword). *Righteous wrath* (+5 damage on *charge attack* vs. Evil foes). *Turn undead*.

Gear: banded mail, **+2 small shield**, short sword, long sword, backpack, bull's-eye lantern, silver mirror, lamp oil, soft leather pouch, silk rope, tinderbox, torches ×2, wineskin (full), iron rations, yellow ivory holy symbol of Odin, **potion of giant power**, **15 cp**, **25 sp**, **50 gp**, **10 pp**.

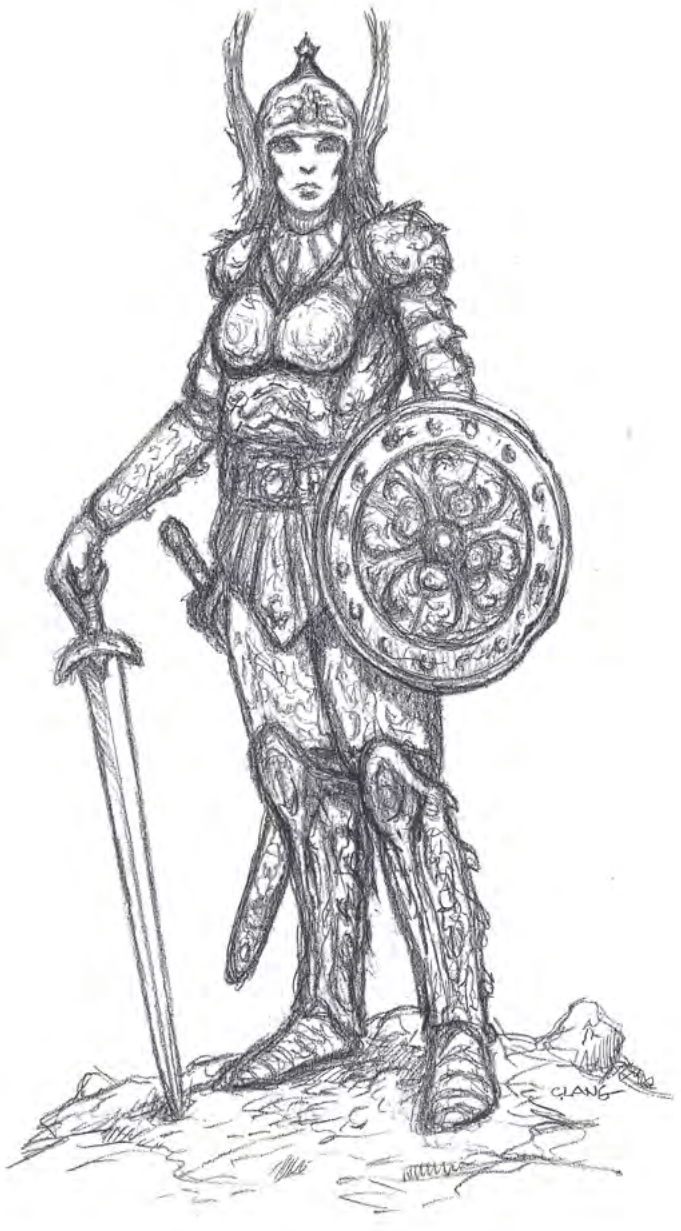
YNGVILDR THORSTEINSDOTTIR (9TH-LEVEL VIKING PALADIN)

AC –1 (–2 vs. Evil); DR 2; HD 9 (hp 59); FA 9; TA 5; CA 3; #A 2/1 (long sword *[+4]* or short sword *[+2]*) or 5/2 (composite longbow *[+1, +2 point blank; +2/+3 with +1 arrows]*); D 1d8+4 (long sword) or 1d6+2 (short sword) or 1d6+2 (composite longbow) or 1d6+3 (composite longbow, **+1 arrows**); SV 10 *[mental sorcery +1]*; ML 11; XP 1,500; ST 16, DX 10, CN 10, IN 10, WS 17, CH 18.

Special: Divine protection (immune to disease; AC & SV bonuses included). *Healing hands* (heal 18 hp ×1 per day, *cure disease* ×1 per week). *Horsemanship*. *Sense Evil* 60 ft. *Valiant resolve* (immune to fear). *Weapon mastery* (long sword, short sword, composite longbow). *Righteous wrath* (+9 damage on *charge attack* vs. Evil foes). *Turn undead*. Cleric spells (*cure light wounds*, *purify food and drink*; *cure moderate wounds*).

Gear: **+1 plate mail**, **+2 small shield**, short sword, **+2 long sword, +4 vs. undead**, composite longbow, arrow quiver, **+1 arrows** ×2, arrows ×10, backpack, bull's-eye lantern, silver mirror, lamp oil, soft leather pouch, silk rope, tinderbox, torches ×2, wineskin (full), iron rations, yellow ivory holy symbol of Odin, **50 gp**, **50 pp**.

Yngvildr Thorsteinsdottir originates from the Isles of Thur, where exiled Vikings endure in disgrace. At a young age, Yngvildr was recognized for her physical prowess, strong resolve, and unwavering moral character. Accordingly, she was selected to serve a secret society of Lawful Good warrior-maidens known as the Order of the Valkyrie. Upon the culmination of her instruction, Yngvildr was sent abroad to serve as a missionary for Law. Now she explores mainland Hyperborea, crusading in a world consumed by Chaos, barbarism, and horror.



DARR YANNOS [DAHR YA-nohs] (1ST-LEVEL COMMON MAGICIAN): AL N; SZ M (5'2", 110 lbs.); MV 40; AC 8 (7 vs. melee); HD 1 (hp 7); FA 0; CA 1; #A 1/1 (quarterstaff) or 2/1 (dart *[+1]*); D 1d6 (quarterstaff) or 1d3 (dart); SV 16 *[device +2, sorcery +2, mental sorcery +3]*; ML 8; XP 20; ST 10, DX 15, CN 11, IN 17, WS 15, CH 9.

Special: Magician spells (*detect magic*, *floating disc*, *magic missile*). *Read magic. Read scrolls. Scribe scrolls.*

Gear: quarterstaff, darts ×4, backpack, blanket, chalk, ink and quill, polished steel mirror, incendiary oil, parchment ×3, hard leather pouch, soft leather pouch, small sack, tinderbox, torches ×2, wineskin (full), writing stick, iron rations, **spell book** (contains all prepared spells), **2 sp**.

Rat Familiar: AL N; SZ S; MV 30 (swim 20); DX 16; AC 9; HD ¼ (hp 3); #A 1/1 (bite); D 1; SV 17; ML 5; XP 7.
Special: Within 120 range, magician can see ("tunnel vision") and hear (thinly, metallically) through animal; if it dies, magician suffers 1 hp damage per level.

DARR YANNOS (5TH-LEVEL COMMON MAGICIAN): AL N(G); SZ M (5'2", 110 lbs.); MV 40; AC 9 (8 vs. melee); HD 5 (hp 17); FA 2; CA 5; #A 1/1 (quarterstaff) or 2/1 (dart *[+1]*); D 1d6 (quarterstaff) or 1d3 (dart); SV 14 *[device +2, sorcery +2, mental sorcery +3]*; ML 9; XP 200; ST 9, DX 14, CN 10, IN 18, WS 16, CH 9.

Special: Magician spells (*detect magic*, *floating disc*, *light*, *magic missile*, *shield*; *auditory glamour* ×2, *invisibility* ×2; *fireball* ×3). *Read magic. Read scrolls. Scribe scrolls.*

Gear: **ring of feather walking**, quarterstaff, darts ×6, backpack, blanket, brass scroll case, chalk, ink and quill, polished steel mirror, incendiary oil, parchment ×3, hard leather pouch, soft leather pouch, small sack, tinderbox, torches ×2, wineskin (full), writing stick, iron rations, **spell book** (contains all prepared spells), **magician scroll** (*detect magic*), **magician scroll** (*invisibility*), **9 cp**, **20 sp**, **63 gp**.

Rat Familiar: AL N; SZ S; MV 30 (swim 20); DX 16; AC 9; HD ¼ (hp 3); #A 1/1 (bite); D 1; SV 17; ML 5; XP 7.
Special: Within 120 range, magician can see ("tunnel vision") and hear (thinly, metallically) through animal; if it dies, magician suffers 1 hp damage per level.

DARR YANNOS (9TH-LEVEL COMMON MAGICIAN): AL LG; SZ M (5'2", 110 lbs.); MV 40; AC 3; HD 9 (hp 28); FA 4; CA 9; #A 1/1 (staff) or 2/1 (dart); D 1d4–1 (staff) or 1d3–1 (dart); SV 10 *[device +2, sorcery +2, mental sorcery +3]*; ML 10; XP 1,500; ST 7, DX 12, CN 9, IN 18, WS 17, CH 9.

Special: Magician spells (*detect magic*, *floating disc*, *identify*, *light*, *magic missile*, *shield*, *sleep*; *auditory glamour*, *invisibility*, *knock* ×2, *levitate*, *sorcerer lock*; *blink*, *fireball* ×2, *fly*, *suggestion*; *dig hole*, *plant growth*, *wall of fire* ×2; *summon monster III*). *Read magic. Read scrolls. Scribe scrolls. Alchemy.*

Gear: **defensive bracers (AC 5)**, **robe of scintillating colours**, **ring of feather walking**, **scarab of protection**, **staff of the seeker**, silver-tipped darts ×6, backpack, blanket, glass bottle (full of fine wine), brass scroll case, chalk, ink and quill, silver mirror, parchment ×3, hard leather pouch, soft leather pouch, small sack, tinderbox, torches ×2, wineskin (full), writing stick, iron rations, **spell book** (contains all prepared spells), **magician scroll** (*detect magic*), **magician scroll** (*invisibility*), **28 sp**, **148 gp**, **500-gp black pearl**.

Rat Familiar: AL N; SZ S; MV 30 (swim 20); DX 16; AC 9; HD ¼ (hp 3); #A 1/1 (bite); D 1; SV 17; ML 5; XP 7.
Special: Within 120 range, magician can see ("tunnel vision") and hear (thinly, metallically) through animal; if it dies, magician suffers 1 hp damage per level.

Darr Yannos hails from the Town of Swampgate at the edge of the Lug Wasteland and civilization. Born of a long line of peat farmers, Darr was regarded as at best sickly and at worst mad. For most of his life, he was left to his own devices; oft he would walk in the rain, talking to his hands.

One night Darr wandered out to the moonlit bogs and never returned. No one mourned his loss. In sooth, he was rescued by an odd hedge magician, who helped him discover his true calling as a sorcerer. After completing his apprenticeship, Darr set off to explore Hyperborea.



GROUP TWO

This quintet of adventurers is led by Mordag "Red" Ross. Originally, Elpis "Ellie" Nereos and Korr the Slayer were a travelling duo who shared a fondness for valuables and a penchant for trouble. Likewise, Madakos Phoros and Zaromar Vheez were exiles who met in the haunted ruins of Khromarium's "Old City", thirsting for sorcerous power and personal gain. Both pairs answered the call of a most unlikely Kelt, the recalcitrant Mordag "Red" Ross. Red brought them together for a common purpose: to seek fabled Mount Vhuurmithadon, the treble-peaked volcano where tale and verse describe incalculable treasure and incomparable glory.



Group Two

ELPIS "ELLIE" NEREOS [EHL-pihs EH-lee NEH-ree-ohs] (1ST-LEVEL ATLANTEAN THIEF): AL N; SZ M (5'5", 110 lbs.); MV 40; AC 6; HD 1 (hp 6); FA 1; #A 1/1 (dagger) or 2/1 (dagger *[–1]* and dagger *[–2]*, *two-weapon fighting*) or 3/2 (dagger, hurled *[+2]*); D 1d4; SV 16 *[device +2, avoidance +3, other dodging +1]*; ML 9; XP 20; ST 9, DX 17, CN 12, IN 16, WS 9, CH 15.

Special: Backstab (×2 damage). *Detect secret doors* 3-in-6. *Climb* 9-in-12. *Decipher script* 1-in-12. *Discern noise* 4-in-12. *Hide* 6-in-12. *Manipulate traps* 4-in-12. *Move silently* 6-in-12. *Open locks* 4-in-12. *Pick pockets* 5-in-12.

Gear: leather armour, daggers ×3, backpack, bandages, chalk, dice, grappling hook, parchment ×2, soft leather pouch, pry bar, silk rope, large sack, thieves' tools, tinderbox, torches ×2, wineskin (full), spool of wire, writing stick, iron rations, **3 cp**, **4 sp**, **1 gp**.

ELPIS "ELLIE" NEREOS (5TH-LEVEL ATLANTEAN THIEF): AL N; SZ M (5'5", 110 lbs.); MV 40; AC 4; HD 5 (hp 22); FA 3; #A 1/1 (dagger *[+1]*) or 2/1 (dagger and dagger *[–1]*, *two-weapon fighting*) or 3/2 (dagger, hurled *[+3]*); D 1d4+1; SV 11 *[device +2, avoidance +3, other dodging +1]*; ML 9; XP 200; ST 9, DX 17, CN 12, IN 16, WS 9, CH 15.



Special: Backstab (×3 damage). *Detect secret doors* 3-in-6. *Climb* 10-in-12. *Decipher script* 3-in-12. *Discern noise* 6-in-12. *Hide* 8-in-12. *Manipulate traps* 6-in-12. *Move silently* 8-in-12. *Open locks* 6-in-12. *Pick pockets* 7-in-12. *Read scrolls* 1-in-12.

Gear: **+3 cloak of protection**, **+1 daggers** ×3, backpack, bandages, chalk, dice, grappling hook, small hammer, ink and quill, bull's-eye lantern, silver mirror, lamp oil, parchment ×8, hard leather pouch, soft leather pouch, pry bar, silk rope, large sack, iron spikes ×12, thieves' tools, tinderbox, wineskin (full), spool of wire, iron rations, **potion of healing**, **potion of invisibility**, **18 sp**, **211 gp**, **7 pp**.

ELPIS "ELLIE" NEREOS (10TH-LEVEL ATLANTEAN THIEF): AL N; SZ M (5'5", 110 lbs.); MV 40; AC –2; HD 9+2 (hp 39); FA 7; #A 1/1 (short sword *[+3]* or dagger *[+1]*) or 2/1 (short sword *[+1]* and dagger, *two-weapon fighting*) or 3/2 (dagger, hurled *[+4]*); D 1d6+3 (short sword) or 1d4+1 (dagger); SV 9 *[device +2, avoidance +4, other dodging +2, poison +3]*; ML 9; XP 2,000; ST 9, DX 18, CN 12, IN 16, WS 9, CH 15.

Special: Backstab (×4 damage). *Detect secret doors* 3-in-6. *Climb* 11-in-12. *Decipher script* 5-in-12. *Discern noise* 8-in-12. *Hide* 10-in-12. *Manipulate traps* 8-in-12. *Move silently* 10-in-12. *Open locks* 8-in-12. *Pick pockets* 9-in-12. *Read scrolls* 5-in-12.

Gear: **defensive bracers (AC 4)**, **+3 cloak of protection**, **ring of Khromarium**, **periapt of proof against poison**, **+1 daggers** ×3, **+3 short sword**, backpack, bandages, chalk, dice, grappling hook, small hammer, ink and quill, bull's-eye lantern, silver mirror, lamp oil, parchment ×8, hard leather pouch, soft leather pouch, pry bar, silk rope, large sack, iron spikes ×12, thieves' tools, tinderbox, wineskin (full), spool of wire, iron rations, **potion of diminutiveness**, **potions of healing** ×2, **potion of invisibility**, **380 gp**, **102 pp**, **1,000-gp emeralds** ×3.

A murderous Atlantean witch once was slated to be burnt at the stake in the city of Gal. She ensorcelled an Atlantean sailor, who smuggled her to the City-State of Khromarium, and there she bore a child, whom she named Elpis. By and by, the witch succumbed to chewing lotus leaves, and little Ellie became a street waif, stealing and swindling to survive. Eventually Ellie was taken in by the Thieves' Guild, for she excelled in the arts of larceny and deception. Now she operates abroad, prizing rare artefacts from ancient towers and lost tombs.

KORR THE SLAYER [KAWR] (1ST-LEVEL KIMMERIAN BARBARIAN): AL CG; SZ M (6', 240 lbs.); MV 50; AC 5; HD 1 (hp 13); FA 1; #A 3/2 (short spear *[+3 melee, +2 hurled]*) or 1/1 (broad sword *[+2]* or dagger *[+2]*); D 1d6+4 (short spear) or 1d8+3 (broad sword) or 1d4+3 (dagger); SV 14 *[poison +1, dodging +1]*; ML 11; XP 20; ST 18, DX 15, CN 16, IN 10, WS 9, CH 16.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Climb* 8-in-12. *Draw poison*. *Horsemanship*. *Leap* 25 feet. *Move silently* 5-in-12. *Sense magic* 4-in-12. *Track* (10-in-12 wilderness, 3-in-12 non-wilderness). *Weapon mastery* (short spear). *Wilderness survival*.

Gear: leather armour, small shield, dagger, broad sword, short spear, backpack, bandages, fishing net, hunting horn, soft leather pouch, large sack, torches ×3, wineskin (full), **5 cp**.

KORR THE SLAYER (4TH-LEVEL KIMMERIAN BARBARIAN): AL CG; SZ M (6', 240 lbs.); MV 30; AC 4; DR 1; HD 4 (hp 39); FA 4; #A 3/2 (short spear *[+3 melee, +2 hurled]*, broad sword *[+4]*, or dagger, hurled *[+1]*) or 1/1 (dagger, melee *[+2]*); D 1d6+4 (short spear) or 1d8+5 (broad sword) or 1d4+3 (dagger); SV 13 *[poison +1, dodging +1]*; ML 11; XP 100; ST 18, DX 15, CN 16, IN 10, WS 9, CH 16.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Draw poison*. *Horsemanship*. *Leap* 25 feet. *Sense magic* 4-in-12. *Track* (10-in-12 wilderness, 3-in-12 non-wilderness). *Weapon mastery* (short spear, broad sword). *Wilderness survival*.

Gear: scale armour, small shield, daggers ×4, **+1 broad sword**, short spear, backpack, bandages, blanket, glass bottle (full of whiskey), fishing net, hunting horn, hard leather pouch, soft leather pouch, large sack, tinderbox, torches ×3, wineskin (full), **13 sp**, **52 gp**.

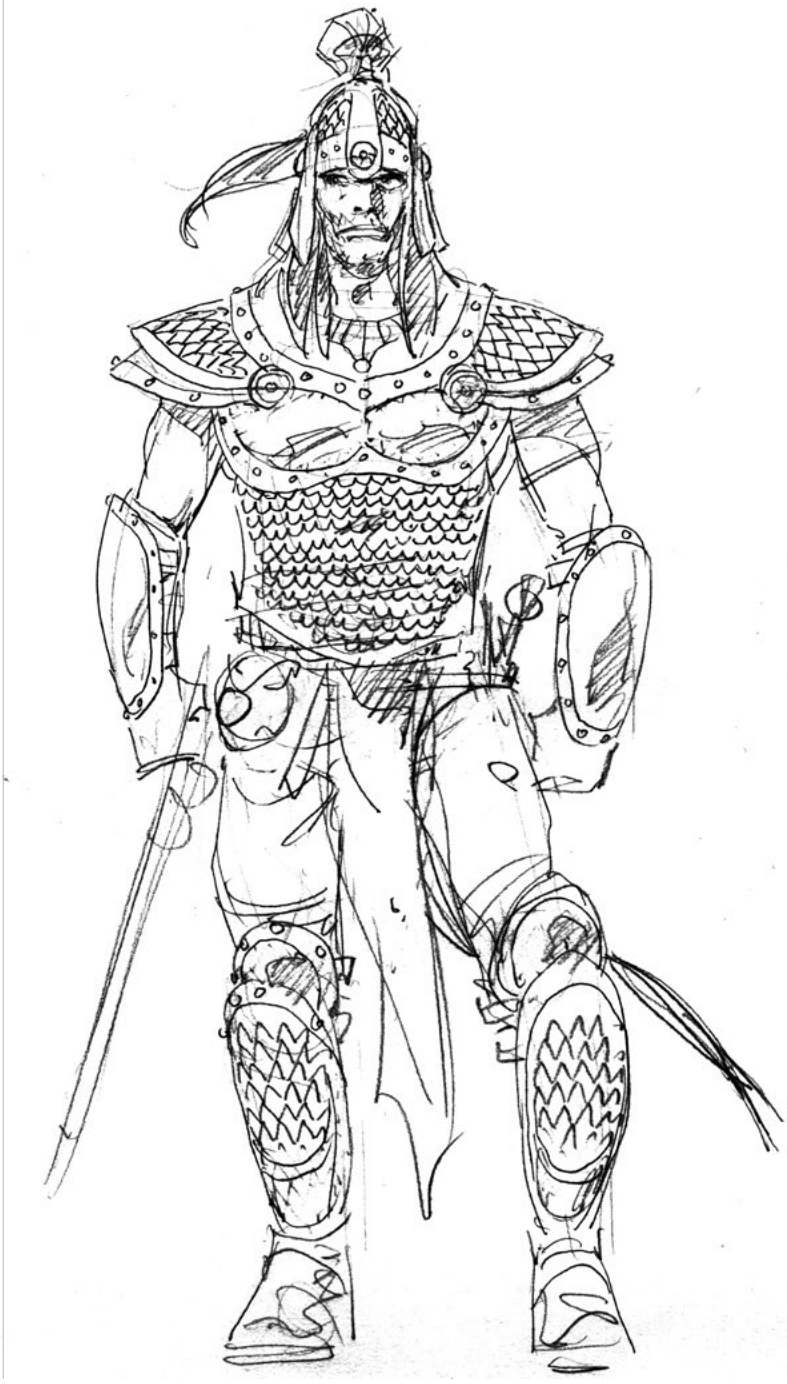
KORR THE SLAYER (8TH-LEVEL KIMMERIAN BARBARIAN): AL CG; SZ M (6', 240 lbs.); MV 40; AC 1; DR 1; HD 8 (hp 76); FA 8; #A 2/1 (short spear *[+5 melee, +4 hurled]*, broad sword *[+5]*, or dagger, melee *[+3]*) or 5/2 (dagger, hurled *[+2]*); D 1d6+6 (short spear) or 1d8+6 (broad sword) or 1d4+4 (dagger); SV 11 *[poison +1, dodging +1]*; ML 11; XP 1,200; ST 18, DX 16, CN 16, IN 10, WS 9, CH 16.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Climb* 10-in-12. *Draw poison*. *Horsemanship*. *Leap* 25 feet. *Move silently* 9-in-12. *Sense magic* 4-in-12. *Track* (10-in-12 wilderness, 3-in-12 non-wilderness). *Weapon mastery* (short spear, broad sword, dagger). *Wilderness survival*.

Gear: **+2 laminated armour**, small shield, daggers ×4, **+2 broad sword**, **+2 short spear**, backpack, bandages, blanket, fishing net, hunting horn, hard leather pouch, soft leather pouch, large sack, spyglass, tinderbox, torches ×3, wineskin (full), **58 sp**, **18 gp**.

Korr the Slayer hails from the unforgiving Kimmerian Steppe. From earliest youth, Korr proved his power and mettle. He killed his first man at 13; by 16 he had snapped the neck of a bull aurochs with his bare hands.

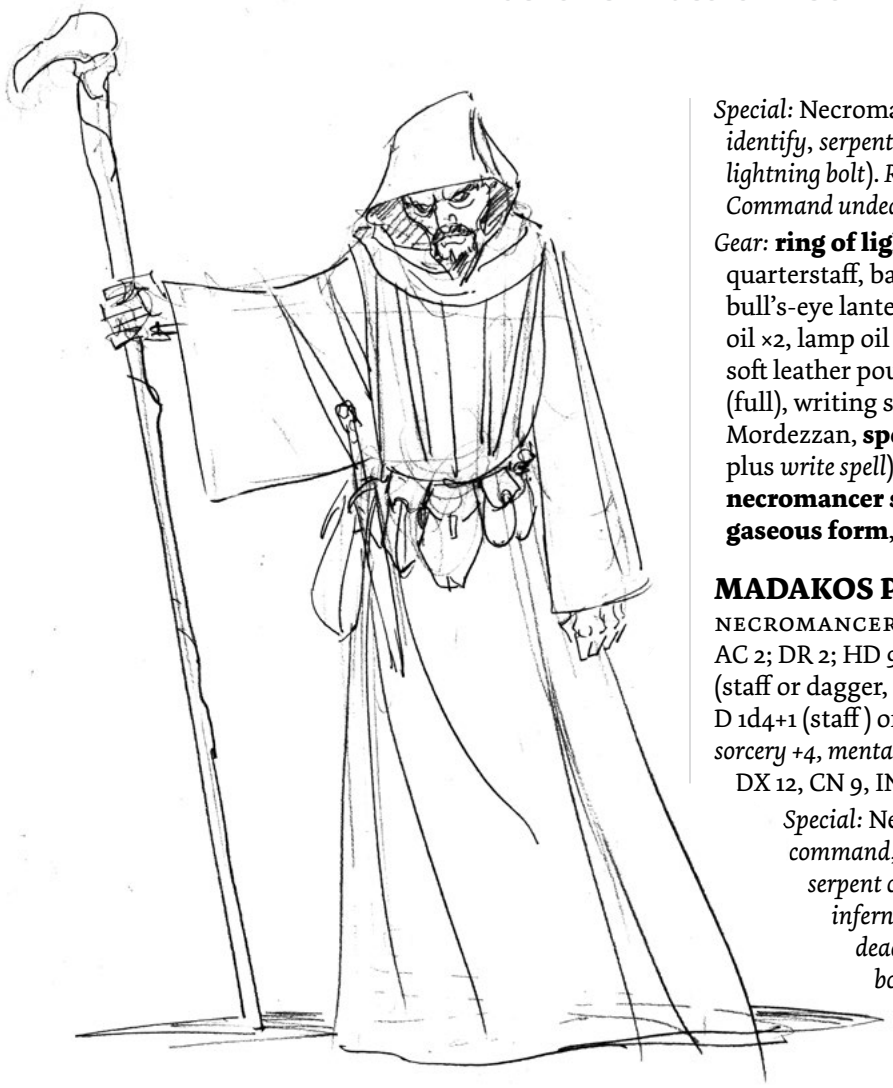
By the age of 18, Korr was considered the most promising man of his tribe, until one wine-fuelled night with the chieftain's wife. Korr was beaten savagely and left for dead on the wind-lashed steppe; how he survived is inexplicable. Now he adventures abroad, his thirst for battle exceeded only by his thirst for treasure (which he is wont to squander).







Hadean Depths of Underborea



MADAKOS PHOROS [MA-duh-kohs FAW-rohs] (1ST-LEVEL IXIAN NECROMANCER): AL N; SZ M (5'10", 170 lbs.); MV 40; AC 9 (8 vs. melee); HD 1 (hp 4); FA 0; CA 1; #A 1/1 (quarterstaff or dagger, melee) or 3/2 (dagger, hurled *[+1]*); D 1d6+1 (quarterstaff) or 1d4+1 (dagger); SV 16 *[death +2, sorcery +2, mental sorcery +3]*; ML 7; XP 20; ST 14, DX 13, CN 10, IN 15, WS 15, CH 10.

Special: Necromancer spells (*command*, *detect magic*). *Read magic. Read scrolls. Scribe scrolls.*

Gear: dagger, quarterstaff, backpack, blanket, chalk, ink and quill, hooded lantern, polished steel mirror, incendiary oil, lamp oil ×2, parchment ×3, hard leather pouch, soft leather pouch, small sack, tinderbox, wineskin (full), writing stick, iron rations, wooden holy symbol of Mordezzan, **spell book** (*command*, *detect magic*, *serpent charm*), **6 sp**, **2 gp**.

MADAKOS PHOROS (5TH-LEVEL IXIAN NECROMANCER): AL N(E); SZ M (5'10", 170 lbs.); MV 40; AC 9 (8 vs. melee); HD 5 (hp 15); FA 2; TA 3; CA 5; #A 1/1 (quarterstaff or dagger, melee *[+1]*) or 3/2 (dagger, hurled *[+2]*); D 1d6+1 (quarterstaff) or 1d4+2 (dagger); SV 14 *[death +2, sorcery +2, mental sorcery +3]*; ML 8; XP 200; ST 14, DX 13, CN 10, IN 16, WS 15, CH 10.

Special: Necromancer spells (*command*, *detect magic*, *identify*, *serpent charm*; *forest of bones* ×2, *speak with dead*; *lightning bolt*). *Read magic. Read scrolls. Scribe scrolls. Command undead.*

Gear: **ring of lightning resistance**, **+1 dagger**, quarterstaff, backpack, blanket, chalk, ink and quill, bull's-eye lantern, polished steel mirror, incendiary oil ×2, lamp oil ×2, parchment ×3, hard leather pouch, soft leather pouch, small sack, tinderbox, wineskin (full), writing stick, iron rations, silver holy symbol of Mordezzan, **spell book** (contains all prepared spells, plus *write spell*), **necromancer scroll** (*detect magic*), **necromancer scroll** (*lightning bolt*; CA 5), **potion of gaseous form**, **potion of healing**, **18 sp**, **207 gp**.

MADAKOS PHOROS (9TH-LEVEL IXIAN NECROMANCER): AL LE; SZ M (5'10", 170 lbs.); MV 40; AC 2; DR 2; HD 9 (hp 25); FA 4; TA 7; CA 9; #A 1/1 (staff or dagger, melee *[+1]*) or 3/2 (dagger, hurled *[+1]*); D 1d4+1 (staff) or 1d4+2 (dagger); SV 11 *[death +2, sorcery +4, mental sorcery +5]*; ML 6; XP 1,500; ST 13, DX 12, CN 9, IN 17, WS 16, CH 10.

Special: Necromancer spells (*animate carrion*, *command*, *detect magic*, *identify*, *locate the dead*, *serpent charm*; *danse macabre*, *forest of bones*, *infernal tongues*, *scythe of the reaper*, *speak with dead*; *dispel magic*, *floating skull*, *lightning bolt*, *wraithshape*; *summon dæmon II*, *turn sticks to serpents*; *gelatinize bones*). *Read magic. Read scrolls. Scribe scrolls. Command undead. Alchemy.*

Gear: **ring of protection**, **ring of lightning resistance**, **+1 dagger**, **staff of the magus** (44 charges), backpack, blanket, chalk, ink and quill, bull's-eye lantern, silver mirror, lamp oil ×2, parchment ×10, hard leather pouch, soft leather pouch, small sack, tinderbox, wineskin (full), writing stick, iron rations, jade holy symbol of Yig, **spell book** (contains all prepared spells, plus *write spell*; *perceive heartbeat*), **necromancer scroll** (*dispel magic*; CA 9), **necromancer scroll** (*floating skull*), **necromancer scroll** (*wraithshape*; CA 9), **potion of water breathing**, **9 cp**, **33 sp**, **275 gp**, **48 pp**.

Madakos Phoros is from the Scythium capital of Fazzuum. As a young man, Madakos was sent to the Isle of IX for training in necromancy. He proved to be an adept pupil, but he lacked the utter ruthlessness of his peers, oft attributed to the fact that his maternal grandmother was a Kelt. One fateful evening, Madakos was inculpated falsely for the grisly death of his master's favourite apprentice. He fled to a new life on mainland Hyperborea, where he suffers all the biases reserved for those of his notoriously cruel race and their proclivity for heinous sorcery.

ZAROMAR VHEEZ [ZA-roh-mahr VEEZ] (1ST-LEVEL HYPERBOREAN WARLOCK): AL N; SZ M (6'11", 225 lbs.); MV 40; AC 5; HD 1 (hp 8); FA 1; CA 1; #A 3/2 (broad sword *[+2]*) or 1/1 (light crossbow *[+1]*); D 1d8+2 (broad sword, one-handed) or 1d10+2 (broad sword, twohanded) or 1d6+1 (light crossbow); SV 16 *[transformation +2, sorcery +2, dodging +1]*; ML 9; XP 20; ST 15, DX 15, CN 9, IN 15, WS 11, CH 9.

Special: Magician spells (*dancing lights* ×2). *Magic item use* (fighter or magician). *Read magic*. *Read scrolls*. *Scribe scrolls*. *Weapon mastery* (broad sword).

Gear: studded armour, broad sword, light crossbow, backpack, bandages, bolt case, light bolts ×20, ink and quill, parchment ×5, soft leather pouch, tinderbox, torches ×2, wineskin (full), iron rations, **spell book** (*dancing lights*), **4 cp**, **9 gp**.

ZAROMAR VHEEZ (4TH-LEVEL HYPERBOREAN WARLOCK)**:** AL N; SZ M (6'11", 225 lbs.); MV 40; AC 2; DR 1; HD 4 (hp 24); FA 4; CA 4; #A 3/2 (broad sword *[+2]*) or 1/1 (light crossbow *[+2, +3 point blank]*); D 1d8+2 (broad sword, onehanded) or 1d10+2 (broad sword, two-handed) or 1d6+2 (light crossbow); SV 15 *[transformation +2, sorcery +2, dodging +1]*; ML 9; XP 100; ST 15, DX 15, CN 9, IN 15, WS 11, CH 9.

Special: Magician spells (*dancing lights*, *sleep*; *pyrotechnics* ×2). *Magic item use* (fighter or magician). *Read magic*. *Read scrolls*. *Scribe scrolls*. *Weapon mastery* (broad sword, light crossbow).

Gear: **+1 splint armour**, **lens of ultraviolet vision**, broad sword, light crossbow, backpack, bandages, belladonna, bolt case, light bolts ×20, hourglass, ink and quill, parchment ×5, soft leather pouch, tinderbox, torches ×2, wineskin (full), wolfsbane, iron rations, **spell book** (contains all prepared spells), **magician scroll** (*detect magic*), **8 sp**, **76 gp**.

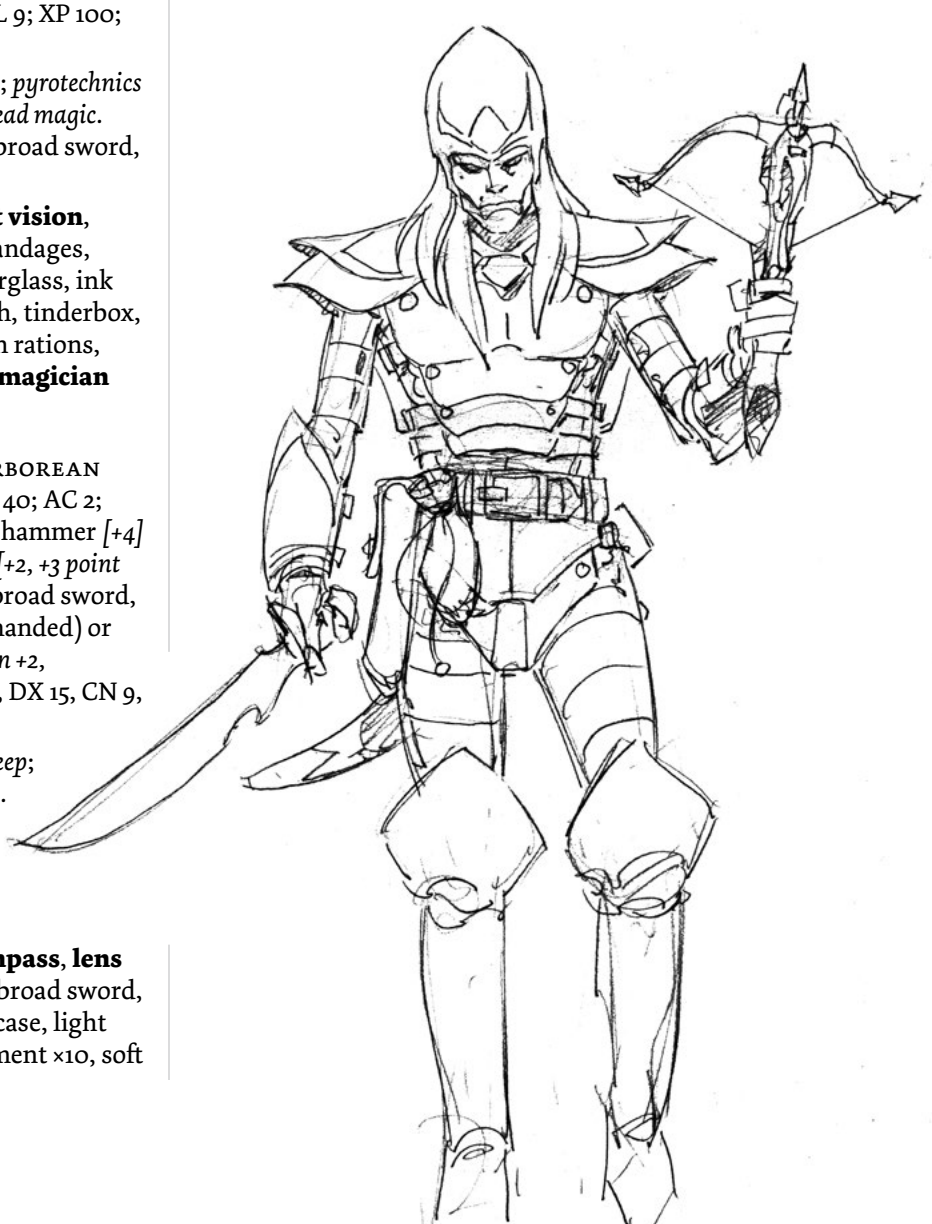
ZAROMAR VHEEZ (8TH-LEVEL HYPERBOREAN WARLOCK): AL N; SZ M (6'11", 225 lbs.); MV 40; AC 2; DR 1; HD 8 (hp 47); FA 8; CA 8; #A 2/1 (great hammer *[+4]* or broad sword *[+2]*) or 3/2 (light crossbow *[+2, +3 point blank]*); D 2d6+4 (great hammer) or 1d8+2 (broad sword, one-handed) or 1d10+2 (broad sword, two-handed) or 1d6+2 (light crossbow); SV 13 *[transformation +2, sorcery +2, dodging +1]*; ML 9; XP 1,200; ST 16, DX 15, CN 9, IN 15, WS 11, CH 9.

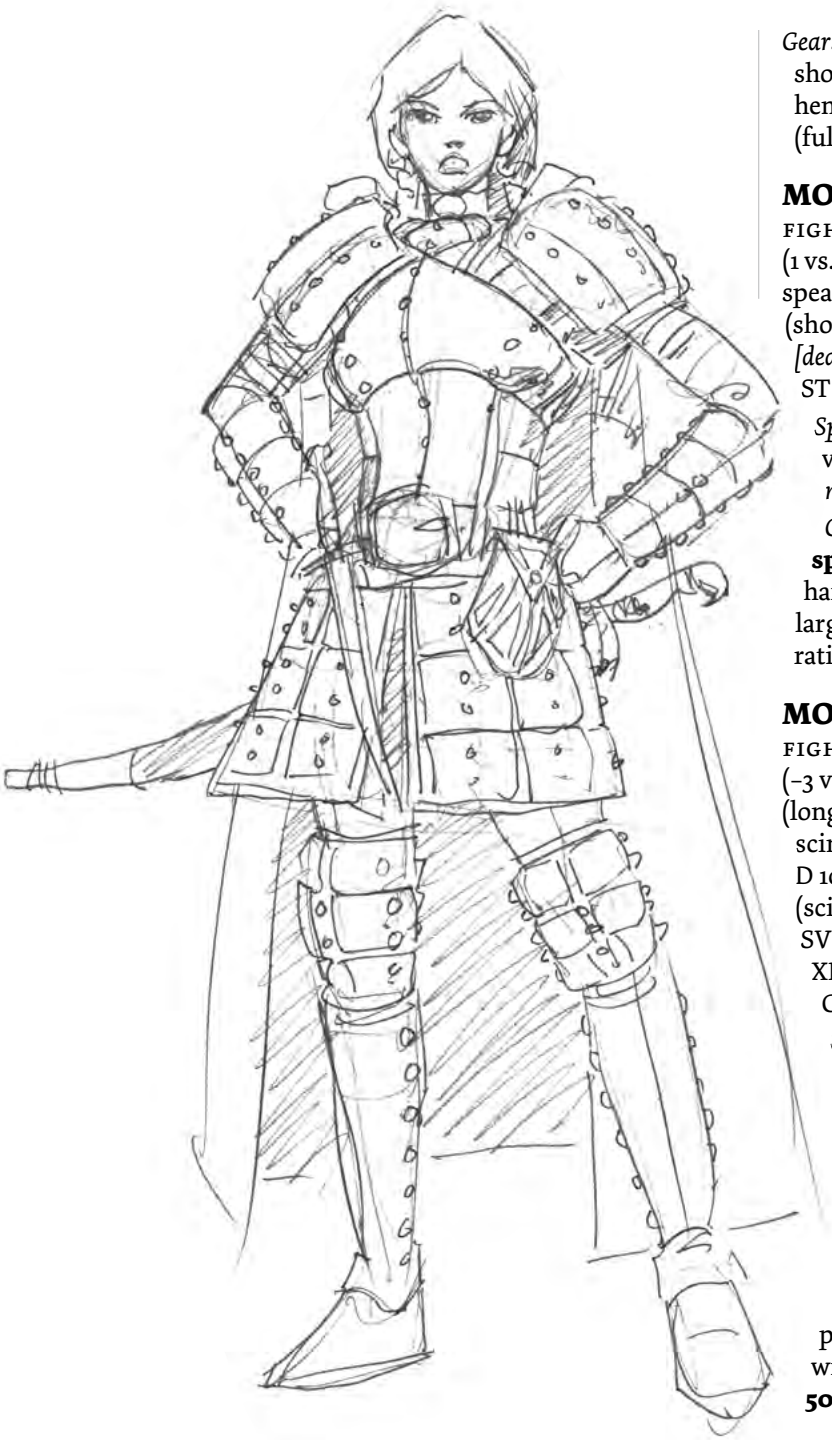
Special: Magician spells (*feather fall*, *light*, *sleep*; *knock*, *levitate*, *pyrotechnics*; *twofold missile*). *Magic item use* (fighter or magician). *Read magic*. *Read scrolls*. *Scribe scrolls*. *Weapon mastery* (broad sword, light crossbow, great hammer).

Gear: **+1 splint armour**, **Hyperborean compass**, **lens of ultraviolet vision**, **+2 great hammer**, broad sword, light crossbow, backpack, bandages, bolt case, light bolts ×20, hourglass, ink and quill, parchment ×10, soft leather pouch, tinderbox, torches ×2, wineskin (full), iron rations, **spell book** (contains all prepared spells, plus *dancing lights*, *detect magic*; *rope trick*, *tiny hut*), **magician scroll** (*knock*), **magician scroll** (*levitate*; CA 8), **56 sp**, **343 gp**, **500-gp topaz**.

Zaromar Vheez deigned to walk amongst the submen of Hyperborea, so he emerged from his family's subterranean fastness in the Spiral Mountain Array. He journeyed to the City-State of Khromarium, the jewel of his race's erstwhile kingdom. There he sought to unlock the eldritch secrets of pre–Green Death Hyperborea.

In a spiral tower of the "Old City", Zaromar was endowed with an apprenticeship under the sagacity of his uncle Kulazil Vheez, a sorcerer of no little reputation. A century earlier, this infamous Hyperborean magician himself had expatriated to Khromarium, where he begat his son and protégé, Kiloplo. Alas, after his master was flayed alive by a provoked dæmon, Zaromar fled the city, fearful that the dæmon's thirst for retribution was not sated. Now he alternately seeks and shuns Kiloplo Vheez, wary of his supercilious cousin's disposition.





MORDAG "RED" ROSS [MAWR-dag REHD RAWS] (1ST-LEVEL KELTIC FIGHTER): AL CG; SZ M (5'8", 165 lbs.); MV 40; AC 6 (5 vs. missiles); HD 1 (hp 11); FA 1; #A 3/2 (short spear *[+2]* or scimitar *[+2]*) or 1 (dagger *[+1]*); D 1d6+3 (short spear) or 1d8+3 (scimitar) or 1d4+2 (dagger); SV 16 *[death +2, transformation +2, dodging +1]*; ML 10; XP 20; ST 17, DX 15, CN 13, IN 10, WS 10, CH 16.

Special: Heroic fighting (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (scimitar, short spear).

Gear: padded armour, large shield, dagger, scimitar, short spear, backpack, bandages, soft leather pouch, hemp rope, large sack, tinderbox, torches ×2, wineskin (full), iron rations, **7 sp**.

MORDAG "RED" ROSS (5TH-LEVEL KELTIC FIGHTER): AL CG; SZ M (5'8", 165 lbs.); MV 40; AC 2 (1 vs. missiles); HD 5 (hp 38); FA 5; #A 3/2 (short spear *[+4]* or scimitar *[+2]*) or 1 (dagger *[+1]*); D 1d6+5 (short spear) or 1d8+3 (scimitar) or 1d4+2 (dagger); SV 14 *[death +2, transformation +2, dodging +1]*; ML 10; XP 200; ST 17, DX 15, CN 13, IN 10, WS 10, CH 16.

Special: Heroic fighting (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (scimitar). *Grand mastery* (short spear).

Gear: studded armour, **+2 large shield**, **+1 short spear**, dagger, scimitar, backpack, bandages, dice, hard leather pouch, soft leather pouch, silk rope, large sack, tinderbox, torches ×2, wineskin (full), iron rations, **12 cp**, **22 sp**, **55 gp**, **43 pp**.

MORDAG "RED" ROSS (9TH-LEVEL KELTIC FIGHTER): AL CG; SZ M (5'8", 165 lbs.); MV 30; AC –2 (–3 vs. missiles); DR 2; HD 9 (hp 76); FA 9; #A 5/2 (longbow *[+2, +3 point blank]*) or 2/1 (short spear *[+5]* or scimitar *[+2]*) or 3/2 (dagger *[+1]*) or 1/1 (**radium pistol**); D 1d6+3 (longbow) or 1d6+6 (short spear) or 1d8+3 (scimitar) or 1d4+2 (dagger) or 5d6 (**radium pistol**); SV 12 *[death +2, transformation +2, dodging +1]*; ML 11; XP 1,500; ST 17, DX 15, CN 13, IN 10, WS 11, CH 16.

Special: Super-heroic fighting (double normal melee attacks vs. opponents of no more than 2 HD). *Weapon mastery* (scimitar, longbow). *Grand mastery* (short spear).

Gear: **+1 plate mail**, **+2 large shield**, **+2 short spear**, dagger, scimitar, **radium pistol** (7 charges), longbow, arrow quiver, arrows ×12, backpack, bandages, glass bottle (full of fine wine), dice, hard leather pouch, soft leather pouch, silk rope, large sack, tinderbox, torches ×2, wineskin (full), iron rations, **87 sp**, **587 gp**, **28 pp**, **500-gp topaz**.

Mordag "Red" Ross hails from a small village of millers and sheep herders deep in the Gal Hills. A bristling hellcat impossible to control, Red was sent to live with her aunt and uncle in the city of Gal. Her uncle was a renowned warrior of old who taught her how to hone her aggression and fight with deadly precision. Red was accepted into the city guard at age 16, but fled the city after removing the hand of an ill-mannered fellow guard—the son of a highly regarded captain. She now roams abroad, seeking adventures of glory and derring-do.

APPENDIX D: INTRODUCTORY SETTING ("THE TOWN OF SWAMPGATE")

OVERVIEW

North-northwest of the City-State of Khromarium, across the Lug Wasteland, sits the Town of Swampgate, the last bastion of civilization. Beyond lies the savage frontier, where bloody barbarism prevails. The town is high walled, and doughty rangers patrol the hostile borderland, ever vigilant to the threat of savages and otherworldly horrors.

Ostensibly this township of 1,010 inhabitants is under the ægis of Khromarium. Yoon'Deh is the primary deity of worship, but in the last decade, the increased protection of Khromarium has resulted in an influx of Xathoqquans. As a consequence, a growing number of locals have taken interest in the "Toad-Sloth"; they place crude effigies of the deity on windowsills and atop door lintels.

Most of Swampgate's citizens descend from bog miners, farmers, and herders of the Lug Wasteland; the remainder originate from the City-State. Internally, trade and barter are common practices in Swampgate; e.g., a butcher might supply the cooper with a quartered deer in exchange for some containers. Visitors, however, are expected to spend coinage for goods and services.

HISTORY

The chronicle of Swampgate begins in 255 CÆ, where the Lug Wasteland meets the Fields of Vol at a crossroads of the old North Road. Here, on a low plateau overlooking a meandering creek, a barrel-chested man known as Slade built an inn and stable of logs and thatch. Slade was a widower who (with a few stable boys) managed the establishment, called Slade's Hostelry.

Slade's Hostelry was a neutral locale where bandits, barbarians, thieves, and honest men alike were welcome to eat, drink, and sleep. Slade was a powerful man with whom few dared trifle; he was reputed to pitch unruly patrons into the stream, which still is known as Slade's Creek. This measure was said to improve the atmosphere for patrons of proper comportment seeking rest and repose. Furthermore, patrons who lacked the means or inclination were not required to pay for services, a recommendation unknown at any other hostelry within the limits of Khromarium's purview then or since.

One legend preserved by the Sages' Guild of Khromarium asserts that Slade's Hostelry was the site of a dæmonic conclave that ended a centuries-old feud. Whilst being served by Slade himself, six of the most powerful dæmons known to haunt Hyperborea are held to have forged a nonaggression pact with one another. It is told that Slade threatened to pitch one of the dæmons into the creek after it had smashed its mug of spiced wine. His bluster aroused spirited laughter from all six dæmons, and soon the netherworldly creatures parted amicably, the agreement struck.

In 283 CÆ Slade died in his sleep, spelling the end of Slade's Hostelry. A gang of bandits soon claimed the place. Within a year barbarians from the Fields of Vol had slaughtered the bandits and burnt the place to the ground.

Half a century later, in 334 CÆ, Swampgate Outpost was established on the ruins of Slade's Hostelry. By then, Slade had become the subject of many tall tales; thus, building on the site of his hostelry was considered good luck. Swampgate Outpost was erected to defend the local peat-harvesting operation from the savage barbarians to the north. Soon some of the locals established an inn, and a few trades and services cropped up. Within 30 years a fenced-in Town of Swampgate was recognized officially by the oligarchy of Khromarium.

In the lightless year of 559 CÆ, a coalition of Kimmeri-Kelt tribes from the Fields of Vol sacked Swampgate. They later swarmed over the walls of a sleeping Khromarium, killing, raping, and pillaging. The barbarians had taken advantage of a frozen Lug Wasteland, as the treacherous bogs form a natural impediment to the city throughout most years of the cycle. The attack came unforeseen, for Khromarium's military experts had not expected the tribes ever to unite; history had shewn them to be in constant conflict.

Swampgate recovered, and although the town took measures to improve its defence, it suffered another brutal raid during the next *Nightfall*, in 572 CÆ. The invaders were too many; Swampgate was sacked again. The victors terrorized the streets, murdering any who dared cross them. They ultimately moved on to raid

Khromarium, but this time they were repelled, the city flexing the might of its soldiery and sorcery.

The Town of Swampgate recovered and rebuilt again, but this time with direct assistance from Khromarium.

The City-State's succour came at a price: more peat production, and the subtle erosion of the town's rustic culture. Now, in 576 CÆ, Swampgate's military has transitioned fully from a shabby, unorganized band of men to a disciplined, well-regulated militia.

ENVIRONMENT

The Town of Swampgate is located in an area of low plateaus and ridges rich in limestone and abundant with heather and furze; timber is scarce. The surrounding environment conforms to that of the Lug Wasteland, but it verges the Fields of Vol, which expand to the north (see Vol. VI, pp. 520–525: Political and Geographical Divisions, *Fields of Vol* and *Lug Wasteland*). The town itself is built upon a low plateau that rises 20 feet above the surrounding terrain, with Slade's Creek winding around the formation.

RESOURCES

Peat is Swampgate's primary resource; naturally, its industry is the largest source of employment in town. Peat is used and sold as fuel for heat and cooking. With limited timber in the region, the value of peat continues to rise. In Swampgate, peat fires also are used to dry barley, giving the whiskey a distinct smoky flavour that is valued across the realm.

Copper, bog iron, and salt are secondary resources; they are mined and sold to Khromarium. Horses provide the primary mode of road and trail transport, whereas mules and domesticated aurochs are used to convey men and goods through the bogs. Men of special training tame thew waggons to pull the heaviest loads of peat and ore from the treacherous bogs.

Lastly, tar is collected from the nearby tar pits. It is sold and used for waterproofing boats, sails, roofs, ropes, and the like. Tar also is used to flavour and spice various foods and alcohol.

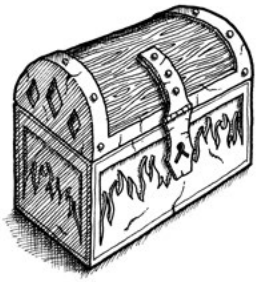
PROVENDER

The locals eat whatever small livestock they can breed (e.g., chickens, ducks, rabbits), along with gathering bulrushes and other greens. They also hunt deer, snakes, frogs, and crocodiles. Giant frog steaks are considered a delicacy, whereas bug meat stew is a standby of the most destitute. Hunting and fishing are especially important during the lean winter years, and long-term food storage is achieved through salting, smoking, and pickling.

LAW

The military of Swampgate also serves as its police force, with officers meting out justice as discretion warrants. Street patrols of **5 ensigns** and **1 lieutenant** can be encountered on a 2-in-6 chance, day or night, with checks performed once every 3 turns. Low crimes (e.g., assault, debt, drunkenness, lewdness, minor theft, property damage) may result in a fine *(5–20 sp)*, a few hours in the stocks, street cleaning, or as long as 28 days in gaol.

High crimes (e.g., animating the dead, arson, grave robbing, kidnapping, murder, sedition, treason) are the purview of the Clergy Councillor. He will engage the offender with sorcery (using spells such as *distinguish alignment* and *discern lie*). If found guilty, the offender will be placed in a cage of wicker and burnt alive in the market square for all to see.



NOTABLE NPCs

The following NPCs are amongst the most significant in town:

COUNCIL OF FIVE: Nominally the City-State of Khromarium holds dominion over Swampgate, but the town is self-governed by its Council of Five, headed by the Town Mayor. All five leaders are named by their predecessors every five years. In exigent circumstances (e.g., death, impairment, exile), a new councillor may be selected by his peers. Each councillor represents a different interest group, as follow:

- **Town Mayor:** Represents the merchants, land owners, and tradesmen
- **Agriculture Councillor:** Represents the farmers, herders, and stablers
- **Clergy Councillor:** Represents the temples and shrines
- **Labour Councillor:** Represents the peat folk, loggers, miners, and rivermen
- **Military Councillor:** Represents the town guard and border patrol

Town Mayor, Connar Nill [KAH-nuhr NIHL]: AL N(L); SZ M; MV 40; AC 9; HD ½ (hp 4); FA 0; #A 1/1 (knife); D 1d4; SV 17; ML 8; XP 10; ST 9, DX 9, CN 9, IN 16, WS 9, CH 17.

Gear: knife, **100 gp**, **10 pp**, **gold ring** set with topaz *(500-gp value)*.

Mayor Connar Nill is a tall, willowy man in his mid-50s, with curly black hair and blue eyes. He is quite clever and charming, though full of promises he scarcely can keep. Many feel that his chief concern is impressing the oligarchy of Khromarium, but in sooth he plays both sides well.

Agriculture Councillor, Renarra Xall [reh-NAH-ruh KSAWL]: AL LG; SZ M; MV 40; AC 9; HD ½ (hp 2); FA 0; #A 1/1 (knife); D 1d4; SV 17 *[mental sorcery +1]*; ML 10; XP 10; ST 12, DX 9, CN 9, IN 12, WS 17, CH 15.
Gear: knife, **15 cp**, **40 sp**, **10 ep**, **25 gp**, **silver ring** set with pearl *(115-gp value)*.

Councillor Renarra Xall is a thin, dark-skinned woman in her mid-40s, with brown hair and hazel eyes. She understands the hardships of herding and crop raising, and she well represents the outland farms whence she originates. Renarra asserts a food shortage is inevitable whilst the labour force harvests peat for Khromarium.

Clergy Councillor, Maon Vendarr [MAY-ahn VEHN-dahr] (7TH-LEVEL CLERIC): AL N; SZ M; MV 20; AC 2 (1 vs. missiles); DR 2; HD 7 (hp 39); FA 5; TA 7; CA 7; #A 1/1 (morning star *[+3]*); D 1d8+3; SV 13 *[death +2, sorcery +2, mental sorcery +3]*; ML 9; XP 800; ST 15, DX 10, CN 9, IN 10, WS 16, CH 14.

Special: Cleric spells (*command*, *cure light wounds*, *light*, *sanctuary*; *cure moderate wounds*, *distinguish alignment*, *hold person*, *silence*; *dispel magic*, *speak with dead*; *discern lie*). *Read scrolls*. *Scribe scrolls*.

Gear: plate mail, large shield, **+2 morning star**, holy water, silver holy symbol of Yoon'Deh, **cleric scroll** (*cure moderate wounds*), **cleric scroll** (*hold person*), **cleric scroll** (*cure disease*), **25 cp**, **40 sp**, **100 gp**.

Councillor Maon Vendarr is a beefy, broad-shouldered man in his mid-40s, balding and with brown eyes. He typically garbs himself in dun-brown robes embroidered with the antlers of Yoon'Deh. Maon Vendarr detests the Xathoqquans of Swampgate. Of late, he has had favourable communications with the druids of the Gal Hills.

Labour Councillor, Vanos Qull [VA-nohs KWUHL] (2ND-LEVEL FIGHTER): AL LG; SZ M; MV 40; AC 7 (6 vs. melee); HD 2 (hp 12); FA 2; #A 3/2 (quarterstaff *[+2]*); D 1d6+2; SV 16 *[death +2, transformation +2]*; ML 9; XP 30; ST 15, DX 11, CN 11, IN 9, WS 10, CH 9.

Special: Heroic fighting (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (quarterstaff, short spear).

Gear: leather armour, quarterstaff, **15 cp**, **40 sp**, **10 ep**, **25 gp**.

Councillor Vanos Qull is a wiry, bronze-skinned man in his late 20s, with brown hair and hollow brown eyes that burn bloodshot; some suggest he is a lotus chewer. Vanos is a champion of the overworked labour force of Swampgate, and he is oft at odds with the rest of the Council of Five.

Military Councillor, Donnan Macc Artair [DAH-nuhn mak ahr-TAYR] (7TH-LEVEL FIGHTER): AL LG; SZ M; MV 30; AC 4; DR 1; HD 7 (hp 46); FA 7; #A 2/1 (broad sword *[+4]*); D 1d8+5; SV 13 *[death +2, transformation +2, mental sorcery +1]*; ML 9; XP 800; ST 17, DX 9, CN 13, IN 15, WS 15, CH 16.

Special: Super-heroic fighting (double normal melee attacks vs. opponents of 2 HD or less). *Weapon mastery* (short spear, light crossbow). *Grand mastery* (broad sword).

Gear: chain mail, small shield, **+1 broad sword**, **20 cp**, **20 sp**, **50 gp**.

Councillor Donnan Macc Artair is a tall, powerful man in his late 30s, with long black hair, a long moustache, and grey eyes. Donnan leads the armed forces of Swampgate, though he must heed Khromarium's military leaders. He takes exception to Cunobelinos and his rangers, feeling such "lone wolves" are more likely to instigate the barbarians of the north than defend against them.

MILITARY: Swampgate is regarded as Khromarium's buffer on a frontier crawling with bloodthirsty Kimmeri-Kelt barbarians. Its construction on a low plateau provides a natural defence and vantage point. The town's army currently comprises 324 men; this total includes 228 locals and a rotating unit of 96 men despatched from Khromarium.

Captains (×15) (5TH-LEVEL FIGHTERS): AL LG; SZ M; MV 30; AC 4; DR 1; HD 5 (hp 36); FA 5; #A 3/2 (short spear *[+2]* or broad sword *[+3]*) or 1/1 (dagger *[+1]*); D 1d6+2 (short spear, one-handed) or 1d8+3 (broad sword, one-handed) or 1d4+1 [dagger]; SV 14 *[death +2, transformation +2]*; ML 9; XP 200; ST 16, DX 10, CN 13, IN 12, WS 12, CH 14.

Special: Heroic fighting (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short spear). *Grand mastery* (broad sword).

Gear: chain mail, small shield, dagger, broad sword, short spear, **3d10 cp**, **3d10 sp**, **2d10 gp**.

Lieutenants (×32) (2ND-LEVEL FIGHTERS): AL LG; SZ M; MV 40; AC 6; HD 2 (hp 17); FA 2; #A 3/2 (short spear *[+1]* or broad sword *[+1]*) or 1/1 (dagger); D 1d6+1 (short spear, one-handed) or 1d8+1 (broad sword, one-handed) or 1d4 (dagger); SV 16 *[death +2, transformation +2]*; ML 9; XP 30; ST 12, DX 12, CN 13, IN 9, WS 10, CH 12.

Special: Heroic fighting (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short spear, broad sword).

Gear: leather armour, small shield, dagger, broad sword, short spear, **1d12 cp**, **1d12 sp**, **1d12 gp**.

Ensigns (×**102**) (1ST-LEVEL FIGHTERS): AL LG; SZ M; MV 40; AC 7; HD 1 (hp 10); FA 1; #A 3/2 (short spear *[+1]*) or 1/1 (light crossbow or dagger); D 1d6+1 (short spear, one-handed or light crossbow) or 1d4 (dagger); SV 16 *[death +2, transformation +2]*; ML 9; XP 20; ST 11, DX 11, CN 11, IN 9, WS 10, CH 9.

Special: Heroic fighting (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short spear).

Gear: padded armour, small shield, dagger, short spear, light crossbow, bolt case, bolts ×20, **2d4 cp**, **2d4 sp**.

Soldiers (×**175**) (0TH-LEVEL FIGHTERS): AL LG; SZ M; MV 40; AC 8; HD 1 (hp 4); FA 0; #A 1/1 (short spear or dagger); D 1d8 (short spear, two-handed) or 1d4 (dagger); SV 17; ML 8; XP 10; ST 10, DX 10, CN 10, IN 9, WS 9, CH 9.

Gear: padded armour, dagger, short spear, **1d4 cp**, **1d4 sp**.

RANGERS: A company of **43 rangers** patrols the surrounding countryside, oft probing deep into enemy territory. Too, they practice vigilance against the alien horrors that sometimes emerge from the mist-shrouded bogs and bubbling tar pits of the Lug Wasteland. The rangers answer only to their grim-faced commander, **Cunobelinos**. They typically patrol in units of **6**, which include **5 rangers** and **1 patrol leader**.

Cunobelinos [kyoo-noh-beh-LEE-nohs] (9TH-LEVEL RANGER): AL CG; SZ M; MV 40; AC –1 (–2 vs. missiles); HD 9 (hp 65); FA 9; CA 3; #A 2/1 (dagger *[+3]* or long sword *[+5]*) or 5/2 (longbow *[+4, +5 point blank]*); D 1d4+4 (dagger) or 1d8+6 (long sword) or 1d6+6 (longbow); SV 12 *[death +2, transformation +2, dodging +1, mental sorcery +1]*; ML 11; XP 1,500; ST 18, DX 15, CN 11, IN 11, WS 15, CH 17.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Discern noise* 8-in-12. *Hide* (9-in-12 wilderness, 7-in-12 non-wilderness). *Move silently* 9-in-12. *Otherworldly enemies* (+9 damage vs. otherworldly creatures). *Track* (10-in-12 wilderness, 6-in-12 non-wilderness). *Track concealment*. *Traverse overgrowth*. *Weapon mastery* (dagger, long sword, longbow). *Wilderness survival*. Druid spells (*messenger bird*; *gust of wind*). Magician spells (*mount*).

Gear: **+2 chain mail**, **+2 large shield**, **circlet of invulnerability**, silver dagger, **+2 long sword**, **+2 longbow**, arrow quiver, arrows ×12, **300 gp**.

Cunobelinos is the commander who leads his rangers into enemy territory and other shunned places. Of late, he has been leading expeditions deeper into the Fields of Vol. The Pict is short, compact, and corded with muscle, in his mid-40s, with black hair and grey eyes.

Cunobelinos is oft at odds with the Council of Five, but he knows they need him. He is not beloved by the Military Councillor (or anyone else on the town council), as he takes orders from no one, but Swampgate can ill afford to lose the rangers. Conversely, the general public idolize the ranger commander, the brave and vigilant defender of their frontier lives.

Patrol Leaders (×7) (5TH-LEVEL RANGERS): AL LG or CG; SZ M; MV 40; AC 4 (3 vs. missiles); HD 5 (hp 30); FA 5; #A 2/1 (longbow *[+2, +3 point blank]*) or 3/2 (long sword *[+2]*) or 1/1 (dagger *[+1]*); D 1d6+2 (longbow) or 1d8+2 (long sword) or 1d4+1 (dagger); SV 14 *[death +2, transformation +2, dodging +1]*; ML 10; XP 200; ST 15, DX 15, CN 10, IN 10, WS 13, CH 10.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Discern noise* 6-in-12. *Hide* (7-in-12 wilderness, 5-in-12 non-wilderness). *Move silently* 7-in-12. *Otherworldly enemies* (+5 damage vs. otherworldly creatures). *Track* (10-in-12 wilderness, 6-in-12 non-wilderness). *Track concealment*. *Traverse overgrowth*. *Weapon mastery* (long sword, longbow). *Wilderness survival*.

Gear: studded armour, large shield, dagger, long sword, longbow, arrow quiver, arrows ×12, **3d6 cp**, **3d6 sp**, **3d6 ep**, **2d6 gp**.

Rangers (×35) (1ST-LEVEL RANGERS): AL LG or CG; SZ M; MV 40; AC 4 (3 vs. missiles); HD 1 (hp 10); FA 1; #A 3/2 (longbow *[+1]* or long sword *[+2]*) or 1/1 (dagger *[+1]*); D 1d6+1 (longbow) or 1d8+2 (long sword) or 1d4+1 (dagger); SV 16 *[death +2, transformation +2, dodging +1]*; ML 10; XP 20; ST 15, DX 15, CN 10, IN 10, WS 13, CH 10.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Discern noise* 4-in-12. *Hide* (5-in-12 wilderness, 3-in-12 non-wilderness). *Move silently* 5-in-12. *Otherworldly enemies* (+1 damage vs. otherworldly creatures). *Track* (10-in-12 wilderness, 6-in-12 non-wilderness). *Track concealment*. *Traverse overgrowth*. *Weapon mastery* (long sword). *Wilderness survival*.

Gear: studded armour, large shield, dagger, long sword, longbow, arrow quiver, arrows ×12, **2d6 cp**, **2d6 sp**, **1d6 ep**, **1d4 gp**.

OTHER NOTABLE PERSONAGES:

Falconer, Bodiccios nepos Croti [boh-DIH-shee-ohs NEH-pohs KROH-tee] (5TH-LEVEL HUNTSMAN): AL CG; SZ M; MV 40; AC 4; HD 5 (hp 39); FA 5; #A 1/1 (short sword *[+1]*) or 3/2 (long spear *[+2]*) or 2/1 (longbow *[+4, +5 point blank]*); D 1d6+2 (short sword) or 1d6+3 (long spear, one-handed) or 1d8+3 (long spear, two-handed) or 1d6+5 (longbow); SV 14 *[death +2, transformation +2, dodging +1]*; ML 11; XP 200; ST 17, DX 16, CN 13, IN 9, WS 13, CH 15.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Climb* 10-in-12. *Hide* (8-in-12 wilderness, 6-in-12 non-wilderness). *Move silently* 8-in-12. *Predator* (+5 damage vs. animals). *Subdue animal*. *Track* (10-in-12 wilderness, 5-in-12 non-wilderness). *Weapon mastery* (longbow, long spear). *Wilderness survival*. *Wilderness traps* 6-in-12. *Werewolf slayer* (+5 damage vs. lycanthropes).

Gear: studded armour, small shield, short sword, long spear, **+2 longbow**, arrow quivers ×2, arrows ×12, silver-tipped arrows ×12, **25 cp**, **55 sp**.

Bodiccios nepos Croti is a wild-eyed, hunchbacked Pict in his early 30s, bald, heavily sinewed, and branded with dozens of tattoos. He is a loner and spares few words, yet he is a tireless worker. Some suggest he understands his falcons more than people.

Herbalist, Una [OO-nuh] (5TH-LEVEL WITCH): AL N; SZ M; MV 40; AC 9; HD 5 (hp 16); FA 2; CA 5; #A 1/1 (knife *[+1 hurled]*); D 1d4; SV 14 *[transformation +2, sorcery +2, mental sorcery +3]*; ML 8; XP 200; ST 11, DX 14, CN 9, IN 15, WS 15, CH 16.

Special: Witch spells (*alter self*, *charm person*, *mending*, *unseen servant*; *goodberry*, *identify*, *levitate*; *cure disease*). *Brew poison* (*ingestible I–III*, ×1 per month). *Brew potion* (**hallucinogen**, **paralytic**, or **soporific**, ×2 per month). *Read magic*. *Read scrolls*. *Scribe scrolls*. *Brew philtre* (love potion, ×1 per month, *death* [poison] save to resist). *Dance of beguilement* (entices as many as five observers, *sorcery* save to negate; can plant *suggestion* in one victim). *Effigy* (create puppet to control or harm depicted victim).

Gear: knife, **spell book** (contains all prepared spells), **18 cp**, **44 sp**. Brewed potions at her disposal include **hallucinogens** (*death* [poison] save or *confusion* for 5 turns) and **soporifics** (*death* [poison] save or *sleep* for 15 turns).

Cat Familiar: AL LE; SZ S; MV 50; DX 15; AC 7; HD ½ (hp 4); #A 2/1 (claw/claw); D 1/1; SV 17; ML 12; XP 7.

Special: Superior stalker; chance to surprize increased by 2-in-6. Witch can see (tunnel vision) and hear (thin and metallic) through familiar. If familiar is killed, witch must make *death* save or lose 3d6 hp; if save fails by 5 or more, witch dies.

Una is an attractive witch in her late 20s, with long auburn hair, hazel eyes, and fair skin. She is said to frolic under the moonlight amongst the furze-covered hillocks east of Swampgate. She is believed to attend the old menhirs that rise from those age-crumbled mounds, chanting and dancing widdershins about the stones. Too, some believe Una meets other witches on portentous nights.

Man-at-Arms, Kaine [KAYN] (8TH-LEVEL FIRE LORD): AL CE; SZ M; MV 40; AC 1; DR 1; HD 8 (hp 72); FA 8; CA 8; #A 2/1 (bastard sword *[+5]* or short sword *[+4]*) or 5/2 (longbow *[+3, +4 point blank]*); D 1d8+6 (bastard sword, one-handed) or 2d6+6 (bastard sword, two-handed) or 1d6+5 (short sword) or 1d6+4 (longbow); SV 13 *[transformation +2, sorcery +2, dodging +1, poison +2]*; ML 9; XP 1,200; ST 18, DX 17, CN 18, IN 15, WS 12, CH 7.

Special: Pyromancer spells (*burning hands*, *detect magic*, *identify*; *fire web*, *heat metal*, *pyrotechnics*; *fireball*). *Magic item use* (fighter or magician). *Read magic*. *Read scrolls*. *Scribe scrolls*. *Weapon mastery* (bastard sword, short sword, longbow).

Gear: **+2 splint armour**, **+1 short sword**, **+2 vorpal bastard sword**, longbow, arrow quiver, arrows ×12, **spell book** (contains all prepared spells), **pyromancer scroll** (*detect magic*), **pyromancer scroll** (*fire web*), **pyromancer scroll** (*fireball*; CA 8), **400 gp**, **5,000-gp ruby**.

Kaine is a hulk of a man, seemingly middle-aged, with a shock of red hair and pale, freckled skin riddled with scars and burns. Kaine is taciturn, oft seen brooding over his whiskey at the taverns. He has no friends or companions. The Swampgate military would love to have Kaine's sword, but he demands to be made a captain and paid twice the usual captain's wage.

Wise Woman, Aguta [ah-GOO-tuh]: AL N; SZ M; MV 10; AC 9; HD ½ (hp 1); FA 0; #A 1/1 (knife); D 1d4–1 (knife); SV 17 *[mental sorcery +1]*; ML 10; XP 10; ST 8, DX 9, CN 9, IN 16, WS 17, CH 13.

Special: Augury ×2 per day.

Gear: knife, silver holy symbol of Kthulhu, **75 cp**, **75 sp**, **40 gp**, **10 pp**.

Aguta is an old Esquimaux woman in her mid-80s, with heavily wrinkled skin, stringy hair, and black teeth. Though not a true sorceress, Aguta twice per day can cast a version of the *augury* spell that allows her to divine the outcome of an action within eight hours. She secretly worships Kthulhu; regular clients who seek her wisdom are urged subtly toward his worship.



RUMOURS

Roll a d12 on Table D-1 anytime rumours are sought or volunteered.

Table D–1: Rumours

d12 Roll	Rumour Heard
1	"Xathoqquans are expanding in Swampgate, and soon a priest of theirs will arrive to challenge the authority of the Clergy Councillor, **Maon Vendarr**." *Partly true: Their population is growing, but the rest is speculation.*
2	"Peat diggers are being worked to death, thanks to the demands of Khromarium." *True.*
3	"The falconer, **Bodiccios nepos Croti**, is a werewolf and a murderer." *False.*
4	"The tar pits to the east are frequented by horrible monsters." *True.*
5	"The herbalist, **Una**, used to be a harlot in Khromarium." *False.*
6	"The mayor's purse is lined with Khromarium gold." *Possibly true.*
7	"The barbarians of Vol will never invade so long as the ranger commander, **Cunobelinos**, continues to protect the people." *False.*
8	"The wise woman, **Aguta**, doesn't always tell the truth, if she thinks it will upset her customers." *False.*
9	"There is no love lost between the Military Councillor, **Donnan Macc Artair**, and the ranger commander, **Cunobelinos**." *True.*
10	"It's becoming more dangerous to live in the outland farms." *True.*
11	"Little people have been seen scampering about the bogs." *True: These are* **Worms of Ymir**.
12	"Slade, the original settler of Swampgate, cavorted with dæmons." *Mostly false, though see* History.

DWELLINGS and OTHER STRUCTURES

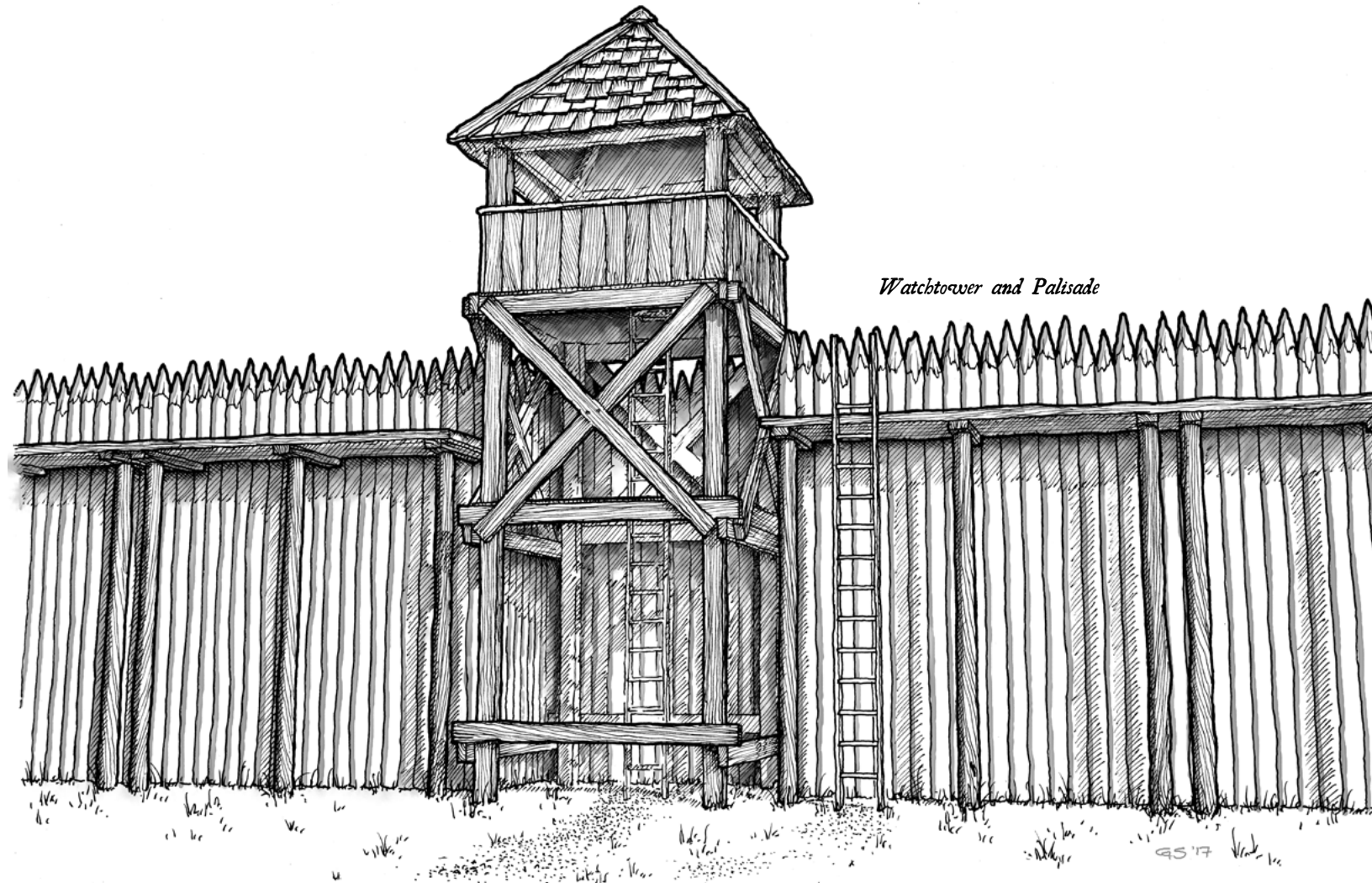
Many of the smaller round and rectangular edifices shewn on the Town of Swampgate Map (see p. 588) are dwellings. The finer examples are log and plank structures with thatch roofs, though some stone and mudbrick buildings exist. The poorer abodes are wattle-and-daub constructions.

Larger buildings (e.g., inns, shops, taverns, trades, warehouses) likewise present a dichotomy of investment: log, mudbrick, wood plank constructions, and so forth. The referee is at liberty to develop any of these undesignated structures as deemed appropriate. Some may be offered for sale, from a 15-foot-diameter, wattle-and-daub hut *(300 gp)* to a 30 × 30-foot, two-storey building *(wood: 2,000 gp; stone: 3,000 gp)*.

PALISADE: Forming a defensive enclosure around the town, the palisade is composed of tightknit tree trunks hewn, carved, sharpened, and driven into the ground. The 19-foot height of the palisade, though seemingly extreme, was directed by the rangers to abate the zealous attacks of the northern barbarians. Too, it is intended to repel the alien horrors without (aerial species notwithstanding). A catwalk, accessible by ladders, runs along the inside of the palisade, four feet below the sharpened post tops. This platform affords ample cover for patrollers whilst providing adequate spacing for crossbow use.

WATCHTOWERS: These two-storey, roofed wooden structures measure 10 × 10 × 35 feet and are accessed by interior ladders. The adjacent palisade catwalks do not access the watchtowers, effectively making each tower an independent defence structure should the walls be breached. The 37 watchtowers each are manned by **2 soldiers** armed with light crossbows. **Ensigns** inspect the watchtowers regularly; those at the gates are attended by **lieutenants** and **captains**.

GATES: Three gates provide entry to the Town of Swampgate: South Gate (**#3**), River Gate (**#7**), and North Gate (**#9**). The outer gateway (betwixt the utmost pair of watchtowers) is open. The inner gateway (betwixt the inmost pair of watchtowers) is joined by a palisade gate, inward opening and barred by an iron-shod beam. At the ground level, each gate is attended by **5 ensigns** and **1 lieutenant**, though nearby barracks can bolster support at any time.



Watchtower and Palisade


Slade's Creek
N
E
S
W
Town of Swampgate
Population 1,010
576 CÆ
0 10 30 70 ft

KEYED LOCATIONS

The following keys represent a variety of locations that may be patronized in the Town of Swampgate. They are depicted on the Town of Swampgate Map (see p. 588). These are not intended to be an exhaustive representation of Swampgate. Developing most of the names, personalities, and agendas for the keyed locations is the purview of the referee.

1. CROP FARMS SOUTH: Barley, beans, hops, oats, peas, and wheat.

2. OUTS STABLE AND LOFT: Stabling outside of town walls *(4 sp per night)*; common area loft sleeps 25 persons *(2 sp per night)*.

3. SOUTH GATE: Old North Road from Khromarium appears to end here; this is the gate most utilized by locals and itinerants alike.

4. SOUTH GATE BARRACKS: Sleeps **36 soldiers**.

5. RANGERS' LODGE: Each cabin sleeps **12 rangers**; **Cunobelinos** typically dwells in the north lodge, near Slade's Creek.

6. DOCK MASTER'S SHED: Mooring of riverboats, canoes, and rafts.

7. RIVER GATE: Ramps down to the bank of Slade's Creek; used by rivermen and loggers.

8. CROP FARMS NORTH: Barley, peas, root vegetables, and wheat.

9. NORTH GATE: Fields of Vol monitored from here; sometimes called "Rangers Gate" because of the heavy presence of rangers, ever vigilant to the threat of savages.

10. NORTH GATE BARRACKS: Sleeps **24 soldiers**; 2-in-6 chance **1d4 rangers** are present.

11. TAR WAREHOUSE: Pre-distilled tar stored in large vats.

12. PEAT WAREHOUSE: Peat stored, piled in blocks to the roof.

13. ROPEWALK: Spools of hemp rope twisted here; the hemp is harvested in the bogs.

14. TIMBER WAREHOUSE: Timber stored in roped piles; planks milled here, too. Loggers hold bare-knuckled fighting contests every two weeks.

15. THIEVES' GUILD SAFE HOUSE: Owned by Khromarium thieves; rare paintings, sculptures, and smoky lotus are stored here. Off-duty **soldiers** patrol for extra money; wanted thieves from the city sometimes lie low here.

16. SALT WAREHOUSE: Salt stored in massive heaps.

17. COOPER: Barrels, casks, and drums.

18. WAINWRIGHT: Carts and waggons built and repaired.

19. WHEELWRIGHT: Wheels built and repaired.

20. BAKER: Baked goods made and sold here.

21. AGRICULTURE COUNCILLOR'S DWELLING: Renarra Xall dwells here with her family of nine.

22. BUTCHERY: Slaughterhouse that produces fine meat cuts; known for its spiced venison sausage.

23. BARBER: Hair and beard trimming, tooth care, minor surgeries, and bloodletting.

24. SMELTER: Refines bog iron ore into sponge iron using a bloomery.

25. BLACKSMITH: All manner of iron implements and tools forged here, as well as horseshoes.

26. BOWYER / FLETCHER: Longbows, short bows, composite longbows, and composite short bows fashioned and sold here; arrows, too.

27. GAFFER: Glass goblets, phials, and bottles.

28. BASKET WEAVER: Bog roots and reeds used to weave waterproof baskets.

29. SWAMPGATE INN AND STABLES: Popular destination for travellers from Khromarium and elsewhere. Typically offers roasted duck, boiled eggs, and greens *(2 sp)*; eel soup and bread *(2 cp)*; pint of beer *(1 sp)*; gill of wine *(1 sp)*; lodging *(8 sp per night)*; stabling *(5 sp per night)*.

30. LEATHERWORKER: All manner of leatherworks crafted, treated, and sold; leather and studded armour sold here.

31. MEETING HOUSE: Meetings for the Council of Five held here; some are public, others private.

32. SOAP BOILER: Soap made from tallow and ashes.

33. FALCONER: Pict huntsman, **Bodiccios**, trains and hunts with falcons; he keeps **1d4+3 raptors** at any time *(500-gp cost)*. He does fletch work for the local bowyer and also trains men how to tame **thew waggons**.

34. POTTER: Clay pots, flasks, and other containers.

35. DISTILLERY: Whiskey made in stills heated by peat fires.

36. SHRINE OF YOON'DEH: The primary place of worship in Swampgate. Sermons are held here by the Clergy Councillor, **Maon Vendarr**, who dwells in the second storey.

37. MARKET SQUARE: Town well located here. Food and goods are vended every Saturn Day; entertainers and other solicitors abound. High crime executions are held here most every month.

38. COMMON TAVERN: Frequented by travellers; pint of beer or weak ale *(1 sp)*, gill of whiskey *(5 sp)*. Dice and knucklebones are played in a side room.

39. WISE WOMAN: Old Esquimaux woman, **Aguta**, can cast *augury* twice per day *(100-gp cost)*; each casting exhausts her.

40. THATCHER: Roof thatching specialist uses reeds gathered from the fens.

41. TAR MAN: Tar distilled for waterproofing boats, sails, roofs, ropes, and more; also used as a spice.

42. MAN-AT-ARMS: Mysterious warrior, **Kaine**, dwells alone here, poring over books and maps; he is said to command sorcery.

43. HERBALIST: Fennel, for longevity *(3 sp per bunch)*; mint, for sour stomach and bad breath *(1 sp per bunch)*; and peat moss, for wound healing (re-roll any 1 result for natural hp recovery if packed in dressing overnight) *(5 gp per bunch)*. All are cultivated by the attractive witch woman who dwells here, **Una**.

44. LAUNDRESS / SEAMSTRESS: Clothes laundered and repaired; soldiers' padded armour crafted here (not for sale to general public).

45. COBBLER: Makes and repairs shoes and boots.

46. RIVERMEN'S TAVERN: Pint of beer or weak ale *(1 sp)*, gill of whiskey *(5 sp)*. A rough establishment, strangers are not readily welcome. Arm-wrestling matches are held on Saturn Day night.

47. BOATWRIGHT: Small river boats and canoes manufactured and sold here.

48. BEANERY: Bean stew ladled out at lunch hour daily *(2 cp per bowl)*; long lines, popular with rich and poor alike.

49. FANE OF XATHOQQUA: Newly founded temple utilized by growing population of Xathoqquans; no cleric presiding.

50. GENERAL STORE: All manner of general equipage, clothing, and provisions (see VOL. I, pp. 122–124: TABLES 50–52).



51. MILITARY COUNCILLOR'S DWELLING: **Donnan Macc Artair** dwells alone here; his wife and children left him to live in Khromarium.

52. LABOUR COUNCILLOR'S DWELLING: **Vanos Qull** dwells here with his family of 12.

53. TOWN MAYOR'S MANSE: **Connar Nill** dwells here with his family of 14.

54. FULLER / FURRIER: Wool and animal fur clothing prepared here; padded armour crafted and sold.

55. GAOL: Criminals incarcerated here, long- and short-term; cells for 35 prisoners, of which 1d20–1 are occupied at any time.

56. DYER: Cloth dying; woad carries strong odour here.

57. ARMOURY: Scale and chain mail armour made and sold here; small shields, too.

58. WEAPONSMITH: Axes, daggers, swords, and spears sold here.



59. ATILLIATOR: Crossbows manufactured and sold here; bolts, too.

60. CHANDLER: Candles from tallow and beeswax.

SURROUNDING TERRITORY

The following features are depicted on the Swampgate Territory Map (see p. 592):

CREEK: Slade's Creek follows a winding course through the Lug Wasteland for nearly 40 miles. It springs in the Fields of Vol and empties in a broad, marshy expanse to the south. The banks of the creek are thick and muddy, home to crocodiles, snakes, giant frogs, and other dangerous creatures. Slade's Creek averages 20 feet in width and generally is navigable by any riverman worth his salt; average depth is from three to four feet. Note that log bridges span the creek north and south of Swampgate.

ROADS: The old North Road from Khromarium endures, but it has suffered the importunities of age, weather, and cataclysm. Men of learning posit that this ancient road of carefully fitted, rectangular stone blocks was built by the Hyperboreans in immemorial times. It is believed once to have spanned more than 700 miles, from Khromarium to Mount Vhuurmithadon. Physical evidence of its supposed former grandeur is compelling, yet sorely lacking. Nary a trace of the road exists across the Fields of Vol (though it may well be buried under detritus), but it appears to resume in the Kimmerian Steppe.

The East Road to Stonebrook and the West Road to Port Greely are relatively recent innovations. The hard-packed ground, rutted by waggon wheels, is compromised by weather and overgrowth and oft is plagued by bandits. Lastly, a variety of side paths lead into the bogs; here lay ruins predating the Green Death, when the Lug Wasteland was settled more heavily.

FARMS: Five major farms contribute significantly to Swampgate's economy, raising crops, livestock, and horses. Three of the farms are located along the old North Road: two to the south of Swampgate and one to the north. The other two farms are situated on the East Road.

The five farms indisputably exist in hostile lands, where they are subject to all manner of beasts, monsters, and disreputable men; thus, vigilance is practiced. Each farm comprises several walled- or fenced-in buildings (e.g., homesteads, barns, sheds, grain silos) inhabited by a family or families and their servants. The referee may include a handful of guards equivalent to **soldiers**, **ensigns**, and (sparingly) **lieutenants**.

BOGLANDS: Bogs are the primary biome of the Lug Wasteland. In the region of Swampgate, the bogs are marshy, but the salinity of the tannin-rich waters is less than that of coastal Khromarium. Out in the bogs, many people from Swampgate (sometimes entire families) eke out their livelihoods, gathering peat for cooking and home heating. This resource is demanded highly in Khromarium, which provides protection and training in exchange for the fuel. The labourers of Swampgate also hunt big game and gather bog iron; the latter is used for weapons, armour, and tools. Several species of wild berries and herbs are gathered in the bogs, too, and bog wood is used for furniture, tools, and so forth.

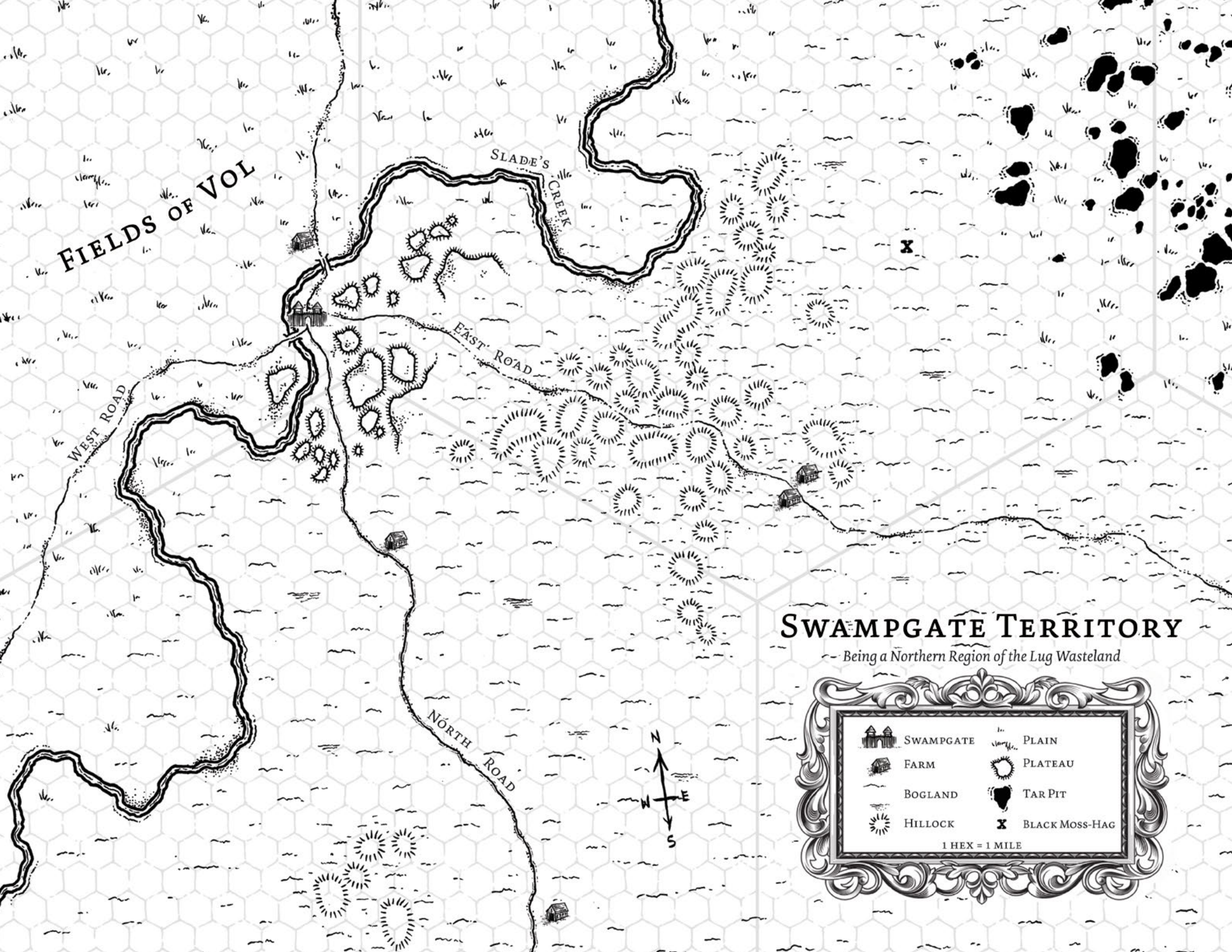
HILLOCKS: Squat, age-crumbled hillocks rise from the peaty bogs east of Swampgate. These low-rising mounds are a tangle of briars, tangles, furze, and heather, providing nesting grounds for many creatures. Some hillocks are remarkable for their weathered, lichen-coated menhirs, the sentinels of a lost age leaning silently over the moor.

PLAINS: North of Slade's Creek lie the Fields of Vol. Although the creek is not a precise line of environmental demarcation, the shift from boglands to plains is rather precipitous. Game is abundant in the Fields of Vol, but typically the risk is greater than the reward: These grassy plains are the traditional tribal lands of the Kimmeri-Kelts, and foreign hunters oft are made examples of. The ranger lord, **Cunobelinos**, spends much of his time patrolling this hostile region, for the barbarian threat to Swampgate (and ultimately Khromarium) is palpable.

PLATEAUS: The Town of Swampgate is situated on a low plateau, one of several such formations in the northern periphery of the Lug Wasteland, where Slade's Creek winds. The plateaus and ridges are relatively modest highlands, rising 20–40 feet above the pervasive bogs. These fells host caves that once were home to a lost, primitive people. Some suggest that Lapp herdsmen used the caves for sanctuary from the horrors of the Lug Wasteland as the great glaciers scraped into the sea.

TAR PITS: Farther to the east, beyond the hillocks and outland farms, lie the bubbling tar pits of the Lug Wasteland, where dwell creatures most foul. Abandoned shrines of Xathoqqua lie here, tangled and overgrown. The people of Swampgate claim this region to be haunted; notwithstanding, bold hunters yet traverse the region, as well as those who would dare harvest smoky lotus.

BLACK MOSS-HAG: This is the dwelling place of the **Black Moss-Hag of Lug**, described in Appendix E.


Fields of Vol
Slade's Creek
East Road
West Road
North Road
N
W
E
S
Swampgate Territory
Being a Northern Region of the Lug Wasteland
Swampgate
Farm
Bogland
Hillock
Plain
Plateau
Tar Pit
Black Moss-Hag
1 hex = 1 mile

APPENDIX E: INTRODUCTORY ADVENTURE ("THE BLACK MOSS-HAG OF LUG")

An adventure in Hyperborea designed for from four to six 1st-level characters

INFORMATION for the PLAYERS

Read aloud or paraphrase the following boxed text to the players:

> Out on the farms southeast of the Town of Swampgate, "little people" have been observed stealing across the moonlit fields. Until recently, they were considered nothing more than a nuisance; they neither pilfered nor vandalized. Of late, however, they have grown more audacious: breaking fences, trampling crops, taking livestock, and causing other inconveniences. The farms brought in guard dogs and stepped up nocturnal patrols, but the dogs vanished, and the patrols returned emptyhanded.
>
> A week ago, disaster struck: In the dead of night, two young sweethearts sneaked out from their respective farms to rendezvous at a nearby tool shed used by local peat cutters. They never returned. Signs of a struggle were discovered at the site, as well as dozens of small, misshapen footprints. The outland farms have requested the aid of Swampgate's rangers, but the wilderness warriors are occupied, reconnoitring barbarian activity in the north. Now the town seeks brave and exceptional adventurers to help solve the woes of the eastern farms.

The PCs begin in the Town of Swampgate, where they are summoned to meet with a woman by the name of **Muireall Inghean Ailill** [MYOO-ree-uhl IHN-yen I-lihl], an agent of the Agriculture Councillor. Muireall explains the situation as described in the boxed text above. She would like the PCs to assist the two beleaguered farms 18 miles southeast of Swampgate. The Military Councillor will not send troops to investigate a pair of missing teenagers, or to chase rumours of "little people" running about the crop fields. Likewise, the rangers are preoccupied with the threat of barbarians.

The eastern farms have hinted that future yields may decrease if help is not sent; this insinuation has captured the attention of the Agriculture Councillor. Consequently, a reward of **500 gp** has been approved for the safe return of the teenagers, or half that amount for proof that they did not survive the ordeal. The Councillor also would like to know who or what these "little people" are.

INFORMATION for the REFEREE

This adventure is intended to present a suitable challenge for from four to six 1st-level characters. If the PC party comprises more than six characters, or if any of them are 2nd or 3rd level, then the referee should adjust the challenge accordingly. For example, he may increase the numbers and/or frequency of monsters, as deemed appropriate.

BACKGROUND: Two weeks ago (one week prior to the disappearance of the young lovers), a pair of peat cutters were working northeast of the two eastern farms. There the brothers noticed that a peat hag on the side of a mound had collapsed to a sinkhole. They peered in and discovered an old burial vault below.

After the workday was over, the brothers climbed down the sinkhole. They soon discovered the dodecahedral alien artefact known as the **Stygian Stone** (see p. 607: New Magic Items), and they took it. The brothers, **Garfenn** [GAHR-fen] (aged 22) and **Dilfenn** [DIHL-fen] (aged 20), are sons of the town laundress (see Appendix D, p. 590: Keyed Locations, **#44**). They have suffered strange and frightening dreams since taking the **Stone**, and now they prefer to be rid of it.

Worms of Ymir have retaliated for the brothers' theft, first by damaging the farms, and more recently by abducting the young lovers from a tool shed down the road from their farms. The worms of Ymir have not shewn themselves since. Now the master of these so-called "little people" interrogates the youths and intends to ransom them for the return of the **Stygian Stone**.

MONSTER STATISTICS: All monsters and non-player characters (NPCs) have the following statistics, abbreviated as noted:

AL = Alignment
SZ = Size
MV = Movement
DX = Dexterity
AC = Armour Class
HD = Hit Dice
hp = Hit Points
#A = Number of Attacks
D = Damage
SV = Saving Throw
ML = Morale
XP = Experience Points
Special = Special Abilities

NPC STATISTICS: Non-player character statistics also may include the below abbreviations:

DR = Damage Reduction
FA = Fighting Ability
TA = Turning Ability
CA = Casting Ability
ST = Strength
CN = Constitution
IN = Intelligence
WS = Wisdom
CH = Charisma

Attack roll bonuses are noted for each weapon in the *Number of Attacks* (#A) entry. *Armour Class* (AC) and *Damage* (D) figures are calculated to include all pertinent modifiers from attribute scores, magic items, *weapon mastery*, and the like.

THE JOURNEY BEGINS

The trek to the eastern farms is about 18 miles along the East Road (see Appendix D, p. 592: Swampgate Territory Map). The road crosses boglands, boggy hillocks, and more boglands. Experienced travellers of the Lug Wasteland know that waggons and like transports cannot be driven cross-country here. Those who wish to venture off-road simply must walk (unless they have access to a **thew waggon**).

The Lug Wasteland is a frozen tundra during *Nightfall* (Year 13), but come *Vernal Equinox* (Year 3), the tundra begins to thaw. Giant insects and amphibians emerge, and the landscape erupts with flowers, sedges, shrubs, stunted trees, and other plants. Red deer run in large herds, giant elk graze solitarily or in pairs, and herons of many species pluck from the wetlands; of course, predators are attracted to all such creatures.



HAZARD (Black Flies): From Year 3 to Year 8 of the 13-year cycle, there is a 2-in-6 chance per day that the PCs are harried by **black flies**. A cloud of biting, swarming pests will besiege the party for 2d6 turns. During this time, all attack rolls are made at –1 penalties.

RANDOM ENCOUNTERS: Wilderness encounters may be rolled for during the journey, with a 1-in-6 chance for every six miles travelled (three checks total, assuming a direct route). Some results may prove insurmountable for 1st-level characters; referees either can reroll, or let the players learn that sometimes running away is the most prudent option.

Wandering Monster Table 1

d12 Roll	Encounter
1	Centipede, Giant Black (3d4)
2	Deer, Giant Elk (1d2)
3	Deer, Red (1d4+4)
4–5	Frog, Giant (1d4+2) *(day)* or Beetle, Giant Fire (1d3) *(night)*
6	Mammoth, Woolly (1)
7	Skeleton (1d6+1)
8–9	Snake, Python (1) *(day)* or Rat (2d10) *(night)*
10	Stirge (1d4+2)
11	Thew Waggon (1d3+1)
12	Tick, Giant (1d4+2)

Beetle, Giant Fire: Three-foot-diameter, darkly coloured beetle with glowing glands visible above its eyes and on its abdomen. It attacks with huge serrated pincers. AL N; SZ S; MV 40; DX 9; AC 4; HD 1+1 (hp 6); #A 1/1 (bite); D 2d4; SV 16; ML 7; XP 20.

Special: Glands above eyes and by abdomen radiate fulvous light in 10-foot radius; if carefully extracted, they continue to glow for 1d6 days.

Centipede, Giant Black: Multi-legged, segmented arthropod of 2½-foot length, feared for its painful, venomous bite. It rarely is encountered during the day. AL N; SZ S; MV 20; DX 13; AC 9; HD ½ (hp 3); #A 1/1 (bite); D 1d2; SV 17; ML 7; XP 25.

Special: Bite delivers venom; make *death* (poison) save or suffer additional 2d6 hp damage.

Deer, Giant Elk: Massive deer roams wetlands browsing; adult males fear few predators. AL N; SZ L; MV 60; DX 7; AC 7; HD 4 (hp 19); #A 2/1 (antler/antler); D 1d8/1d8; SV 15; ML 7; XP 90.

Special: Can attack two adjacent opponents with a single *charge attack*, doubling damage dice for each victim.

Deer, Red: Skittish deer move in herds; they flee from most everything, but a cornered hart may butt with its antlers. AL N; SZ M; MV 70; DX 13; AC 8; HD 1 (hp 5); #A 1/1 (gore); D 1d4; SV 16; ML 3; XP 13.

Special: Charging gore attack results in double damage dice.

Frog, Giant: Weighing as much as 500 pounds, this seven-foot-long chameleonic amphibian catches prey with its sticky tongue and can swallow a man whole. AL N; SZ L; MV 10 (hop 60, swim 30); DX 12; AC 7; HD 3 (hp 12); #A 1/1 (bite); D 1d6; SV 15; ML 7; XP 101.

Special: Chance to surprize increased by 2-in-6 when leaping from water or muck. On a natural 20, tongue reels in and swallows victim whole, inflicting 1d6 hp damage per round thereafter; after 3 rounds, victim may asphyxiate. Swallowed prey can cut its way out with a WC 1–3 blade, with attack penalty equal to weapon class. If 6 hp damage inflicted from within, large enough rent is cut for escape.

Mammoth, Woolly: Massive herbivore, 15 feet at the shoulder with tusks of about 15-foot length. It attacks only when cornered and threatened. AL N; SZ L; MV 40; DX 7; AC 3; HD 12 (hp 74); #A 2/1 (gore/trample); D 2d6/4d6; SV 11; ML 8; XP 1,700.

Special: Every time mammoths are struck for damage, they go berserk on a 2-in-6 chance, attacking at +2 to attack and damage rolls.

Rat: Rodent scavenging and predating for food; has a taste for human flesh. AL N; SZ S; MV 30 (swim 20); DX 16; AC 9; HD ¼ (hp 1); #A 1/1 (bite); D 1; SV 17; ML 5; XP 7.

Special: 1-in-6 chance of disease upon successful hit, unless *death* (poison) save made. If save fails, victim either dies in 1d6 days, or is bedridden for a month. Roll a d6: On a *1* or 2, disease is terminal; otherwise non-deadly strain is contracted.

Skeleton: The bones of a man or other humanoid risen to undeath through foul necromancy. Each skeleton wears a rusty *galea*, a Roman legionary's helmet with red-dyed horsehair crest. AL CE; SZ M; MV 30; DX 11; AC 7; HD 1 (hp 4); #A 1/1 (claw); D 1d6; SV 16; ML 12; XP 16.

Special: Immune to poison, paralysis, fear, and cold. Edged weapons cause ½ damage.

Snake, Python: Reptile 11–20 feet long; preys on Small and Medium mammals. AL N; SZ M; MV 30 (swim 20); DX 8; AC 7; HD 3 (hp 13); #A 1/1 (bite); D 1d4; SV 15; ML 9; XP 101.

Special: Infrared vision to 30-foot range. Upon successful bite, python constricts for 2d4 hp damage per round. Victim can escape via *extraordinary feat of strength* or *dexterity*. Allies whose strength totals at least 60 can remove snake in 1d4 rounds. Whilst constricting prey, python suffers –2 AC penalty.

Stirge: Feathered, volucrine monster 12 inches in length, with long, mosquito-like proboscis for sucking blood. AL CE; SZ S; MV 10 (fly 60); DX 10; AC 7; HD 1 (hp 5); #A 1/1 (sting); D 1d3; SV 16; ML 8; XP 19.

Special: +2 bonus on initial attack roll. Drains blood for 1d4 hp damage per round until sated (~12 hp).

Thew Waggon: Ten-foot cube of dense corrugated muscle, bristling with 12-inch quills. If threatened it will shake its quills, slam its bulk against the ground, and release nauseating musk. AL N; SZ L; MV 20; DX 4; AC 4; HD 10 (hp 44); #A 1/1 (slam); D 1d10; SV 12; ML 8; XP 1,300.

Special: Can release musk thrice per day; nauseates any within 30 feet, unless *death* (poison) saves made. Victims suffer –4 penalties on attack rolls and saving throws for 1d4 turns. Bodily contact with barbed quills inflicts 3d4 hp damage.

Tick, Giant: Three-foot-diameter, parasitic arachnid that drains blood. AL N; SZ S; MV 20; DX 5; AC 3; HD 3 (hp 17); #A 1/1 (bite); D 1d4; SV 15; ML 12; XP 107.

Special: Bite transmits venom; make *death* (poison) save at +2 bonus or suffer paralysis for 1d2 turns. Tick remains attached, draining blood for 1d6 hp damage per round. Can be driven off with fire; 3-in-6 chance it releases if attached.

EASTERN FARMS

The farm on the north side of the East Road is owned by **Taran Macc Cathal** [TAH-ruhn mak KAH-thuhl]; his missing son is **Conn Macc Taran** [KAHN mak TAH-ruhn] (aged 16). The farm on the south side of the East Road is owned by **Brion Dunfell** [BREE-ahn DUHN-fel]; his missing daughter is **Narria** [NA-ree-uh] **Dunfell** (aged 16). The relationship of these two youths was not approved by their parents, so they took to rendezvousing under the cloak of darkness, as young lovers are wont to do.

Each farm consists of a few houses, barns, grain silos, sheds, lean-tos, and a wealth of fenced-in crop and grazing fields. Including family and serving staff, 30–50 persons live at each farm, with many of the field workers residing in lofts. Amongst the hired help may be found a handful of guards equivalent to **soldiers** (1d3) and **ensigns** (1d2). If the party are in need of support, a few of these men might be convinced to join them.

Soldier (0TH-LEVEL FIGHTER): AL LG; SZ M; MV 40; AC 8; HD 1 (hp 4); FA 0; #A 1/1 (short spear or dagger); D 1d8 (short spear, two-handed) or 1d4 (dagger); SV 17; ML 8; XP 10; ST 10, DX 10, CN 10, IN 9, WS 9, CH 9.

Gear: padded armour, dagger, short spear, **1d4 cp**, **1d4 sp**.

Ensign (1ST-LEVEL FIGHTER): AL LG; SZ M; MV 40; AC 7; HD 1 (hp 10); FA 1; #A 3/2 (short spear *[+1]*) or 1/1 (light crossbow or dagger); D 1d6+1 (short spear, one-handed or light crossbow) or 1d4 (dagger); SV 16 *[death +2, transformation +2]*; ML 9; XP 20; ST 11, DX 11, CN 11, IN 9, WS 10, CH 9.

Special: Heroic fighting (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short spear).

Gear: padded armour, small shield, dagger, short spear, light crossbow, bolt case, bolts ×20, **2d4 cp**, **2d4 sp**.

MACC CATHAL FARM: Taran Macc Cathal and his wife, **Erin**, prove to be accommodating. They offer food, water, supplies, a loft to sleep in, and so forth. They are sick with worry and care about nothing more than the safe return of their missing son and his darling. Erin offers a family heirloom for bringing the young adults home: a **gold chain** with amber pendant *(150-gp value)*.

DUNFELL FARM: Brion Dunfell, a widower, is filled with rage. He blames everyone around him for his missing daughter. He proves suspicious, but is willing to accept the party's aid. He may threaten doing bodily harm to young Conn for endangering his daughter.

Notwithstanding his bitterness, Brion will provide a **potion of extraordinary healing** to the PCs (with two doses remaining). It was a gift to his late wife from a passing magician of Khromarium, in gratitude for her hospitality. (The Dunfell farm was a cheerier place in those days.) Years later, Brion administered a dose of the stuff to his beloved on her deathbed, but it did naught for the blight that ailed her. Now with no trust in sorcery, he foists the "worthless piss" on the PCs, for whatever good it might do them.

N.B.: Residents at either farm can direct the PCs to the old peat-cutters' shed, a half mile down the road. Furthermore, they may mention the **Black Moss-Hag of Lug**, a witch-woman of indeterminate age who lives out in the bogs about 10 miles northeast. Neither farm suspects the witch-woman of involvement, because she has never harmed anyone before. She is, however, notorious for hurling profanities that would redden the face of even the saltiest peat cutter.

THE PEAT-CUTTERS' SHED

This old, dilapidated tool shed lies about a half mile farther east down the road from the two farms. The structure rests 50 feet north of the road. It measures 14 × 14 feet and has a sagging, leaky roof. It is a place where peat cutters store some of their tools and implements. Investigating this shed may yield the following clues:

- There was a struggle here; tools are knocked over and scattered, a barrel lies on its side, and the planks of one wall are freshly cracked.
- Woollen blankets lie in disarray on the dirt floor.
- A rake lies broken in twain on the floor; inspection of the splintered haft reveals a weird, slimy substance on the wood that smells of the mucus secreted by worms or snakes.
- A few drops of blood are spattered on the floor and outside the door.
- A dozen or more small, three-toed footprints lead north-northeast into the bog. The trail is discerned easily for one or two miles. A character with the *track* ability, upon a successful check, can follow these impressions for about five miles in all, before the trail disappears into shallow water.

THE BLACK MOSS-HAG

The witch known as the **Black Moss-Hag of Lug** dwells nine miles northeast of the eastern farms (see Appendix D, p. 592: Swampgate Territory Map). A tendril of smoke can be seen rising from her moss-covered cabin, which stands out on the open expanse of boglands. The witch's familiar, an **archæopteryx** named "Precious", will espy and warn her of visitors within 150 yards; it then will hide. The witch-woman will stand in her open doorway, laughing and beckoning the PCs to approach. The following boxed text may be read or paraphrased:

> The woman in the doorway does not appear old, yet the dark wisdom of countless ages resides in her eyes. The black dress she wears is ragged and obscene, her mass of black locks tangled and unkempt. She is thin and lithe, and she presents an attitude of wildness that accords with her bleak surroundings. Through red-painted lips she laughs mockingly, her teeth black as pitch. "Enter, masters," she says, "if you do not fear to share the roof of the Black Moss-Hag of Lug!"

She motions for the party to join her. In the cabin, the witch-woman (whose real name is **Utla)** has a brace of squirrels roasting over the open fire of a squalid hearth. The perimeter of the cabin is heaped with furs and skins. With supple, pardine twists of her body, the witch-woman turns the spit, casting glances over her shoulder and smiling her black-toothed grin.

> "What dost thou seek in the fens, good masters?"

Assuming the PCs inquire about the missing teenagers and the "little people", she smiles amusedly and says the following:

> "It was inevitable! Those Who Were Shunned—the so-called 'little people'—have been disturbed by the peat diggers of Swampgate. Foolishly, the peat diggers opened a moss-hag atop Dagon's Mound, an old barrow where They reside. Wickedly did the peat diggers enter and defile that charnel house! The abduction of those young people was an act of retaliation, you see."

If asked more about the "little people", she sits cross-legged and, whilst munching on undercooked squirrel, tells the following tale:

> "Their race originates from Old Earth. Their paternal ancestors served Rome's Ninth Legion, some 5,000 soldiers who dared advance from Britannia into the murky heather of Caledonia, where throve the savage Picts. Most of the Ninth were slaughtered by the hordes of howling, painted barbarians, but one detachment was driven into an ancient cave impregnated with weirdly swirling mists.
>
> "The Romans were sealed in by the merciless Picts. As the legionaries pounded their fists bloody and cried for freedom, tendrils of mist snaked out and pulled them to the mystical land beyond the North Wind: Hyperborea! Unlike most other races that crossed time and space to arrive here, these men were trapped underground, wallowing in the untold depths of Underborea.
>
> "The Romans survived by taking hideous, reptilian denizens of the dark as mates. Thus was born a new, loathsome race that continues to degenerate to the dwarfish monstrosities they are today: 'worms of the dirt', or what the Vikings call 'worms of Ymir'. Only in recent times have they burrowed up to the surface world, emboldened by what I do not know."

The witch-woman claims this to be the extent of her knowledge. She knows where the collapsed peat hag is located, but she has a price for leading the PCs to it: Utla, the Black Moss-Hag of Lug, yearns for the fierce kisses and strong embrace of a man!



Utla [UHT-luh], the Black Moss-Hag of Lug (5TH-LEVEL WITCH): AL CE; SZ M; MV 40; AC 9; HD 5 (hp 22); FA 2; CA 5; #A 1/1 (knife *[+1 hurled]*); D 1d4; SV 14 *[transformation +2, sorcery +2, poison +1, mental sorcery +3]*; ML 7; XP 200; ST 9, DX 14, CN 15, IN 17, WS 15, CH 12.

Special: Witch spells (*charm person*, *færie fire*, *sleep*, *spider climb*; *hold person*, *infernal tongues*, *ungovernable hideous laughter*; *cure disease*, *wraithshape*). *Brew poison* (*ingestible I–III*, ×1 per month). *Brew potion* (**hallucinogen**, **paralytic**, or **soporific**, ×2 per month). *Read magic*. *Read scrolls*. *Scribe scrolls*. *Brew philtre* (love potion, ×1 per month, *death* [poison] save to resist). *Dance of beguilement* (entices as many as five observers, *sorcery* save to negate; can plant *suggestion* in one victim). *Effigy* (create puppet to control or harm depicted victim).

Gear: knife, **spell book** (contains all prepared spells). Brewed potions at her disposal include **hallucinogens** (*death* [poison] save or *confusion* for 5 turns) and **soporifics** (*death* [poison] save or *sleep* for 15 turns).

"Precious" the Archæopteryx: AL CE; SZ S; MV 20 (fly 60); DX 10; AC 6; HD ½ (hp 4); #A 3/1 (claw/claw/bite); D 1/1/1d2; SV 17; ML 12; XP 9.

Special: If both claw attacks hit one opponent, wing claws rend, each causing 1d2 hp damage.

MEETING THE WITCH-WOMAN'S REPULSIVE PRICE: Should a male PC submit to her desires, Utla will bring the party to DAGON'S MOUND. First she will cake her skin with black clay. Then, she and her familiar will lead the PCs 2½ serpentine miles northeast, to a broad expanse of bogs whence massive amounts of peat have been harvested.

REFUSING THE WITCH-WOMAN'S REPULSIVE PRICE: Without Utla's help, the PCs must investigate on their own. They perhaps may gather from the farms more information about where the peat cutters have been working lately, or they may inquire about "Dagon's Mound".

Exploring this area randomly will add 1d4 extra days to the adventure. Because Utla knows the safest, most expeditious route to DAGON'S MOUND, she knows best how to avoid the other old burial grounds of this area, which are now home to **bog mummies**. When randomly exploring, PCs risk a 1-in-6 chance per day of encountering **1d6 bog mummies**.

Mummy, Bog: Foul corpse that has been preserved by the fœtid, acidic water of a peat bog. AL CE; SZ M; MV 20; DX 6; AC 7; HD 3 (hp 14); #A 1/1 (pummel); D 1d6; SV 15; ML 12; XP 113.

Special: Immune to poison, paralysis, fear, and cold. Mundane chopping or slashing weapons cause ½ damage; mundane blunt or piercing weapons cause ¼ damage. Magical weapons cause full damage. Thrice per day can vomit 10-foot-long cone of acid that is 5 feet wide at the terminus and causes 2d4 hp damage; *avoidance* saves for ½ damage. If saves fail, acid sticks, causing additional 1d4 hp damage on 2nd round unless scraped off. If it has not ejected acid thrice and is cut down with physical force, bog mummy explodes on 1-in-6 chance, with effects as shewn above to all within 10 feet.

DAGON'S MOUND

Dagon's Mound provides access to a cavern complex (see p. 600: WORM CAVERNS MAP), tunnelled mostly by the degenerate dwarfs referred to as **worms of Ymir**, or "worms of the dirt". Here, nearly imperceptible to the most careful observer, lies a collapsed peat hag at the foot of a barrow mound covered with black, fœtid moss. Within the collapsed peat hag gapes a dark sinkhole that drops 20 feet to the floor of an ancient charnel house (see **#1**), whence musty air breathes.

Surrounding the mound are scores of small, three-toed footprints. These tracks are a week old; the creatures have not resurfaced since abducting the young people. The worms of Ymir can wriggle on their bellies in and out of the sinkhole; the PCs will need rope or sorcery to descend and ascend the 20-foot drop safely.

If **Utla** has led the PCs here, then read or paraphrase the following boxed text:

> The witch-woman cackles defiantly, and declares, "Behold: the true Black Moss-Hag of Lug! Blacker than me, my pretties! This place was called Dagon's Mound before the Green Death nearly eliminated mankind. Now it serves as a gateway to where They dwell."

The witch-woman laughs maniacally and then bids the party farewell. She and her familiar will return to her hut, unless otherwise detained.

THE WORM CAVERNS

The worm caverns are a series of tunnels connecting natural caves below the bogs of the Lug Wasteland. These tunnels access an ancient copper mine once exploited by the Hyperboreans. The awesome shifts and upheavals of the intervening ages, as well as the crawling of great glaciers across the continent, have buried much of the old mine.

Unless otherwise noted, caverns are 15–20 feet high. Most tunnels are about 10 feet wide and 5½ feet high. Taller combatants may be inconvenienced (i.e., forced to hunch), as will those employing large weapons that require significant swinging arcs. The referee is encouraged to enforce a *hindered* attack penalty of –2 when deemed appropriate.

MAP KEY:

- *Arrows, Dotted:* These shew the direction of slopes, with arrows indicating downwards direction.
- *Arrows, Solid:* These shew the direction of ridges, with arrows indicating downwards direction.
- *Italicized Numerals:* These shew the depth in feet below the level of the bog above, starting with *–20´* in **#1**.

RANDOM ENCOUNTERS: Check for wandering monsters every 6 turns of exploration. A roll of *1* on a d6 indicates that a random encounter has occurred. Roll on the table below to determine the monster encountered.

Wandering Monster Table 2

d8 Roll	Encounter
1	Beetle, Giant Fire (1d6)
2	Centipede, Giant Pink (2d4)
3	Rat (2d10)
4	Spider, Giant Crab (1d4+1)
5	Tick, Giant (1d6)
6–8	Worm of Ymir (3d4)

Beetle, Giant Fire: Three-foot-diameter, darkly coloured beetle with glowing glands visible above its eyes and on its abdomen. It attacks with huge serrated pincers. AL N; SZ S; MV 40; DX 9; AC 4; HD 1+1 (hp 6); #A 1/1 (bite); D 2d4; SV 16; ML 7; XP 20.

Special: Glands above eyes and by abdomen radiate fulvous light in 10-foot radius; if carefully extracted, they continue to glow for 1d6 days.

Centipede, Giant Pink: Green-spotted pink, multi-segmented arthropod of 2½-foot length, feared for its deadly, venomous bite. AL N; SZ S; MV 20; DX 13; AC 9; HD ½ (hp 4); #A 1/1 (bite); D 1d2; SV 17; ML 7; XP 45.

Special: Bite delivers venom; make *death* (poison) save or suffer blindness immediately and paralysis 1d6 turns later. In 1d2 days, additional *death* (poison) save must be made or victim will die; otherwise paralysis will fade, but blindness is permanent.

Rat: Rodent scavenging and predating for food; has a taste for human flesh. AL N; SZ S; MV 30 (swim 20); DX 16; AC 9; HD ¼ (hp 2); #A 1/1 (bite); D 1; SV 17; ML 5; XP 7.

Special: 1-in-6 chance of disease upon successful hit, unless *death* (poison) save made. If save fails, victim either dies in 1d6 days, or is bedridden for a month. Roll a d6: On a *1* or *2*, disease is terminal; otherwise non-deadly strain is contracted.

Spider, Giant Crab: Camouflaged arachnid lurks in crevices and recesses, waiting to pounce on prey. AL N; SZ M; MV 40; DX 12; AC 7; HD 2 (hp 11); #A 1/1 (bite); D 1d8; SV 16; ML 7; XP 32.

Special: Chameleonic ability increases chance to surprize by 2-in-6. Can move across walls and ceilings at normal MV. Bite victim must make *death* (poison) save or suffer additional 1d8 hp damage.

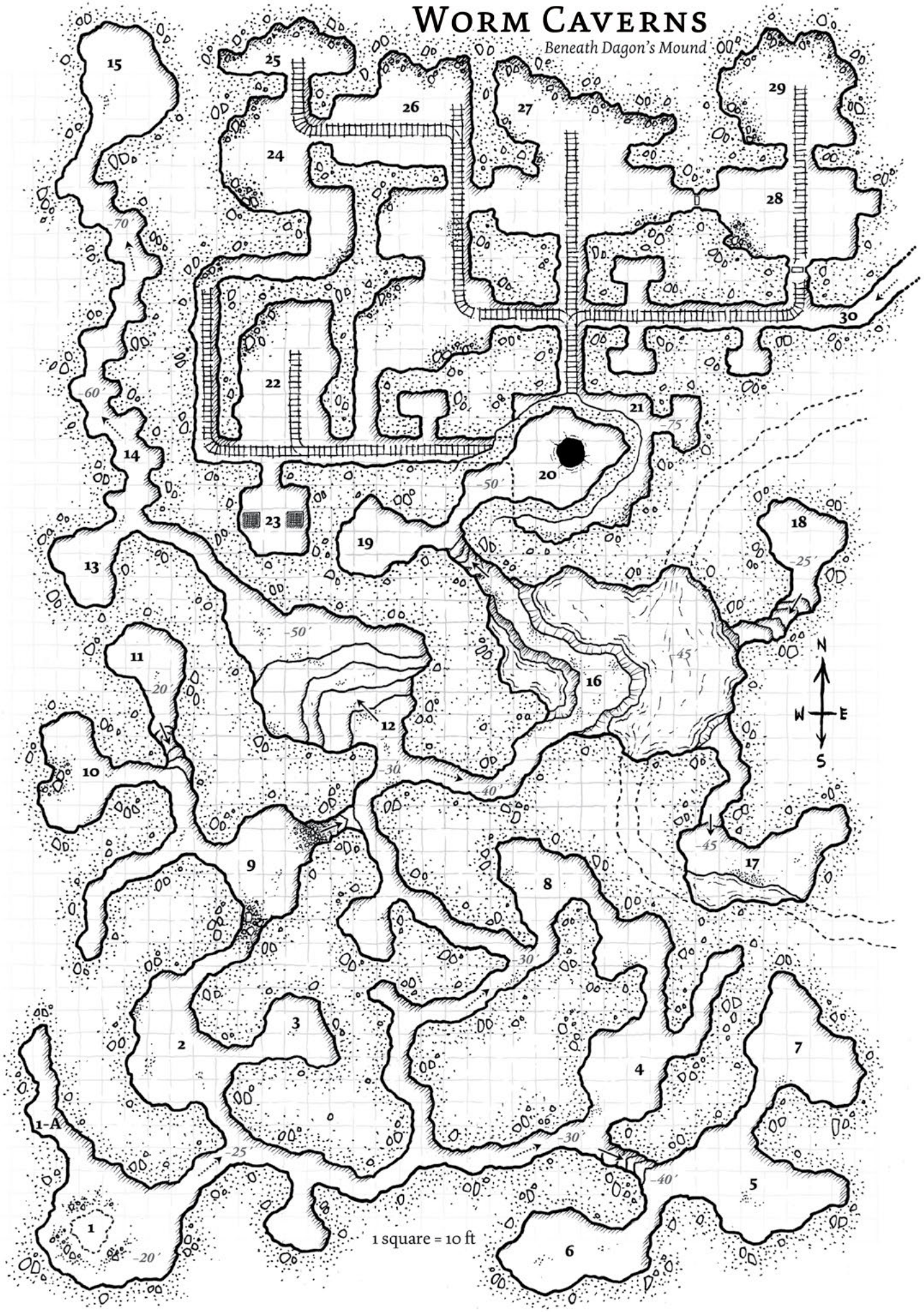
Tick, Giant: Three-foot-diameter, bloodsucking arachnid that lurks in dimples of ceilings and drops onto victims. AL N; SZ S; MV 20; DX 5; AC 3; HD 3 (hp 12); #A 1/1 (bite); D 1d4; SV 15; ML 12; XP 107.

Special: Chance to surprize increased by 1-in-6 when dropping from suitable hiding place. Bite transmits venom; make *death* (poison) save at +2 bonus or suffer paralysis for 1d2 turns. Tick remains attached, draining blood for 1d6 hp damage per round. Can be driven off with fire; 3-in-6 chance it releases if attached.

Worm of Ymir: Runtish, vaguely humanoid being that stands from three to four feet tall, with broad, flat head (sans nose) and large, reptilian eyes. AL CE; SZ S; MV 30 (slither 20); DX 10; AC 7; HD 1 (hp 5); #A 1/1 (pummel); D 1d4+1; SV 16; ML 8; XP 13.

Special: Infrared vision to 120-foot range. –2 attack penalty when exposed to bright light. Group mind; multiple worms of Ymir share empathetic connexion, able to move and react as one.




Worm Caverns
Beneath Dagon's Mound
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23
24
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29
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-70'
-60'
-50'
-20'
-25'
-30'
-40'
-45'
-75'
N
W
E
S
1 square = 10 ft

1. CHARNEL HOUSE OF POLOMAR GRAAX: Iridescent copper scale armour lies on a granite slab in the centre of this cave, with a sheathed sword lying across its breast. Here, long before the Green Death swept across the realm, a Hyperborean lord named **Polomar Graax** [POH-loh-mahr GRAHKS] was interred here. Polomar Graax was a cruel man who worshipped an ichthyoid being known as Dagon, an emissary of Kthulhu. His bones and other effects are but dust now, but his armour remains (**Dagon's harness**; see p. 607: NEW MAGIC ITEMS), as well as a heavily corroded long sword.

1-A. Empty Pedestal: A tunnel extends to the northwest of Polomar Graax's charnel house (**#1**). It once served as the entrance, but it was buried ages ago. At the end of the tunnel stands a grey marble plinth that bears no statue or other artefact. The top of the plinth is inset with a pentagonal hollow, about one inch deep and six inches per side.

This is where the dodecahedral **Stygian Stone** was placed. It was stolen by a pair of peat cutters from Swampgate. The object is worshipped by the **worms of Ymir** that dwell in this cavern complex. They will not rest until they get it back.

2. BARRICADE BUILDERS: Here dwell **6 worms of Ymir**. They will attack men on sight. They have been engaged in building a barricade of boulders in the tunnel north, sealing it off. Their work is complete, but they are reinforcing it.

Worms of Ymir (×6): AL CE; SZ S; MV 30 (slither 20); DX 10; AC 7; HD 1 (hp 5); #A 1/1 (pummel); D 1d4+1; SV 16; ML 8; XP 13.

Special: Infrared vision to 120-foot range. –2 attack penalty when exposed to bright light. Group mind; multiple worms of Ymir share empathetic connexion, able to move and react as one.

3. PROFUSION OF MUSHROOMS: This damp cavern is blanketed by tiny, yellow-capped toadstools with mauve stalks, though many caps appear to have been removed. Closer inspection reveals they have been bitten off (by **worms of Ymir**). These toadstools produce a euphoric effect when at least 10 caps are devoured; however a *test of constitution* is required or intense stomach pain occurs 1d6 turns later.

4. GLOWING CAVERN: This cavern can be seen from a distance. It is aglow with orange-brown lights that quaver and crawl. Here dwell **6 giant fire beetles**. Through cracks in the ceiling of the dead end tunnel northeast, these creatures crawl up to the bogs to eat and mate.

Beetles, Giant Fire (×6): AL N; SZ S; MV 40; DX 9; AC 4; HD 1+1 (hp 6); #A 1/1 (bite); D 2d4; SV 16; ML 7; XP 20.

Special: Glands above eyes and by abdomen radiate fulvous light in 10-foot radius; if carefully extracted, they continue to glow for 1d6 days.

5. MOULTING CAVE: An odious stench wafts out from this cave. It contains 10 husks of pale, maggot-like flesh, each from 2 to 2½ feet long. These are the moulted skins of **class i lesser dæmons**. Excessive noise or loud conversation here will alert the dæmons in **#6**.

6. DÆMON CAVE: The smell here is dreadful. This cave is inhabited by **5 class i lesser dæmons**: pale, mandibulate, grub-like creatures of from two- to four-foot length. They have crawled up from Underborea, squeezing through cracks and fissures.

Dæmons, Lesser, Class i (×5): AL CE; SZ S; MV 30; DX 8; AC 6; HD 1 (hp 5); #A 1/1 (bite); D 1d4; SV 16; ML 7; XP 46.

Special: 1-in-20 *spell resistance* vs. CA 12 casters. Cold, electricity, fire, and gas inflict ½ damage, or ¼ damage if save is made. Because of slippery hide, cannot be grappled, lassoed, or netted; likewise unaffected by ensnaring spells such as *entangle* or *web*.

On a raised shelf at the south end of the cave, the creatures wallow in wet moss and disgusting, regurgitated matter. Amongst this filth they have gathered a small horde, hidden in a shallow recess of the stone. It contains **12 amber stones** *(50-gp value each)* and a **periapt of health**.

7. DÆMON EGGS: The stench of ordure, the excrement of hell, resides here most pungently. The north end of this low-ceilinged (four-foot) cave drips with brown, gooey material that coats the walls and floor. Clustered together here are 33 brown, wet, leathery eggs with yellow-white spots, each about a foot in diameter. These are the eggs of **class i lesser dæmons**. They can hatch at a time of the referee's choosing, no doubt proving a problem for the **worms of Ymir** that otherwise control this cavern system.

8. CORPSE: This cave can be seen from adjoining tunnels. The walls glow dimly with the blue light of a luminescent moss. Against the far wall lies a skeletal corpse wearing rusty scale armour and a horned helm.

This is the corpse of a Viking skald who perished here over a thousand years ago whilst in search of wisdom. He suffered the poisonous bite of something deadly, and here, in the northwest point of this cave, he took rest and died. Tannin-rich seeps preserved his corpse, causing it to appear not nearly as old as it truly is.

A bronze scabbard marked with Old Norse runes houses his **+1 broad sword**, the steel blade of which is engraved with thorny stems and a rose blossom. The sword is called "Thorn" (indicated on the scabbard), and in the hands of a Viking it inflicts an extra +1 damage (+2 total). In a leathern purse nearly hardened to stone can be found **89 sp**, **25 gp**, and a bone scroll case holding a **sheet of vellum**.

An ink illustration marks the back of the vellum sheet. It is a self-portrait of the Viking being confronted by an early generation of the Ninth's descendants, before they devolved. The front of the sheet contains writing in the Common tongue:

> *I found the Roman legionaries in an old Hyperborean copper mine from before the Green Death. The legionaries were mining, but I observed their efforts as feeble. Carelessly they struck at the rock with rusty* **[hole rotted in vellum here]** *equally peculiar that they still were garbed in their harness, which appeared in poor repair. Then I realized that these men were no longer alive. They were walking corpses!*
>
> *I retreated before they could detect my presence, but then I was pursued by their descendants: the Little People. These abominations have Roman facial features, but they are small, with pale skin and eyes that glow like lamps. I do not believe they are still men. I think they have degenerated to something different. Maybe this is why their paternal fathers, the Romans, are cursed with undeath. Never should they have taken wives in the terrifying depths of Underborea.*
>
> **[large patch of rot]** *and it is in a southwest cave of this system. I have heard that it is called the Stygian Stone, a dodecahedron-shaped rock, each of the 12 faces engraved with a curvilinear alien character. The Little People, the cursed progeny of the Romans, revere the artefact.*

9. DEAD WORMS: This barricaded cave contains the corpses of **3 worms of Ymir**, recently killed and desiccated. Their lifeless husks have been drained of all fluids. Accessing this cave would require 12 man-hours to open a space through which one could squeeze across to the other side, regardless of which entrance is used.

10. MORE DEAD WORMS: This cave contains another **3 worms of Ymir**, likewise dead and sucked dry of their bodily fluids. Squeezed in a narrow recess of the ceiling are **3 giant crab spiders**. They are aggressive and will attempt to surprize the unwary.

Spiders, Giant Crab (×3): AL N; SZ M; MV 40; DX 12; AC 7; HD 2 (hp 11); #A 1/1 (bite); D 1d8; SV 16; ML 7; XP 32.
Special: Chameleonic ability increases chance to surprize by 2-in-6. Can move across walls and ceilings at normal MV. Bite victim must make *death* (poison) save or suffer additional 1d8 hp damage.

11. BABY SPIDERS: This cave is home to white arachnids (not yet having developed chameleonic ability) that are quite attracted to the smell of blood and sweat.

Spiders, Baby Giant Crab (×20): AL N; SZ S; MV 20; DX 8; AC 9; HD ¼ (hp 1); #A 1/1 (bite); D 1d2; SV 17; ML 7; XP 7.
Special: Bite victim must make *death* (poison) save or suffer additional 1 hp damage.

12. CAVE OF RIDGES: This massive cavern is notable for its series of broad ridges descending deeper underground. A curious, saurian odour lingers here. Patches of blue, luminescent moss cling to the ceiling, dimly illuming the cavern.

13. SMALL WORM LAIR: This cave is a lair to **5 worms of Ymir**. Here they welter in the shallow depths of their degeneration.

Worms of Ymir (×5): AL CE; SZ S; MV 30 (slither 20); DX 10; AC 7; HD 1 (hp 5); #A 1/1 (pummel); D 1d4+1; SV 16; ML 8; XP 13.
Special: Infrared vision to 120-foot range. –2 attack penalty when exposed to bright light. Group mind; multiple worms of Ymir share empathetic connexion, able to move and react as one.

14. GAUNTLET OF WORM YOUNGLINGS: This long tunnel of many alcoves is inhabited by **42 young worms of Ymir**. They are helpless creatures, appearing more like 18-inch-long, pallid maggots with rudimentary appendages and weirdly shaped heads. Each alcove contains **2** or **3** of the creatures. Handling them may result in a bite (1 hp damage), but they are otherwise incapable of combat and fearful of fire.

15. LARGE WORM LAIR: This musty cave is lair to **8 worms of Ymir**. They are engrossed in moaning communication, lamenting the loss of the **Stygian Stone** and contriving the further torment of the nearby farms. Thick blankets of fuzzy moss and collections of sticky, unidentifiable slime fill this dark, unwholesome place.

Worms of Ymir (×8): AL CE; SZ S; MV 30 (slither 20); DX 10; AC 7; HD 1 (hp 5); #A 1/1 (pummel); D 1d4+1; SV 16; ML 8; XP 13.
Special: Infrared vision to 120-foot range. –2 attack penalty when exposed to bright light. Group mind; multiple worms of Ymir share empathetic connexion, able to move and react as one.


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16. SUBTERRANEAN RESERVOIR: This large limestone cavern has a ceiling that vaults to 35 feet and bristles with stalactites. Amongst the stalactites grow patches of luminescent moss that dimly illume the entire cavern. The cold pool that gathers here is fed from the northeast and resumes southeast, through **#17**. The water is populated by blind cavefish, spiny-mouthed catfish, and freshwater snails, all of which are edible. For every turn spent here, there is a cumulative 1-in-6 chance of attracting the **stirges** from **#18**.

17. INNOCENT EXILE: An offensive musk permeates this large cavern; it can be smelled from the tunnel north. The cavern is crossed by the subterranean stream that sources from the reservoir of **#16**. Here dwells a massive **troglodyte chieftain**, exiled from his primitive tribe for a crime he did not commit.

Now bitter and angry, he abides here, his life empty, nothing to live for. He usually sits on his pallet of moss, brooding. He hisses and puffs his chest at anyone who approaches. If he fails to drive them away, he attacks. His wealth is under the moss: **512 cp**.

Troglodyte Chieftain: AL CE; SZ M; MV 40 (swim 50); DX 12; AC 3; HD 5 (hp 22); #A 3/1 (claw/claw/bite); D 1d4/1d4/1d6; SV 14; ML 10; XP 225.

Special: Chameleonic ability increases chance to surprize by 2-in-6. Nauseating musk odour in 10-foot radius; make *death* (poison) save or suffer –2 attack penalty for 1d6 rounds.

18. BLOODSUCKERS: This columned limestone cavern contains a moss nest with **5 stirges**; they are present on a 4-in-6 chance. The stirges squeeze through cracks in the cave ceiling to the surface, where they hunt for blood.

Stirges (×5): AL CE; SZ S; MV 10 (fly 60); DX 10; AC 7; HD 1 (hp 5); #A 1/1 (sting); D 1d3; SV 16; ML 8; XP 19.

Special: +2 bonus on initial attack roll. Drains blood for 1d4 hp damage per round until sated (~12 hp).

19. RELIEF CAVE: A natural pedestal of stone rises two feet from the floor at the entrance of this cavern. Engraved on its smoothed, angled surface, it reads, "LEGIO IX HISPANA", which translates to "Spanish Ninth Legion" in Latin. The walls of this cave are sculpted to rock-cut reliefs:

- The south wall depicts Roman soldiers marching proudly with spears, swords, and shields. One centurion bears the eagle standard, an eight-inch sculpture.
- The west wall depicts the Romans beset on all sides by a horde of wild-haired savages.
- The north wall depicts the Romans in a cave, whilst the barbarians lever massive boulders to seal them in.

20. OLD MINESHAFT: This cavern is notable for the old mineshaft that pierces the floor and ceiling. The 10-foot-diameter mineshaft descends 25 feet to **#21**. Where the mineshaft penetrates the ceiling, it is plugged with layers of sediment and debris.

21. TRANSFER STATION: This partially worked concourse once served as a transfer station for slaves to transport ore to the surface of the Hyperborean kingdom. Stone buttresses support the ceiling, the centre of which is penetrated by an old mineshaft that ascends 25 feet to **#20**. Two railways converge here. The tracks are covered in verdigris; some sleepers are petrified, and others are rotted.

On the west side of the north wall, a black metal lever protrudes from the wall. The lever is in the "up" position. If it is pulled down, a 10-foot-diameter section of floor splits open, revealing a continuation of the mineshaft. However, a cold, yawning air breathes up from the shaft, suggesting unfathomable depths.

This passage to Underborea was bored out by a **purple worm** from deep below. The shaft descends to lost depths where **worms of Ymir** thrive in their lowest form, forever guarding the mystical gateway whence they originally emerged. Further adventures in this fearsome underworld may be devised by the referee.

22. GUARDIAN WORMS: This old mining cavern, long since stripped of its resources, is now occupied by **6 worms of Ymir**, who are charged with guarding the two youths imprisoned in **#23**. These guardians were selected for their robust size and physicality.

Worms of Ymir (×6): AL CE; SZ S; MV 30 (slither 20); DX 10; AC 7; HD 1 (hp 6); #A 1/1 (pummel); D 1d4+1; SV 16; ML 8; XP 13.

Special: Infrared vision to 120-foot range. –2 attack penalty when exposed to bright light. Group mind; multiple worms of Ymir share empathetic connexion, able to move and react as one.

23. GAOL: The young abductees, **Conn Macc Taran** and **Narria Dunfell**, are imprisoned here. Each is in a 5 × 5 × 5-foot rusty iron cage, separated by 10 feet. Both 16-year-olds appear battered and bruised, having fought hard against their captors, but they brighten at the prospect of rescue.

The young people explain that the key to their cages is held by a white-scaled, pink-eyed, reptilian quasi-man called **Ssleessik** (see **#29**), who is some kind of priest and/or leader to the "little people". Lacking the key, a thief might liberate the prisoners with a successful *open locks* roll. Otherwise, bending the bars far enough for one of the young people to escape requires an *extraordinary feat of strength*.


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The youths also can proffer that Ssleessik wants something called the **Stygian Stone**, which he claims was stolen by the men who toil in the peat bogs above. Ssleessik intended to ransom them for the **Stone**. He told them that if the **Stone** were not returned soon, more "People from the Dark" would climb up from the Hadean depths of Underborea to bring hell to the world of men.

24–27. ROMAN MINERS: Each of these caverns is being "mined" for copper and iron ore by **1d4+2 skeletons**. Each skeleton wears a rusty *galea*, a Roman legionary's helmet with red-dyed horsehair crest. The skeletons utilize old, broken tools, which they haphazardly tap against the rough walls of the caverns. They make no progress, a mindless, futile effort. They have a 2in-6 chance to cognize and attack intruders, dropping their tools and striking with their claws.

Skeleton: AL CE; SZ M; MV 30; DX 11; AC 7; HD 1 (hp 4); #A 1/1 (claw); D 1d6; SV 16; ML 12; XP 16.

Special: Immune to poison, paralysis, fear, and cold. Edged weapons cause ½ damage.

28. CENTURION: A pair of **locked** and **trapped** iron doors separates this cave from the rest of the cavern complex. Each trap comprises a thin wire attached to a block of stone above the lintel. The opener must make an *avoidance* save or suffer 1d6 hp damage from the falling block.

Within stands the "centurion", an armoured **skeleton** that bears a morning star and large shield. The centurion is garbed in unnaturally well-preserved *lorica segmentata* (**+1 laminated armour**), including a gilded centurion's *galea* (helm) replete with transverse, scarlet horsehair crest. Inside the centurion's skeletal chest, tucked betwixt two ribs, lies his *aquila* (eagle standard), an eight-inch-tall **gold ornament** *(400-gp value)*. It cannot be seen unless the armour is removed. In death this undead Roman is much as he was in life: a superior specimen.

Centurion (skeleton): AL CE; SZ M; MV 30; DX 11; AC 3 (2 vs. missiles); DR 1; HD 1 (hp 8); #A 1/1 (morning star); D 1d8; SV 16; ML 12; XP 16.

Special: Immune to poison, paralysis, fear, and cold. Edged weapons cause ½ damage.

29. ALBINO SNAKE-MAN PRIEST: Here dwells **Ssleessik**, the **snake-man priest**. Ssleessik is a pink-eyed, albino renegade of his species. He keeps **2 worms of Ymir** with him, his most robust guardians. Under a bed of moss and sloughed off skin, Ssleessik's treasure can be found: **110 cp**, **68 sp**, **80 ep**, and **22 gp**.

Ssleessik [SLEE-sihk] (4TH-LEVEL SNAKE-MAN PRIEST): AL CE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 4+2 (hp 25); TA 4; CA 4; #A 1/1 (bite or dagger); D 1d4; SV 15 *[death +2, sorcery +2, mental sorcery +4]*; ML 9; XP 207.

Special: Infrared vision to 60-foot range. Can *alter self* at will. **Snakes** and **giant** snakes obey the will of snake-men without question. Bite delivers venom; make *death* (poison) save or suffer additional 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns. Cleric spells (*command*, *light*, *omen*, *sanctuary*; *cure moderate wounds*, *darkness*, *hold person*).

Gear: **silver** *kris* **dagger** with tiger-eye stone *(75-gp value)*, **gold holy symbol** of Azathoth *(75-gp value)*, **potion of gaseous form**, **key** to cages in **#23**, **key** to doors of **#28**, **prayer book** to Azathoth bound in dæmon skin (contains the prayers for each his spells).

Worms of Ymir (×2): AL CE; SZ S; MV 30 (slither 20); DX 10; AC 7; HD 1 (hp 8); #A 1/1 (pummel); D 1d4+1; SV 16; ML 8; XP 13.

Special: Infrared vision to 120-foot range. –2 attack penalty when exposed to bright light. Group mind; multiple worms of Ymir share empathetic connexion, able to move and react as one.

Ssleessik is unlike most others of his horrific race; he is a follower of Azathoth, the insatiable swirling Chaos. Through wit and guile, Ssleessik rose to prominence with the worms of Ymir in the dark recesses of Underborea. He conspired to wrest control of the **Stygian Stone** that the worms worshipped, but before he had his chance, it was stolen by the peat folk of Swampgate. He has since orchestrated the abduction of the youths from the farms east of Swampgate. He has been interrogating them to no avail—they truly are ignorant—so he recently has resolved to ransom the youths in exchange for the **Stone's** return.

If he is aware of his **centurion** being engaged in **#28**, Ssleessik will prepare himself by casting *omen* and *sanctuary*; from this state, he will confront his foes. If desperate, he will attempt to escape by using his **potion**. He will endeavour to defeat intruders, but keep one or two alive. Stripping them of their weapons, he will send them back to Swampgate with his terms: the abducted youths for the stolen **Stygian Stone**.

30. ADIT: This upwards-sloping path extends 100 feet northeast (off the map), exiting from the east side of a low, broad hillock hemmed in by shallow, marshy waters. The exit is considered a **concealed door**, blocked by heavy bushes.

CONCLUSION

If the PCs save the young lovers, their reward will be granted by the Agriculture Councillor (or one of her agents); too, the eastern farms will be forever grateful.

If the Stygian Stone remains missing, troubles will continue in the near future; these events must be devised by the referee. Even if the **Stone** is returned to the **worms of Ymir**, not all is well. The degenerate creatures have had a taste of the surface world, and they may continue to bedevil the region; these details, as well, are the purview of the referee. Too, if Ssleessik survives, what foul machinations will he have in store for mankind?

If the PCs seek the Stygian Stone, investigating the peat cutters who worked in the area when the artefact disappeared will lead them back to Swampgate. There they eventually will learn of **Garfenn** and **Dilfenn**, sons of the town laundress (see Appendix D, p. 590: Keyed Locations, **#44**), who have been missing shifts and behaving strangely. Finding them will not prove difficult.

The brothers want to be rid of the **Stone**. Will the PCs try to return the **Stone**, attempt to destroy it, or perhaps cast it into some dark recess of Hyperborea? Keeping the **Stone** has its own consequences, as described hereafter.

NEW MAGIC ITEMS

Scale Armour +1, Dagon's Harness: This iridescent **+1 scale armour** features a breastplate emblazoned with a rainbow-scaled fish. **Dagon's harness** provides *water breathing* (as the spell, at CA 9 capacity) once per week. This armour identifies the wearer as a follower of Kthulhu to his cultists, **fish-men**, and other ichthyoids; they may shew mercy or respect to the wearer. However, the wearer also suffers a *curse* that inspires fealty to Father Dagon (and ultimately Kthulhu); furthermore, he will refuse to allow others to wear the armour. *XP Value = 1,000; GP Value =5,000.*



Fish-Man

Stygian Stone: This 50-pound, dodecahedral stone originates from Yuggoth. Each edge of the polyhedron is six inches long from vertex to vertex, and it is engraved with curvilinear characters. The true powers of the **Stone** are unknown, because it is intended to engage the minds of otherworldly beings. When touched by a human for 1 turn, the **Stygian Stone** induces a trance (*sorcery* save to resist, modified by *willpower adjustment*, if applicable). This reverie is followed by disturbing and oft violent ancestral visions that at length (by the ninth such usage) instil madness (see Vol. III, p. 264: Special Damage, *madness*).

N.B.: For the **worms of Ymir** that dwell in the Worm Caverns, the use of this artefact is a shared group-mind experience. They see their past as Roman legionaries of Old Earth; collectively they suffer *paranoia. XP Value = 500; GP Value = 1,000.*

Author's Note: This adventure was inspired by Robert E. Howard's "Worms of the Earth" and Karl Edward Wagner's *Legion from the Shadows*.

APPENDIX F: OGL

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