ASTONISHING SWORDSMEN AND SORCERERS OF

HYPERBOREA™

PLAYERS' MANUAL

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™

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

A PLAYERS' MANUAL

PRESENTED IN THREE VOLUMES

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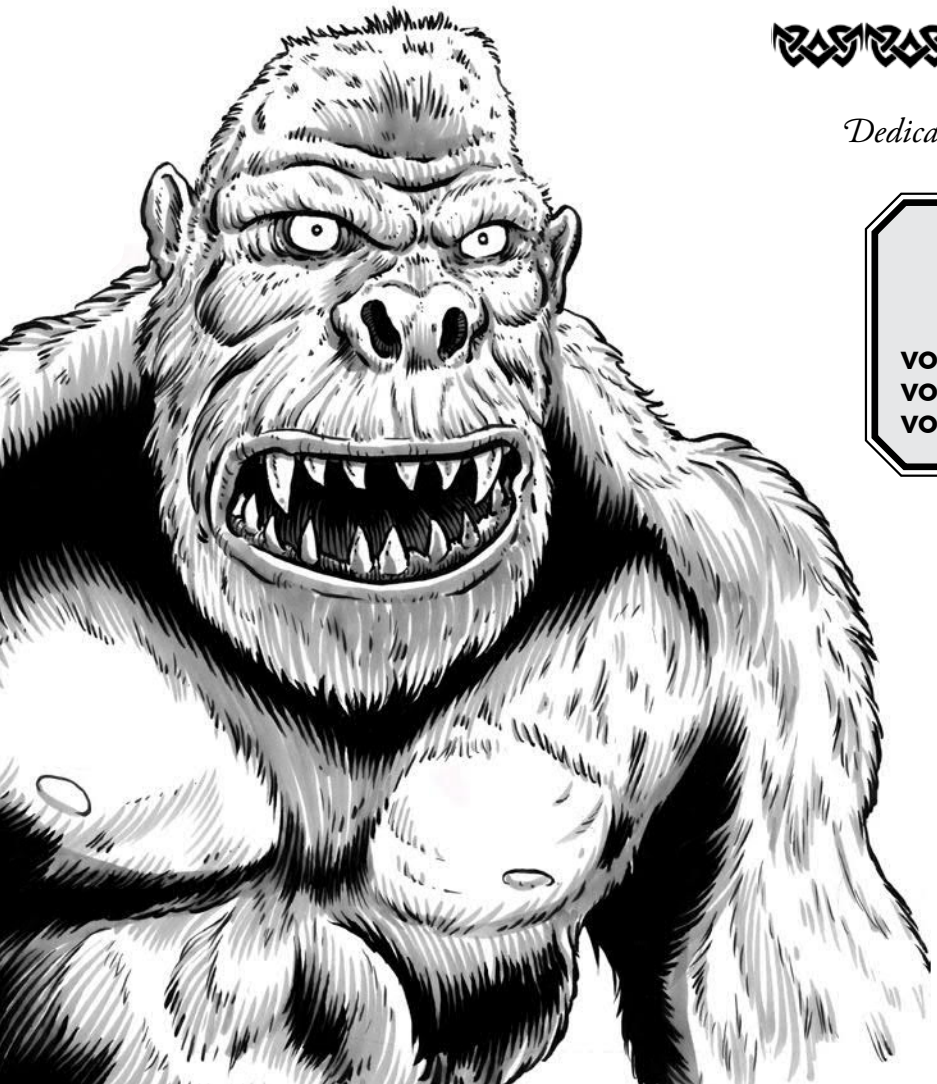

DEDICATION

Dedicated in fond memory to E. Gary Gygax.

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An Evening in Hyperborea

ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA

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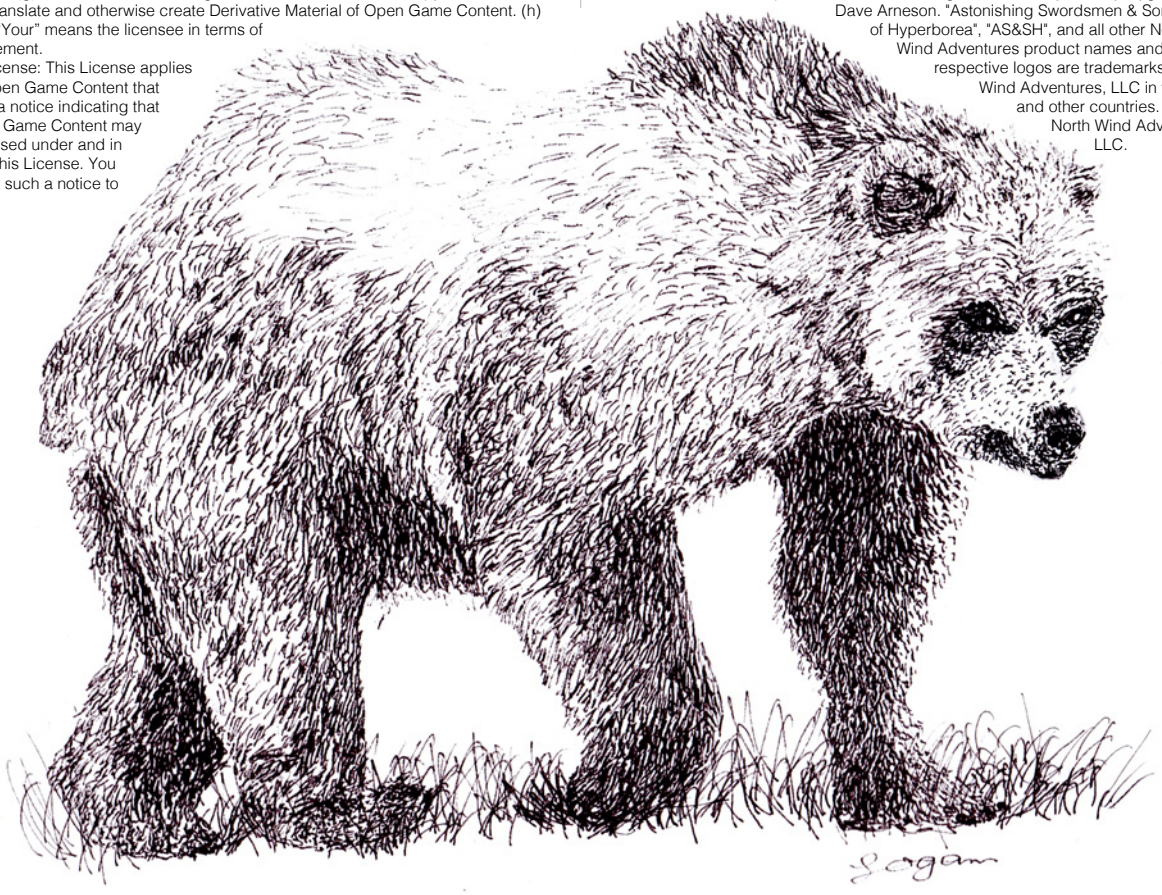

VOLUME I

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.

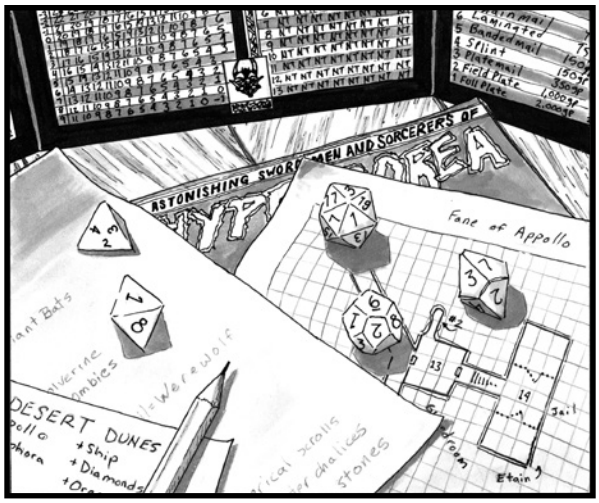
DICE CONVENTIONS

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*).

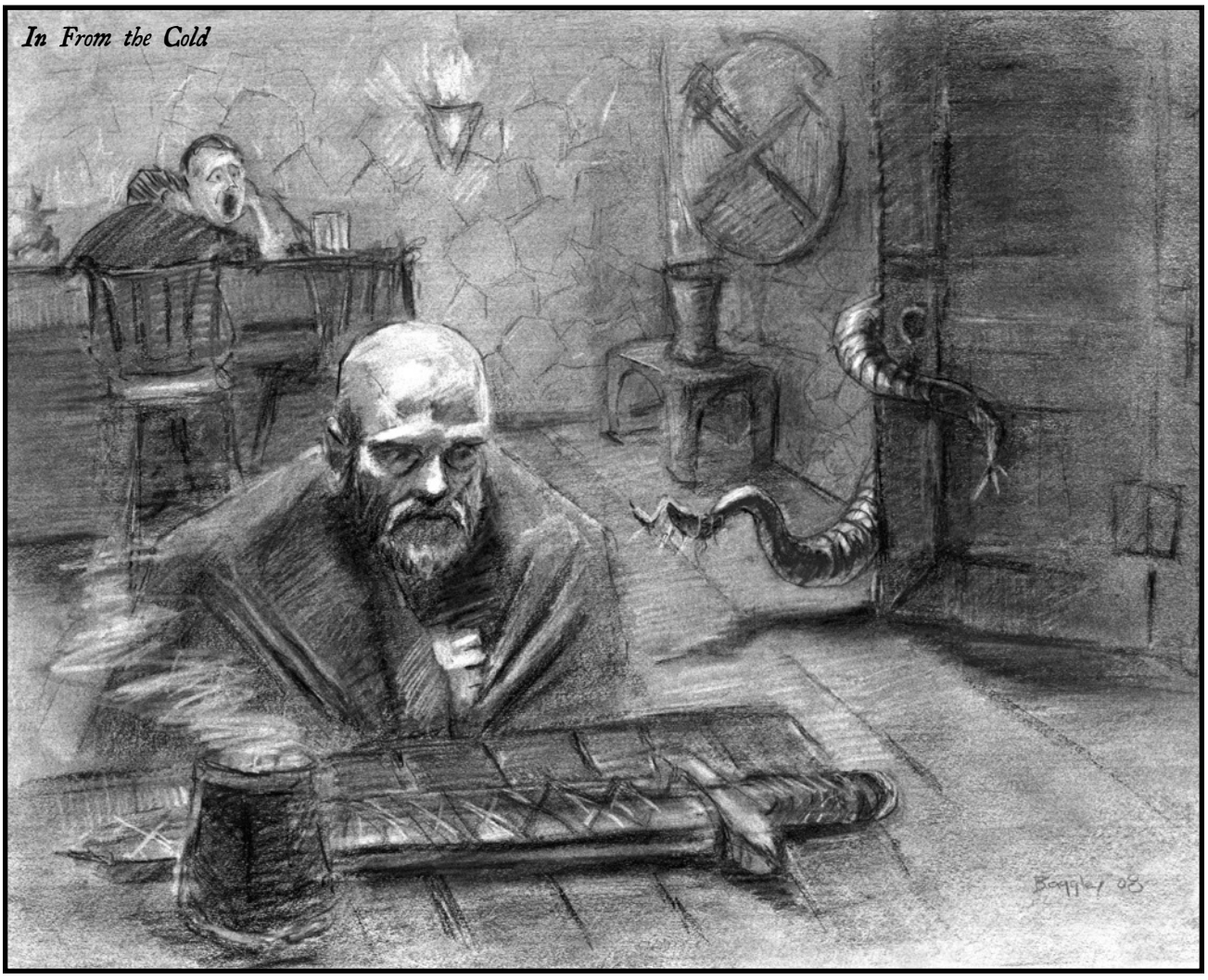
ATTRIBUTES

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%

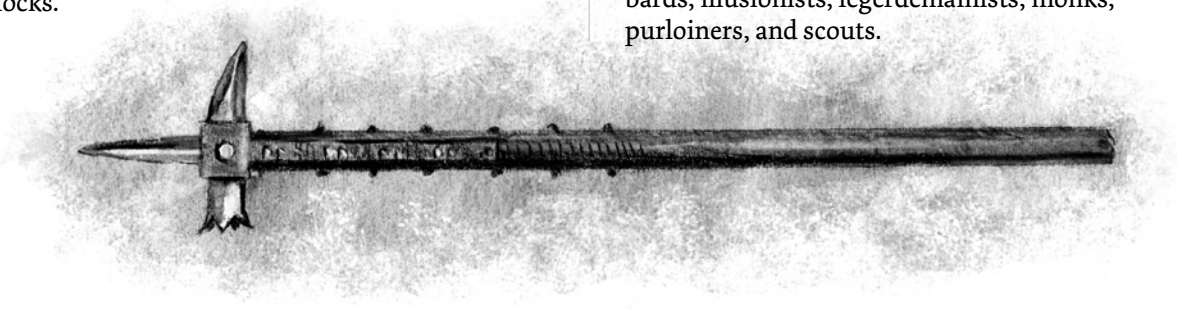
Dexterity Table Defined:

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 petrifaction or *polymorph*. 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

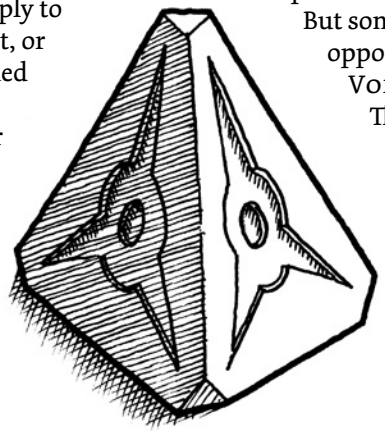
Intelligence Score	Languages	Magician's Bonus Spells Cast per Day	Magician's Chance to Learn New Spell
3	Illiterate	N/A	N/A
4–6	Illiterate	N/A	N/A
7–8	±0	N/A	N/A
9–12	±0	—	50%
13–14	+1	One level 1	65%
15–16	+1	One level 2	75%
17	+2	One level 3	85%
18	+3	One level 4	95%

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

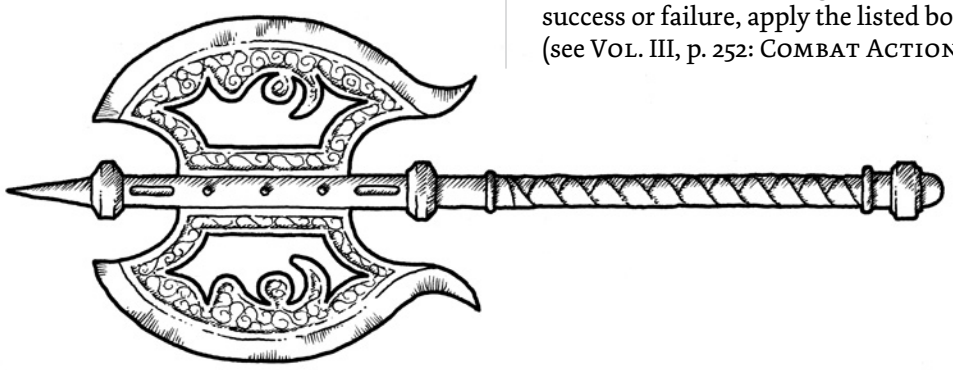
Charisma Score	Reaction / Loyalty Adjustment	Maximum Number of Henchmen	Undead Turning Adjustment
3	−3	1	−1
4–6	−2	2	−1
7–8	−1	3	±0
9–12	±0	4	±0
13–14	+1	6	±0
15–16	+1	8	+1
17	+2	10	+1
18	+3	12	+1

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*).



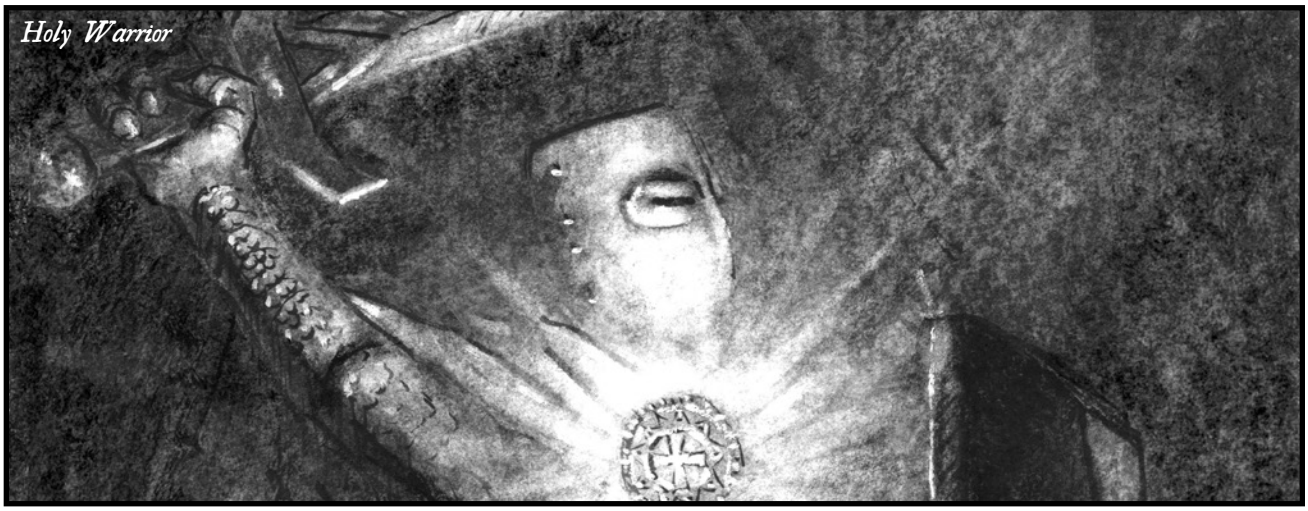
CLASSES

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

- *Fighter:* a swordsman, a bowman, or another 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*).

Class Abilities: The noteworthy abilities of the respective character class. Some are shared by multiple classes (e.g., *weapon mastery* is a class ability of the fighter and all fighter subclasses), whereas others are unique (e.g., *heroic fighting* is an ability of the fighter class alone). Some abilities are static; others improve through level gains. Characters with identical abilities generally cannot "stack" their probabilities for success. For example, two thieves cannot combine their chances-in-twelve to *open locks* whilst attempting to pick the lock of an ancient treasure chest. Of course, the referee is at liberty to introduce other "team effort" benefits, such as reduced time to perform a task, or, if deemed appropriate, a small bonus to an ability check.

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).

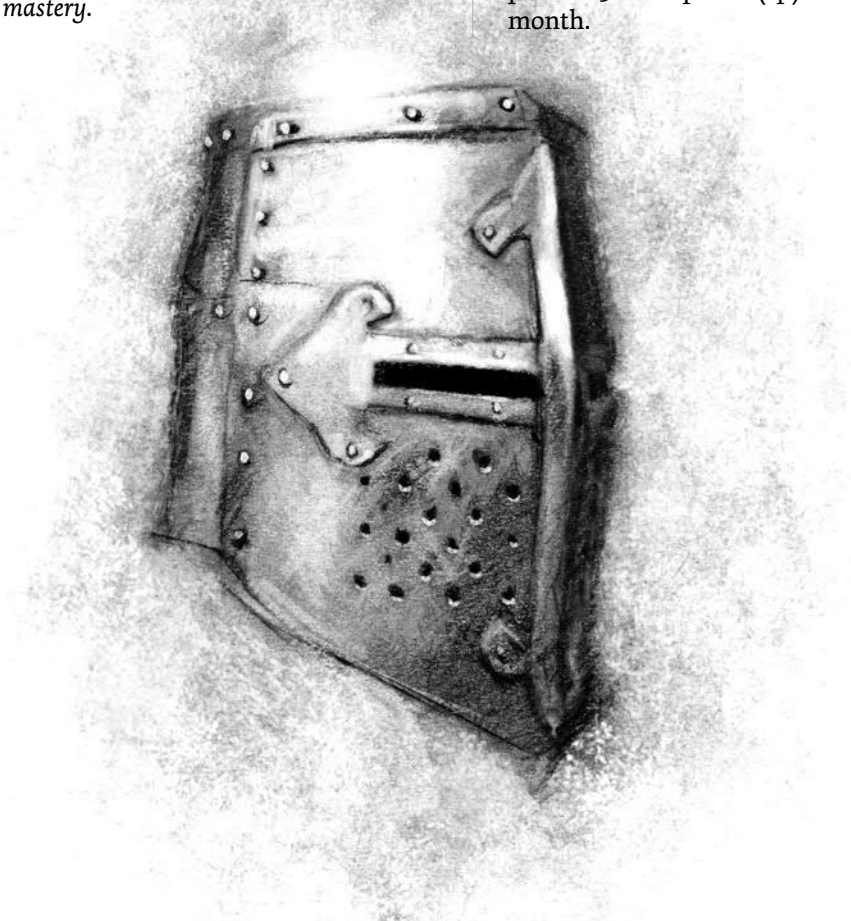
Weapon Mastery: Mastery of two weapons (+1 to attack and damage rolls, increased attack rate, etc.). Additional weapons may be *mastered* at 4th, 8th, and 12th levels. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

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
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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

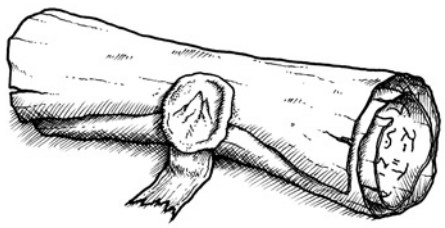
Magician Class Abilities:

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*).

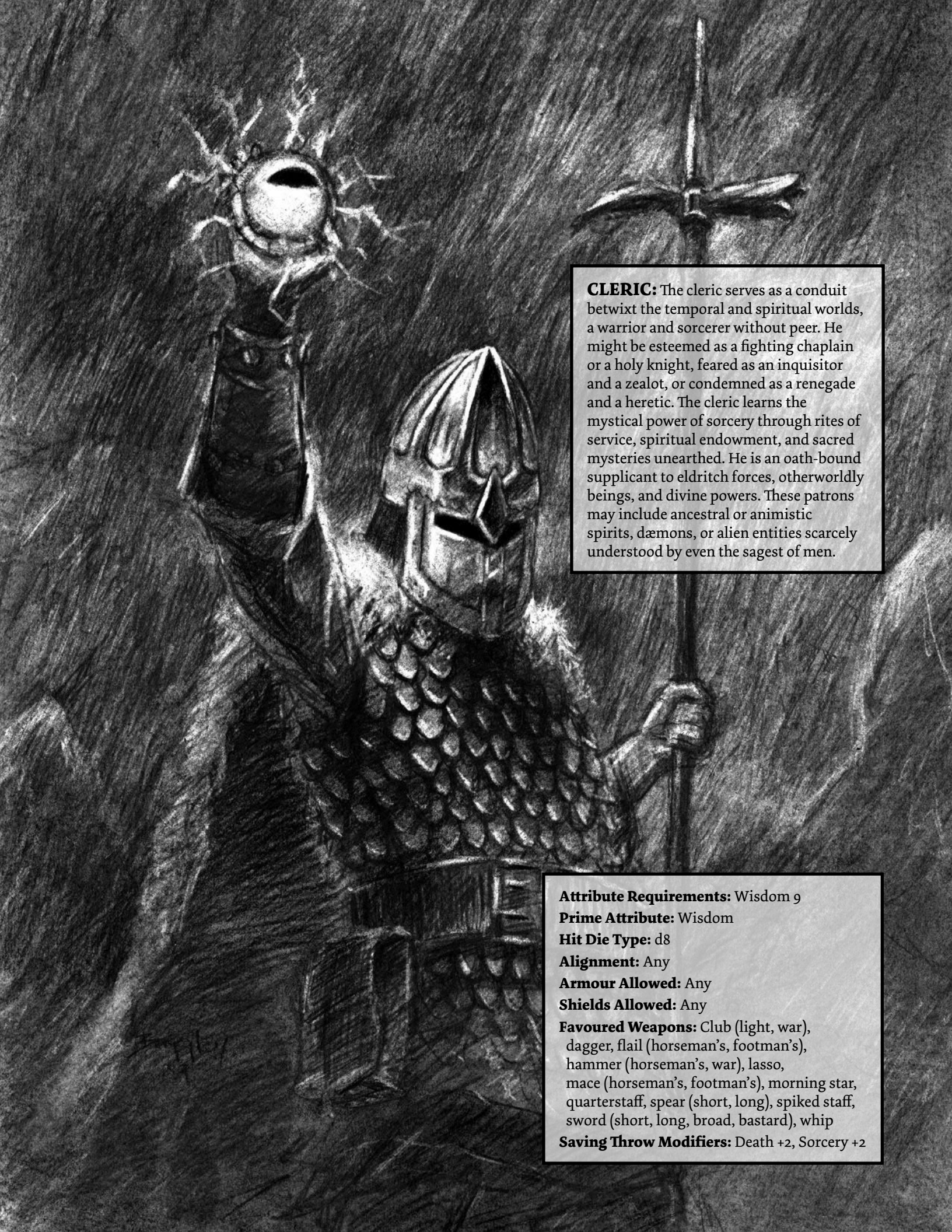
Alchemy: When a magician reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see Vol. III, p. 226: Adventure, *hirelings*). By 11th level, the magician may engage in this activity on his own. More information on brewing potions is available for the referee in Vol.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

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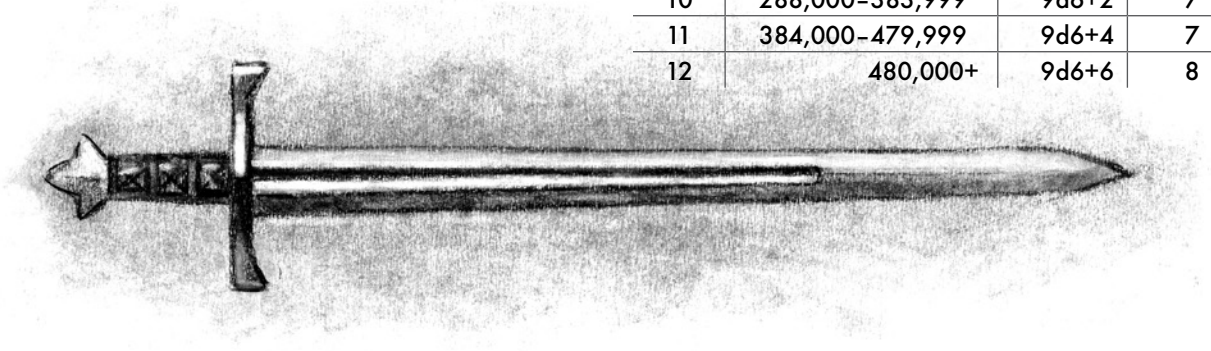
THIEF: The thief is a swift swordsman and nimble-fingered specialist. He might be a robber, a pickpocket, a racketeer, or a spy; or perhaps a bandit, an outlaw, or a raider. The thief lives by his cunning, wits, and quick blade, and he is well versed in subterfuge and duplicity.

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

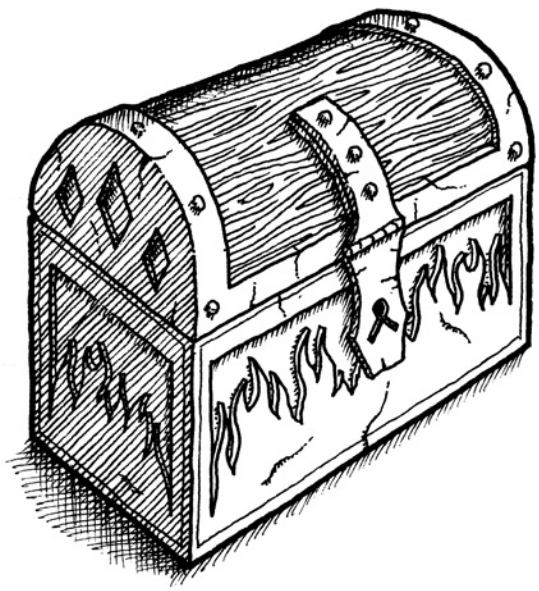
***** Chance-in-twelve penalized by –4 if wearing medium armour or *encumbered*; impossible if in heavy armour or *heavily encumbered* (see p. 114: EQUIPAGE, *armour*; VOL. III, p. 236: MOVEMENT, *encumbrance*).

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 (Cavalier):* 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

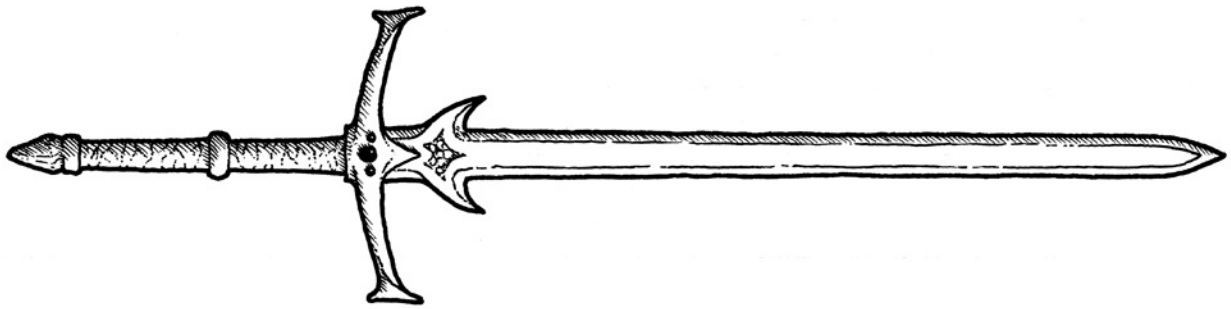
- *Cryomancer:* a sorcerer who commands the elemental power of ice
- *Illusionist:* a sorcerer who evokes phantasms and manipulates shadows and light
- *Necromancer (Death Priest):* a sorcerer who practices black magic and communicates with the dead
- *Pyromancer:* a sorcerer who commands the elemental 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.

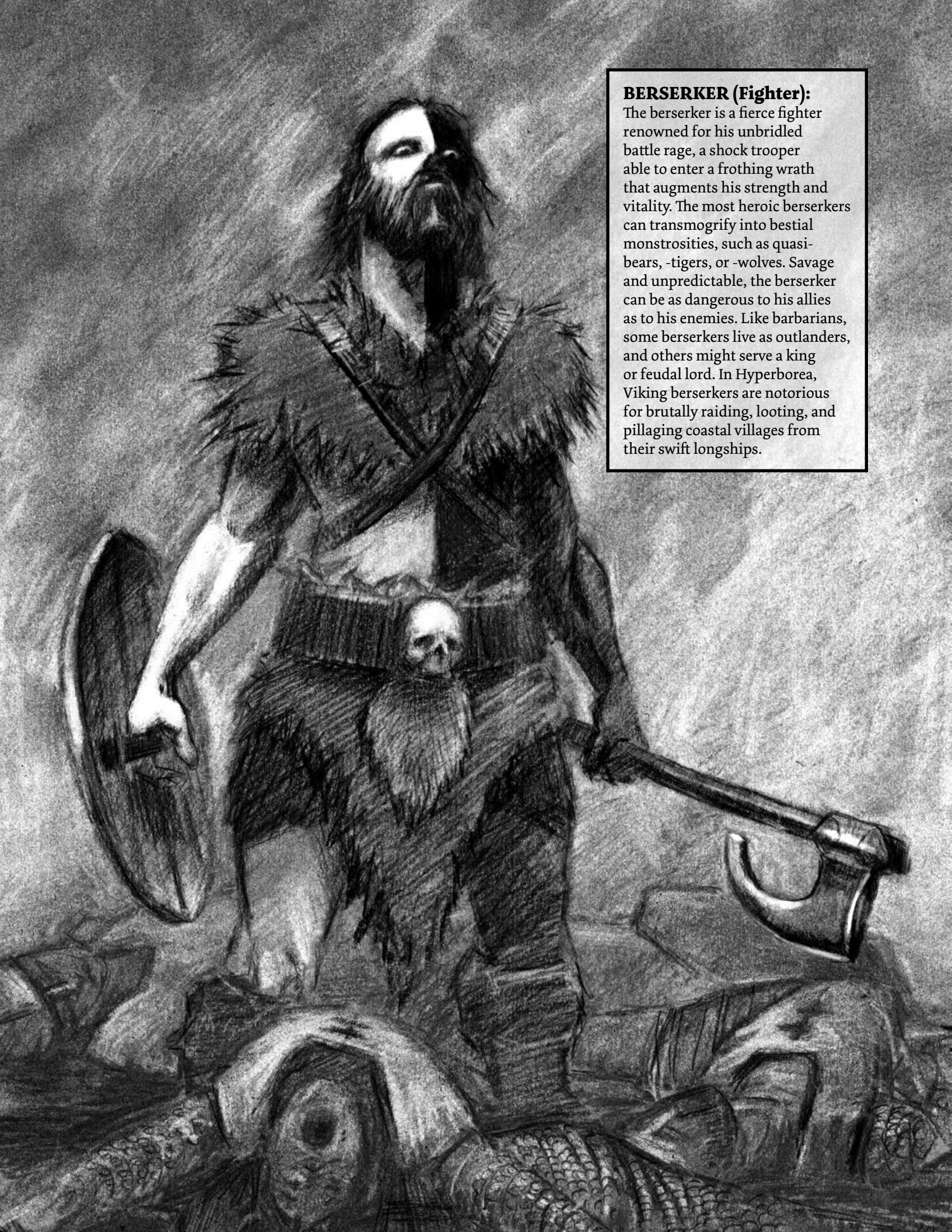
Weapon Mastery: Mastery of one weapon (+1 to attack and damage rolls, increased attack rate, etc.). Additional weapons may be *mastered* at 4th, 8th, and 12th levels. For more information, refer to p. 112: Weapon Skill, *weapon mastery*.

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: 0th-level 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 (see 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.

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.

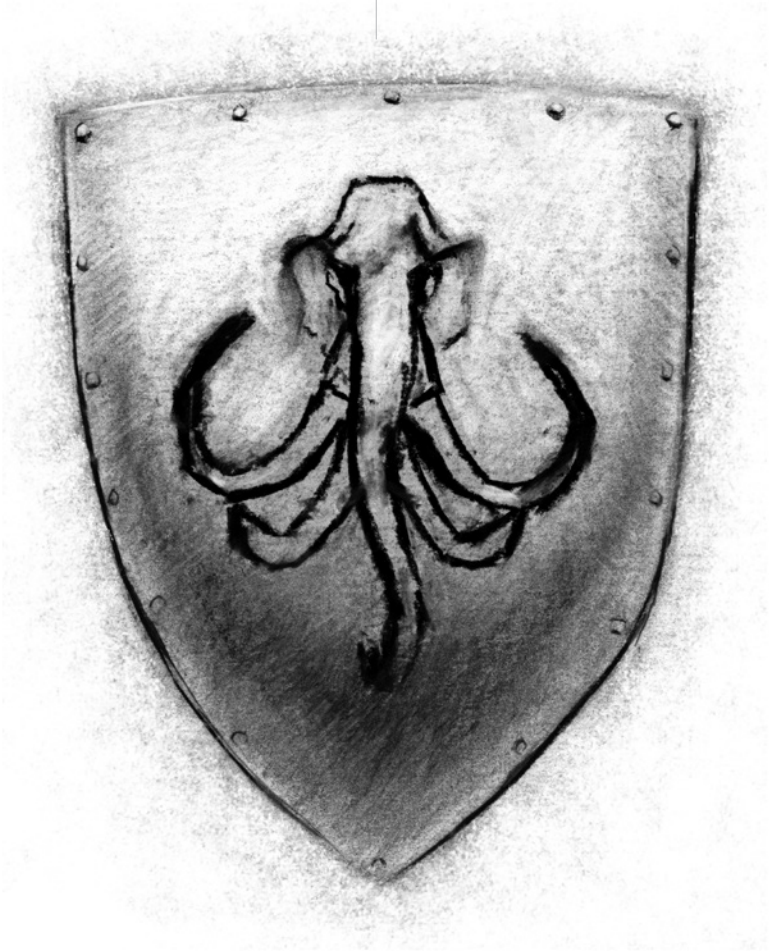
Unbreakable Willpower: Immune to the effects of magically induced *fear*.

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.

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.

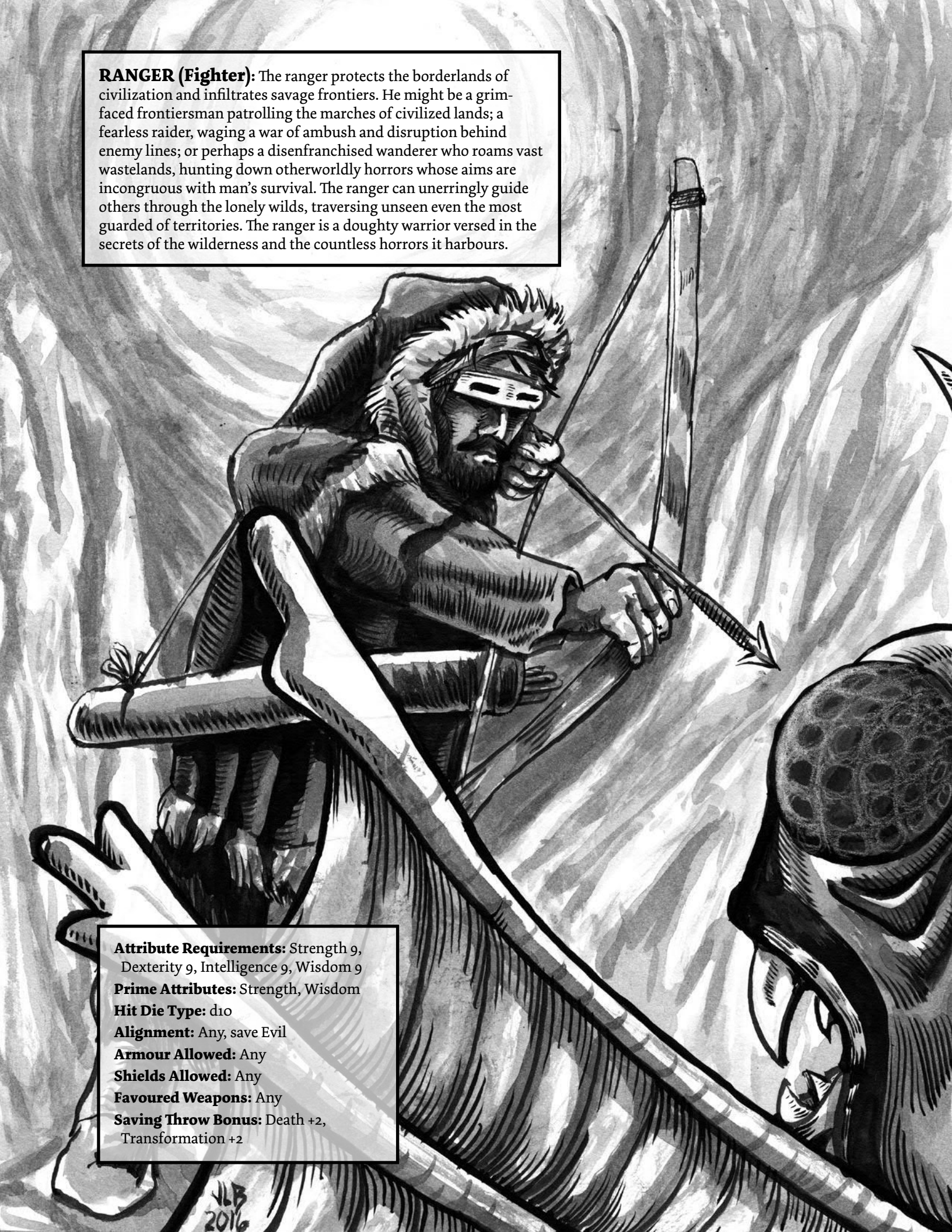
Sorcery: At 7th level, paladins can cast cleric spells, drawn from the Cleric Spell List (see Vol. II, p. 150: Table 69). These spells are learnt through prayer, study of scripture, or communion with otherworldly beings associated with Lawful Good; in some cases, the Lawful Good alignment itself functions 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.

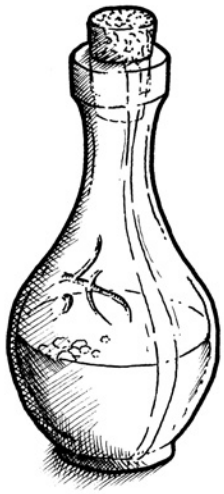
Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

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.

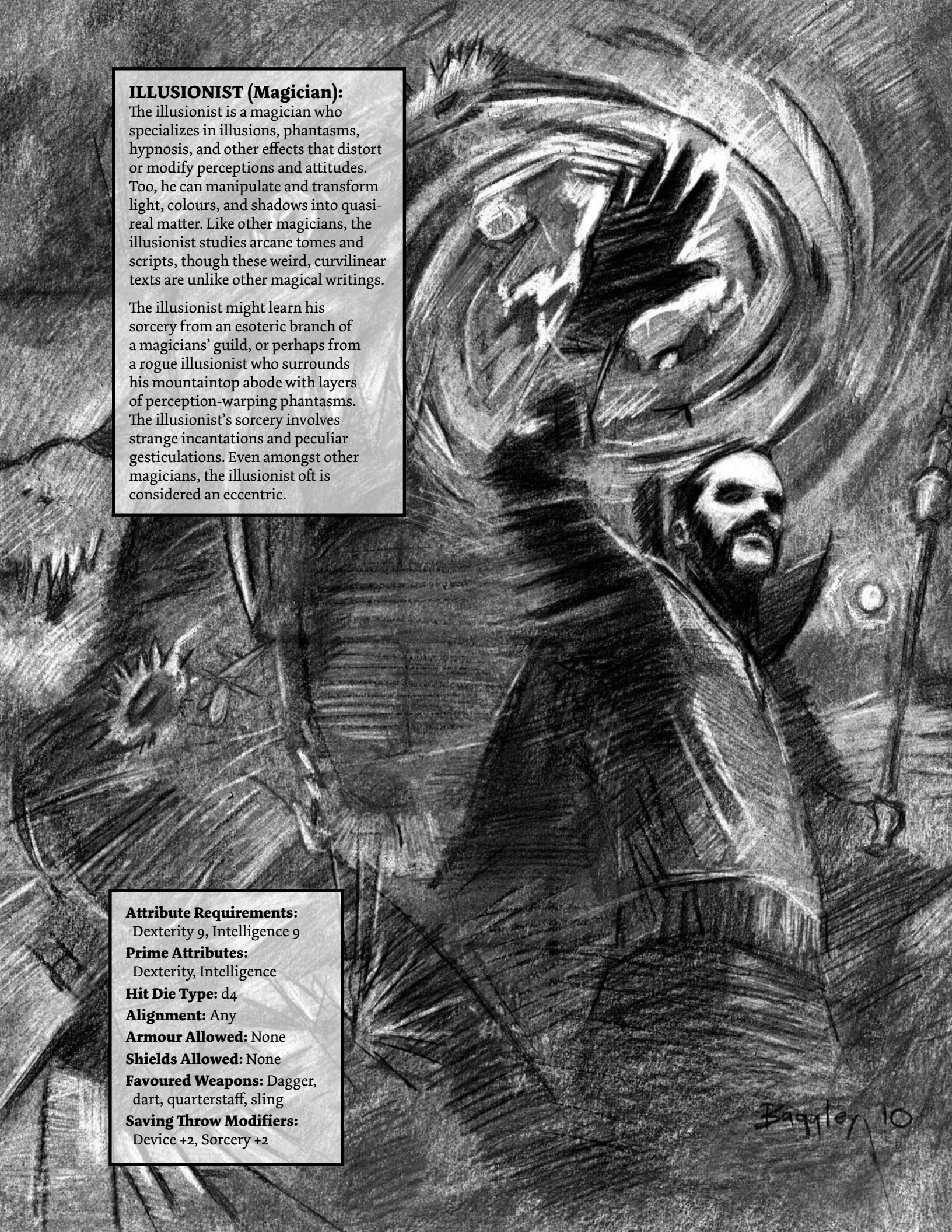


Stronghold: At 9th level, a cryomancer who builds a castle or tower and establishes a 5- to 10-mile radius of control becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

- **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

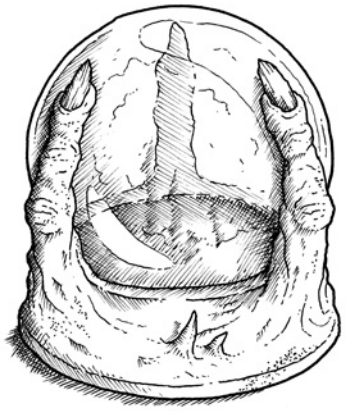

Table 21: Necromancer (Magician)

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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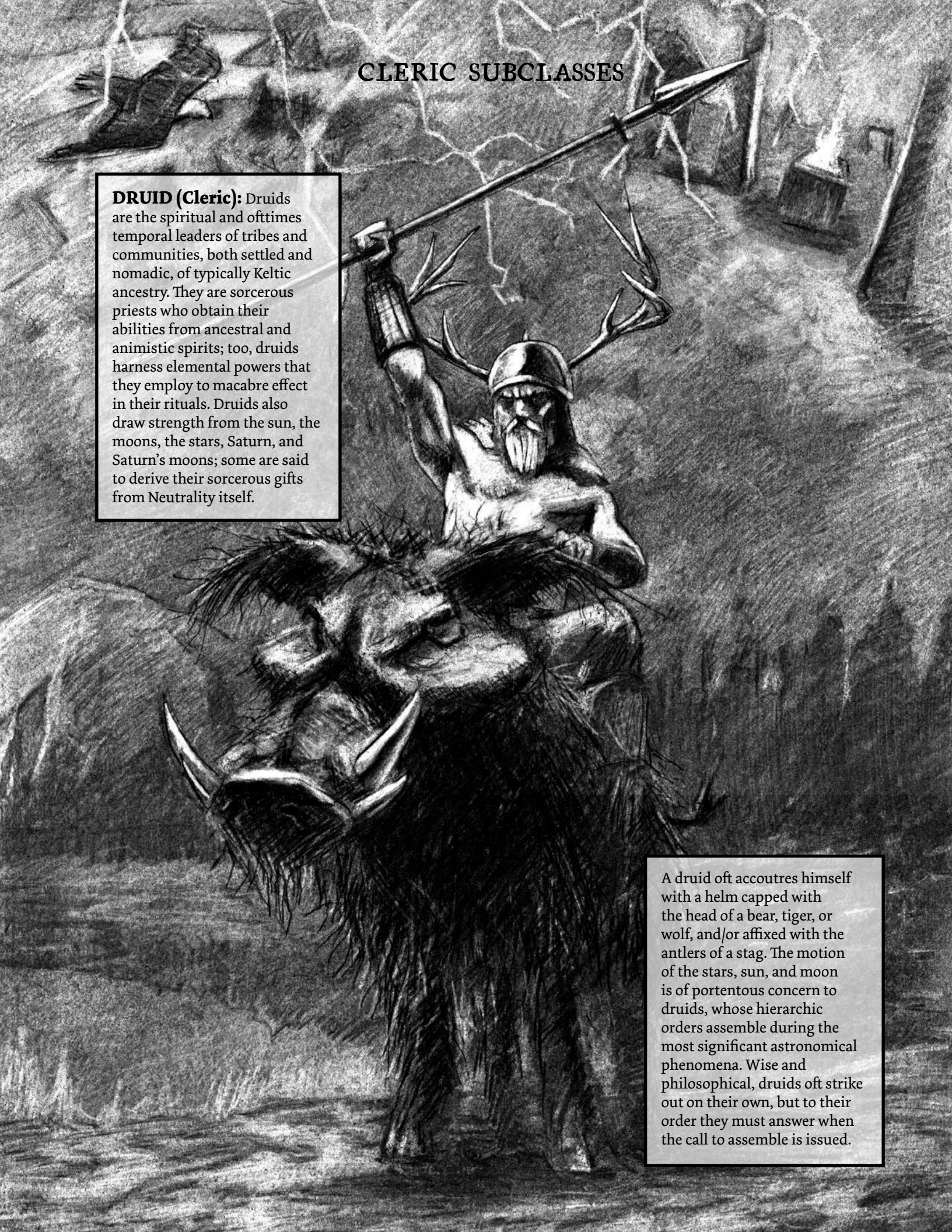
CLERIC SUBCLASSES



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

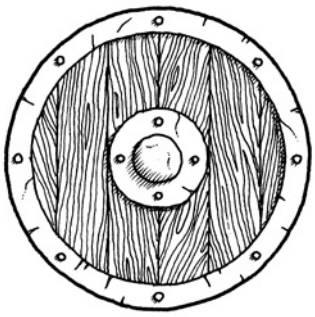


Table 24: Druid (Cleric)

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.

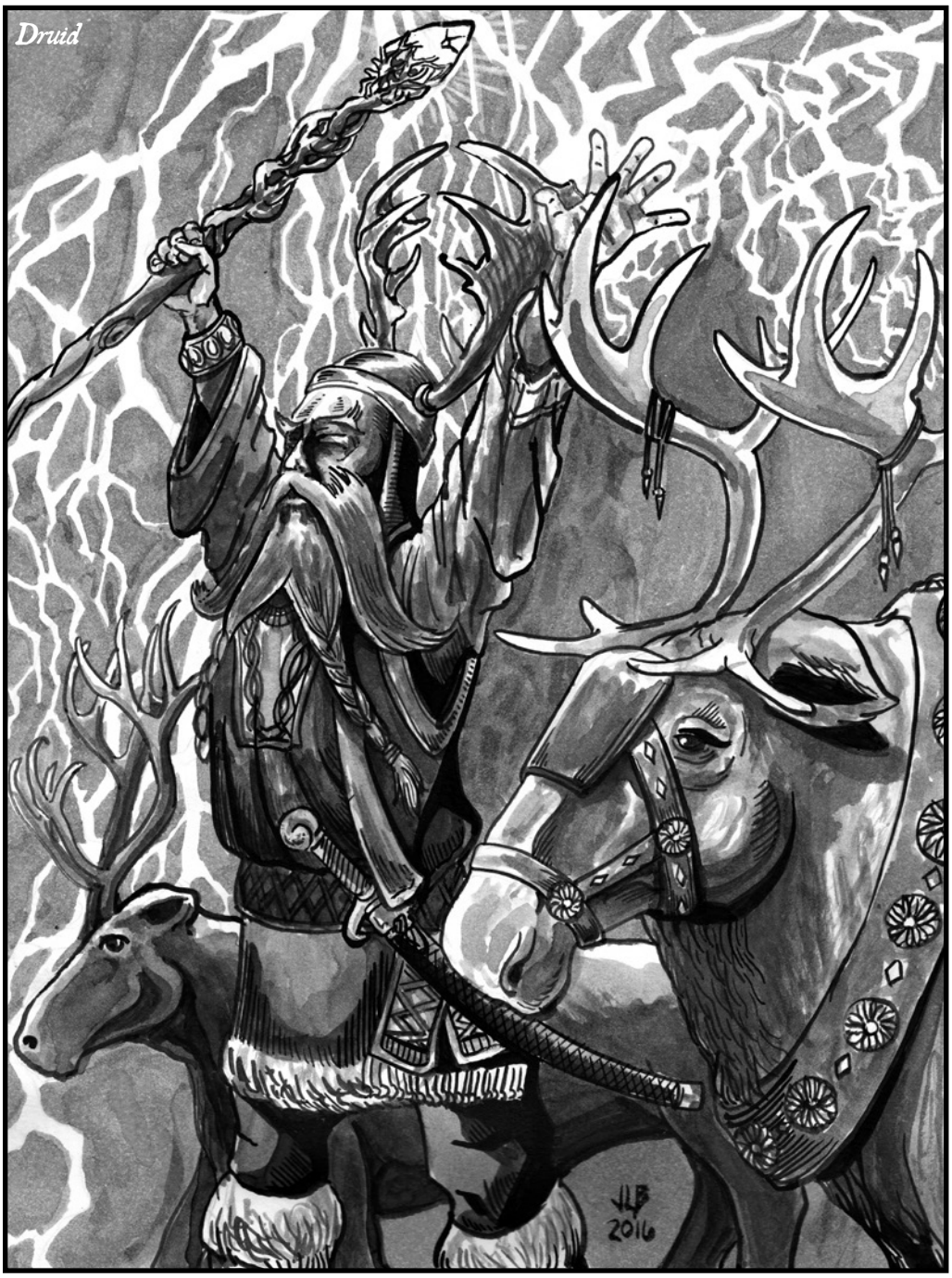
Sorcery: Druids do not carry spell books, but they may grave runes of religious portent on clay tablets, oak bark, parchment, or other like media. They begin their careers with knowledge of three level 1 spells, granted upon initiation into the druidic society. These spells are drawn from the Druid Spell 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.

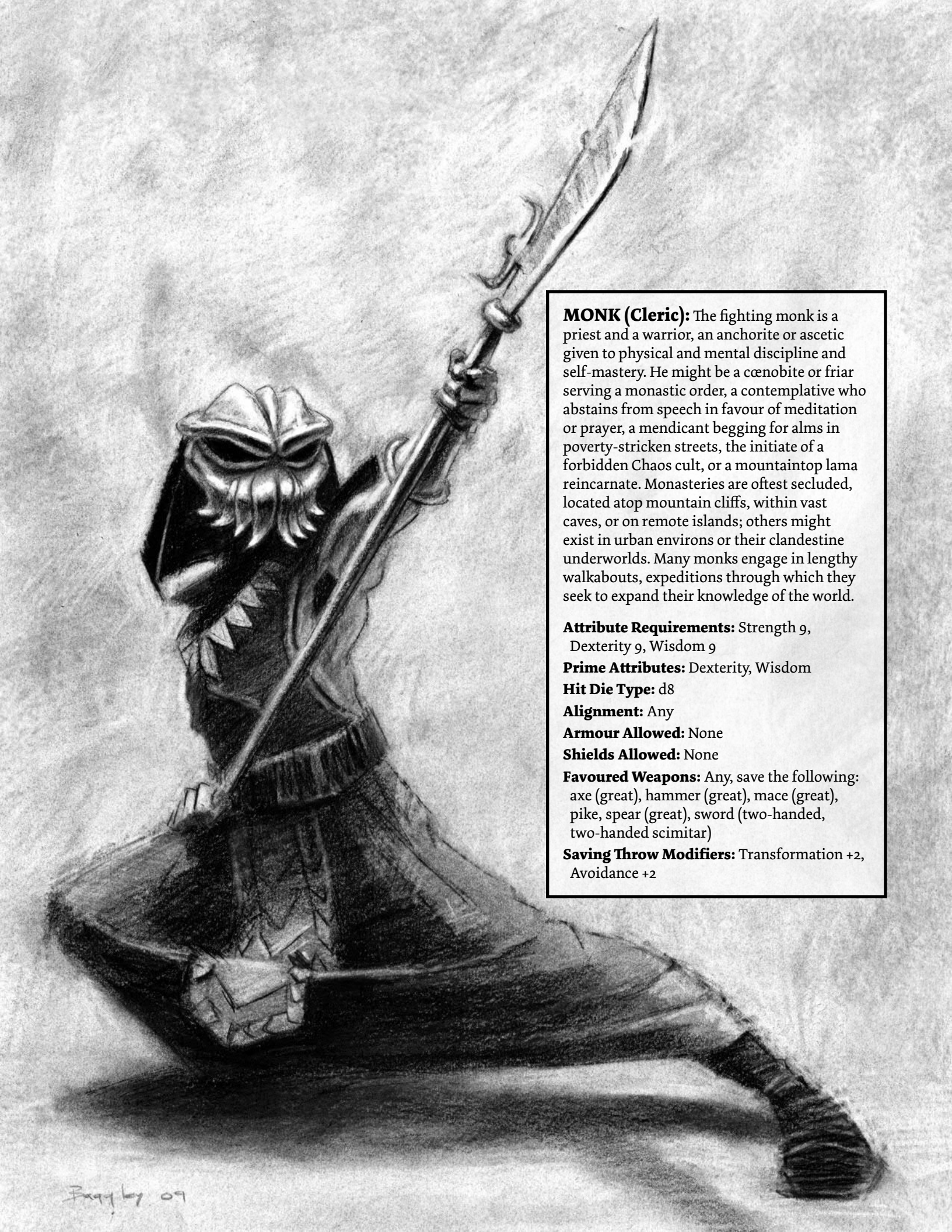
Shapechange: At 5th level, the power to assume the form of a normal animal of Small size, once per day. Choices include amphibians, birds, fishes, mammals, and reptiles (e.g., frog or salamander; crow or eagle; carp or trout; raccoon or squirrel; snake or turtle). At 7th level, a Medium animal form can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

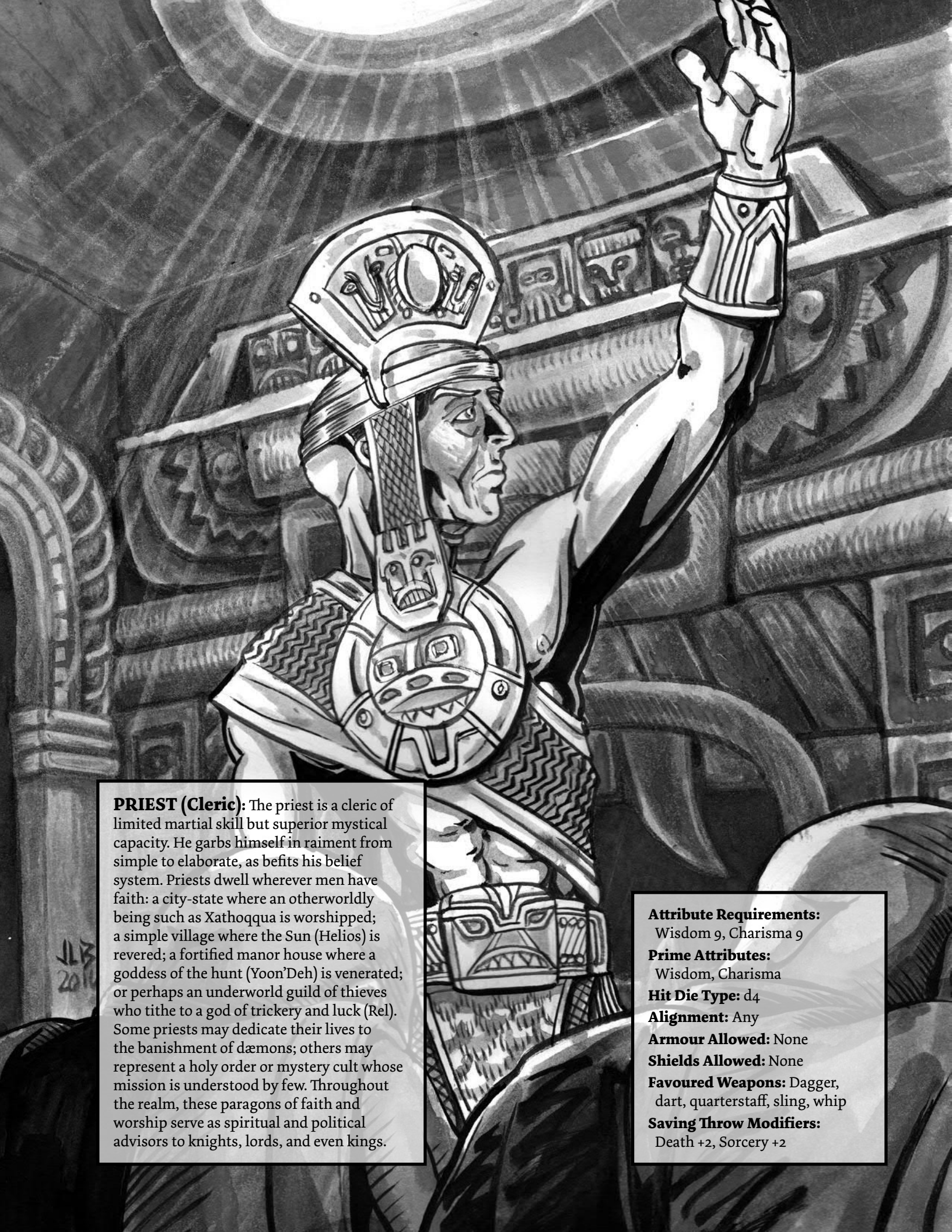
Progressive Thief Abilities: True, the monk is best associated with the cleric, a spiritual warrior of unique capacities, but he also practices a handful of thievish skills. The following thief abilities progress as the monk advances in levels of experience (see p. 23: Table 11). By 12th level, the monk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

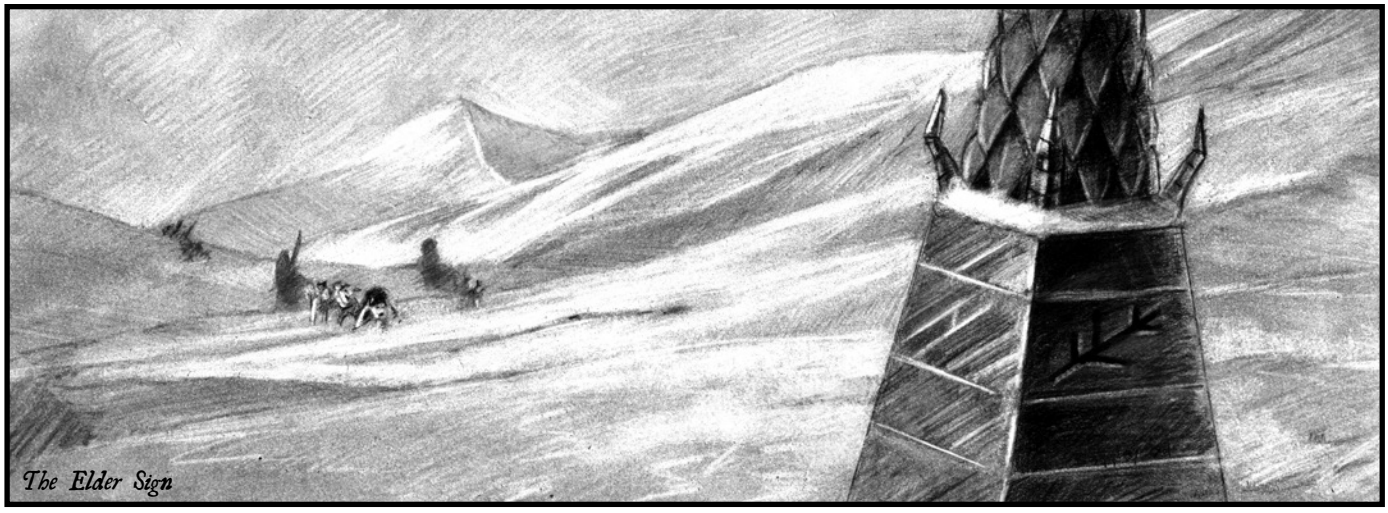
or animal skins, such media functioning as the shaman's spell book, as it were. The shaman begins his career with knowledge of one level 1 cleric (or druid) spell; at 2nd level he develops a level 1 magician (or necromancer) spell. Upon each level gain thereafter, he develops one or more new spells: 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

Shaman

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 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

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.

- 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 (1^{st} to 4^{th} levels = ×2; 5^{th} to 8^{th} levels = ×3; 9^{th} to 12^{th} 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*).

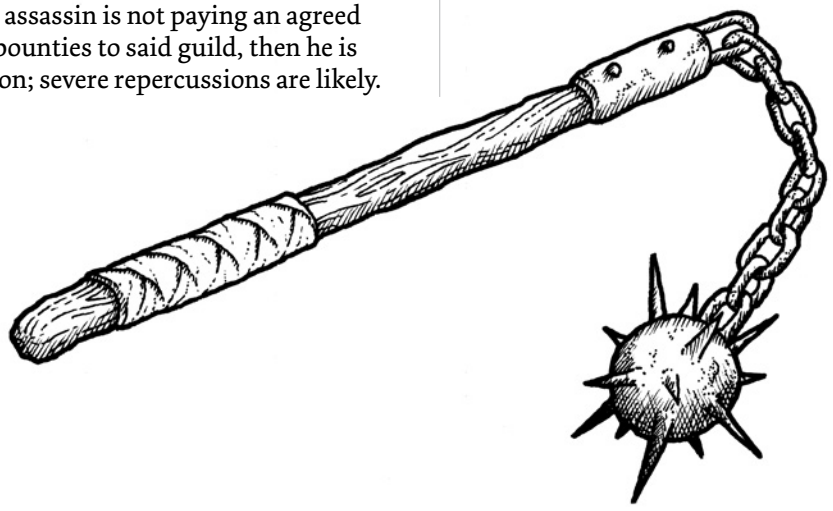
Discern Noise: To hearken at a door and detect the faintest of noises on the other side, perceive the distant footfalls of a wandering monster, or distinguish a single voice in a crowd. Six rounds (one minute) of concentrated listening are required.

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
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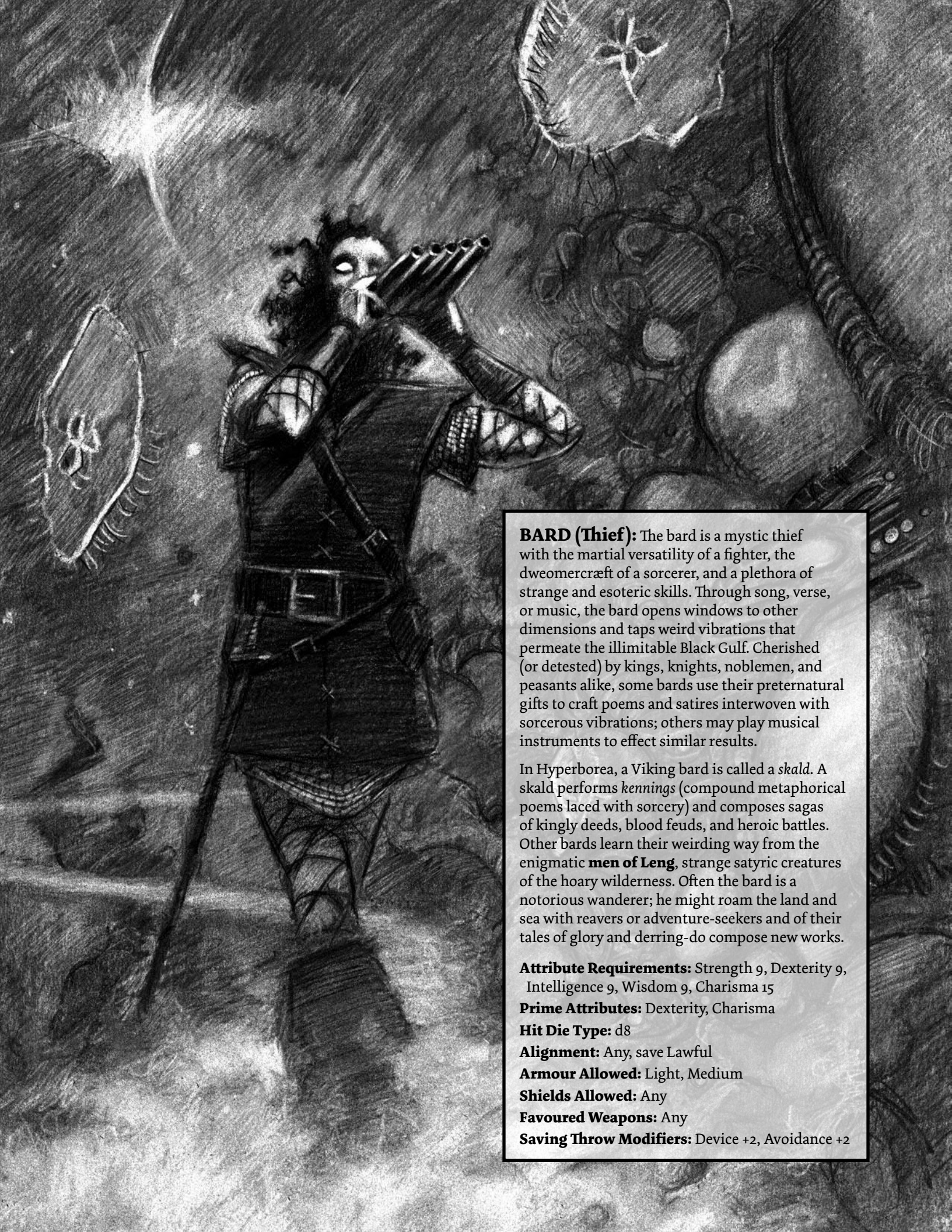


BARD (Thief): The bard is a mystic thief with the martial versatility of a fighter, the dweomercræft of a sorcerer, and a plethora of strange and esoteric skills. Through song, verse, or music, the bard opens windows to other dimensions and taps weird vibrations that permeate the illimitable Black Gulf. 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

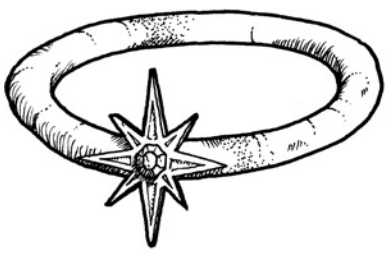
Bard (Thief) Class Abilities:

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.

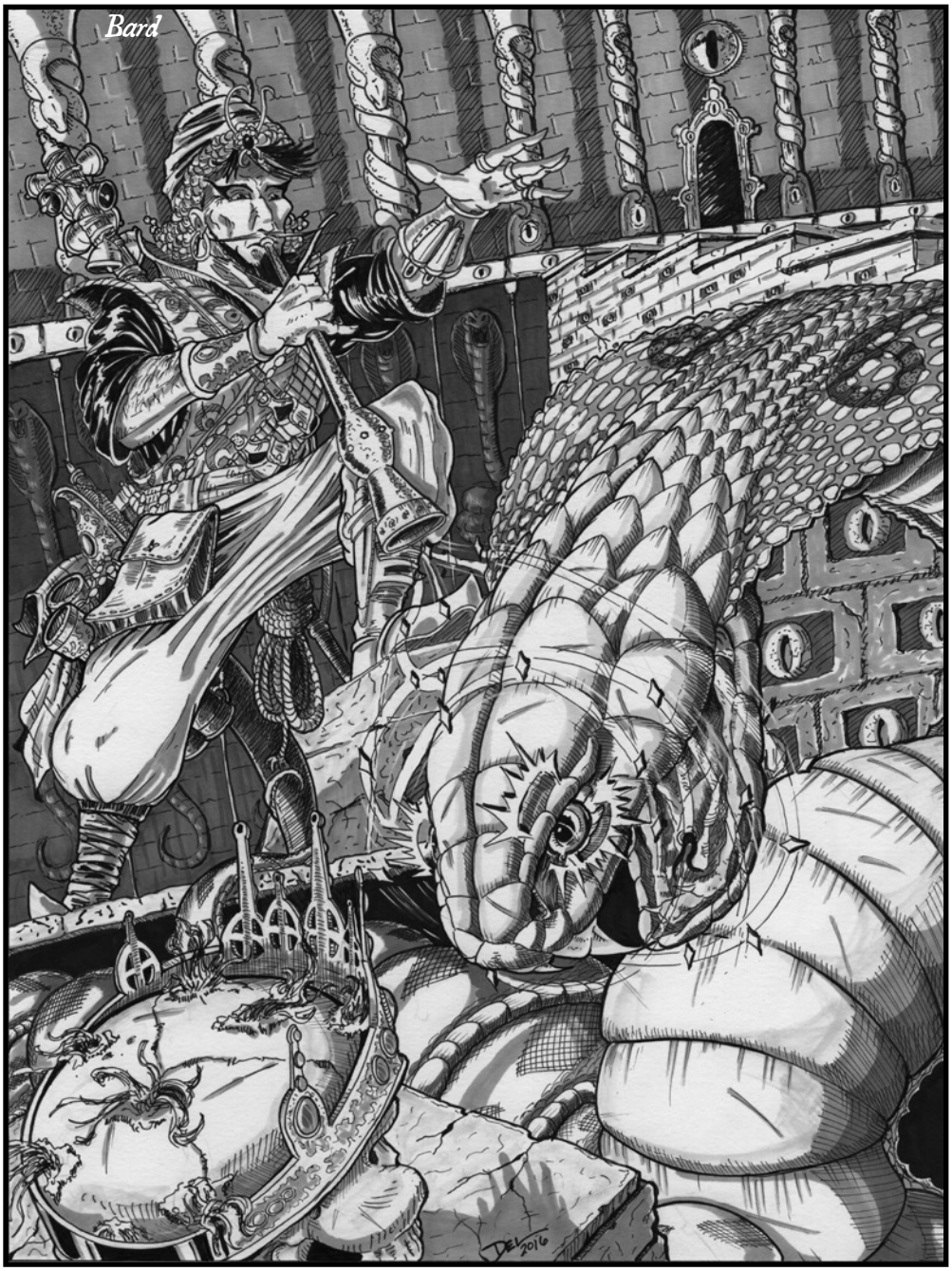
Progressive Thief Abilities: The following thief abilities improve as the bard advances in levels of experience. By 12th level, the bard has achieved his full potential in these abilities (see p. 23: Table 11).

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

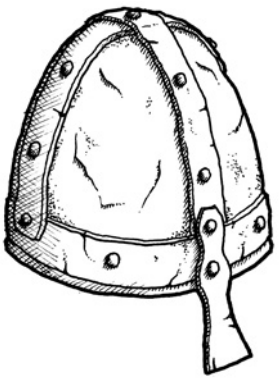


Table 36: Purloiner (Thief)

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.

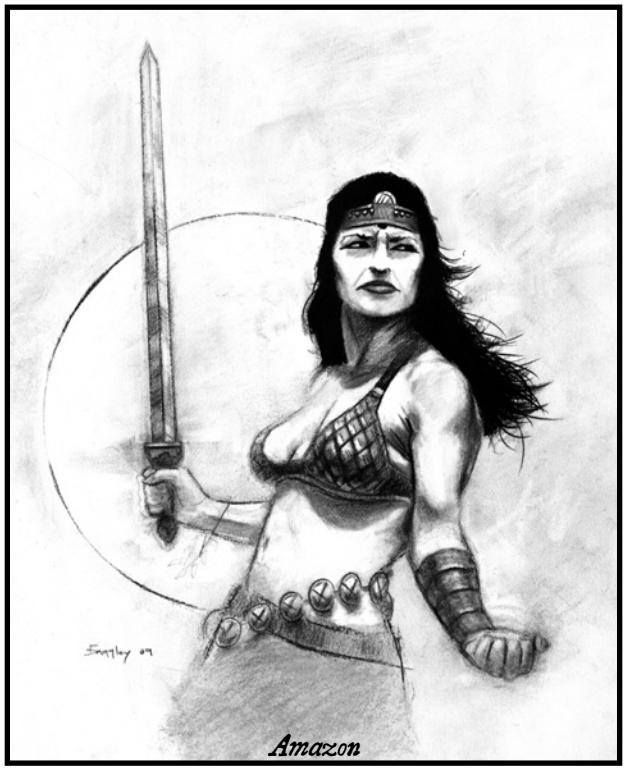
Typical Homelands:

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.

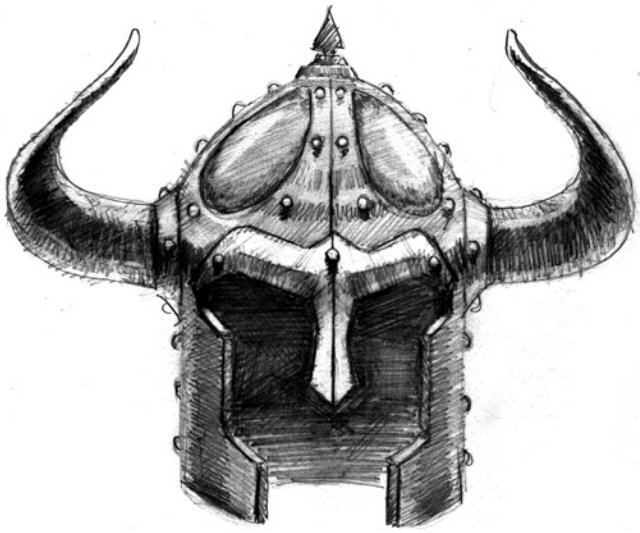
Chiefly the Kimmerians are horsemen, drivers and herders who roam the Kimmerian Steppe and into the hotly contested northern periphery of the Fields of Vol. Kimmerian cataphracts are the most feared and renowned of all horsemen. Too, their artisans craft the most elaborate saddles in the realm, and their 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 age his character artificially 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.

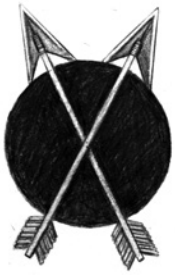
Selecting a deity or religion is not required during character creation—even for clerics (and related subclasses). A character might develop a religious connexion through gameplay, or perhaps never. Here follows a list of the deities typically worshipped in Hyperborea:

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

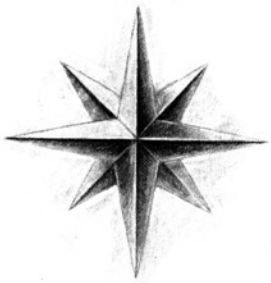
Artemis [AHR-tuh-mihs]: Deity of Law associated with hunting, forests, hills, chastity, fertility, and independence. The twin sister of Apollo, she is said to manifest as a regal warrior-woman.

- *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.

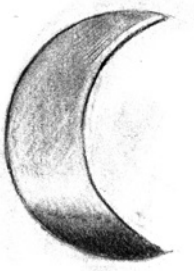
- *Typical clergy:* clerics, shamans
- *Typical followers:* Any (esp. Kimmerians, blacksmiths)

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.

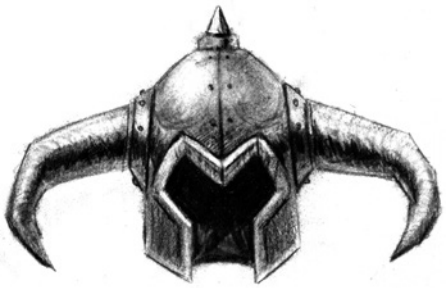
- *Typical clergy:* clerics, priests, shamans, purloiners
- *Typical followers:* Any (esp. half-blood Picts)

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)

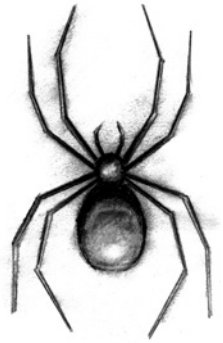
Thaumagorga [thaw-muh-GAWR-guh]: Deity of Evil associated with Hades, dæmonism, torture, slavery, violence, war, bellicosity, and bloodletting. He manifests as a massive, heavily armoured dæmon-warrior who wears a great horned helm and wields a flaming two-handed scimitar.

- *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)

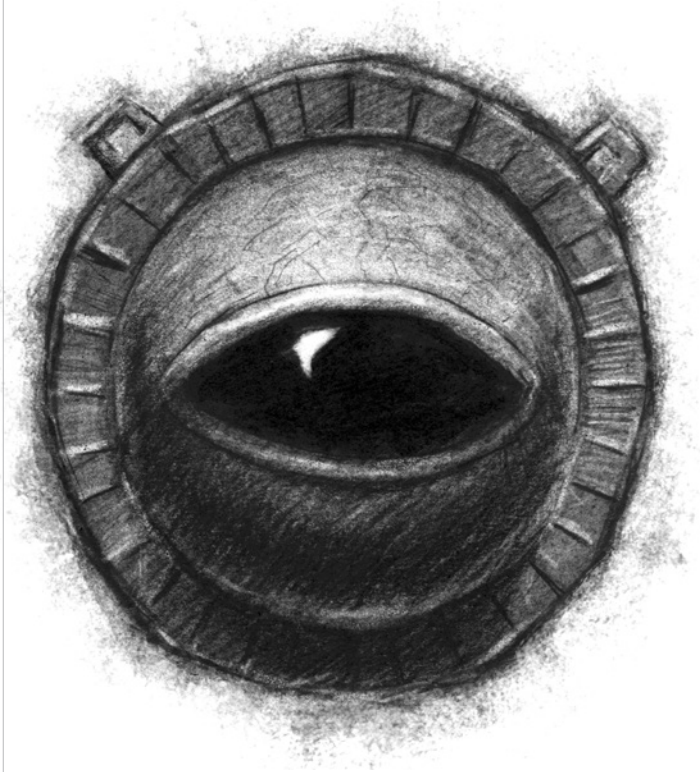


Ullr [YOO-ler]: Deity of Chaos associated with Viking longships, skis, shields, swordsmanship, bows of yew, rune sorcery, wolves, bears, sabre-tooths, piracy, and raiding. He oftest presents as a Viking berserker.

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

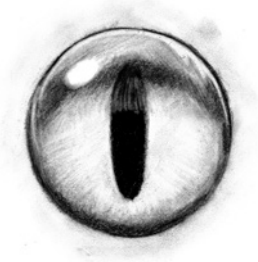
Xathoqqua [za-THAH-kwuh]: Deity of Chaos associated with life, death, reincarnation, pestilence, disease, luck, misfortune, cruelty, savagery, mischievousness, and sardonicism. He is portrayed as a colossal, sloth-bodied toad covered in brown-black fur, with massive, membranous wings.

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



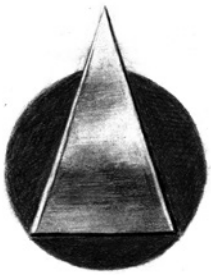
Yig [YIHG] (Apep [A-pep]), "The Great Serpent": Deity of Law associated with snakes, reptiles, sorcery, necromancy, resurrection, and reincarnation. He is said to manifest as an enormous python.

- *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.

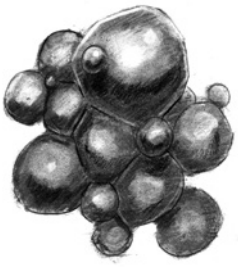
- *Typical clergy:* clerics, druids, monks, priests, shamans
- *Typical followers:* Any (esp. Kelts)

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.

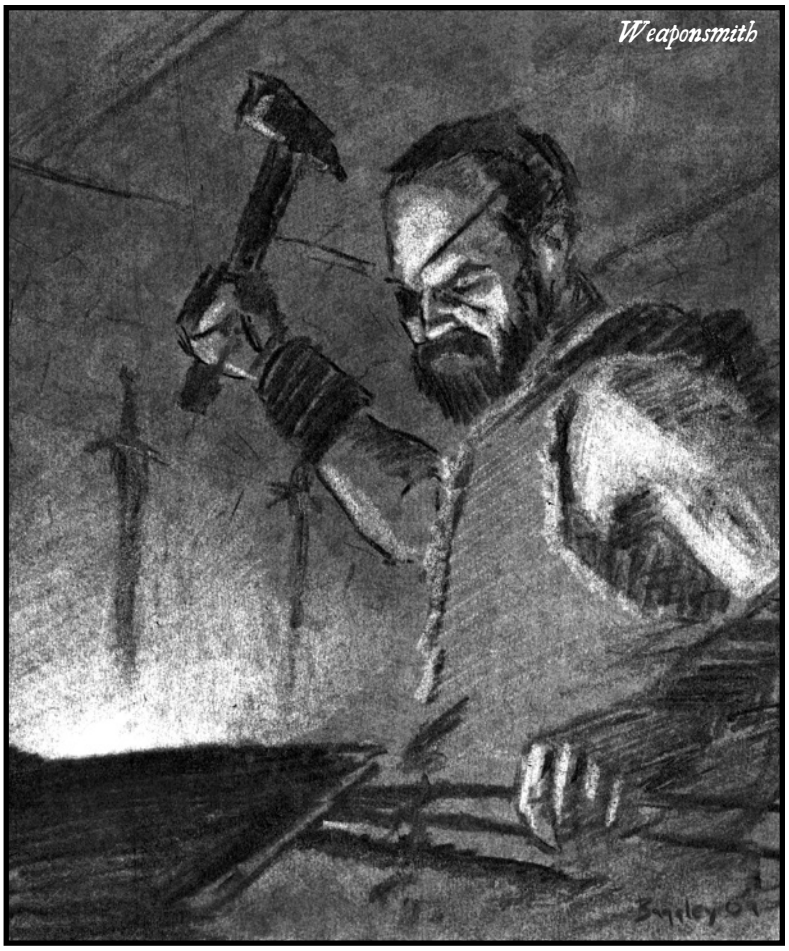


Table 42: Secondary Skills

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).

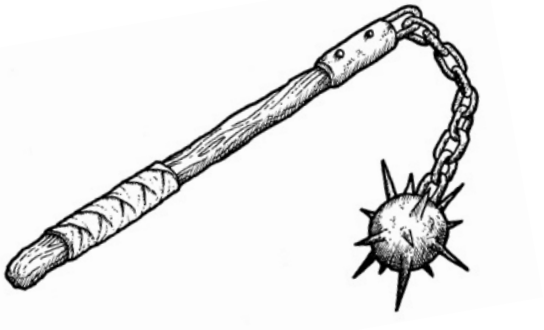
MELEE ATTACK RATE / MISSILE ROF: Unless a character possesses *weapon mastery* (fighter-types only), he employs melee weapons at an attack rate of 1/1 (one attack per combat round). Several missile weapons, however, enjoy a superior rate of fire (*ROF*), even in the hands of non-fighters; this ROF, however, 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
Crossbow, Repeating	3/1	3/1	3/1
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.

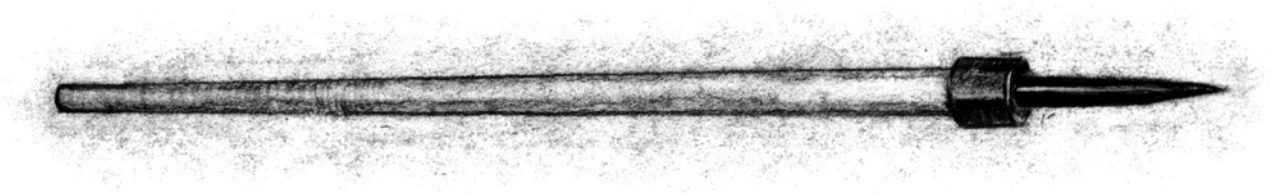
Large Shield: A large kite, oval, rectangular, or round shield typically two to three feet in diameter; includes a chest strap so that it may be slung over one's back or shoulders. The large shield also can be used as a bashing weapon for 1d2 hp damage, though no AC bonus is derived whilst so employed.

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. 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.

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* oft 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 (*prone*) 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.

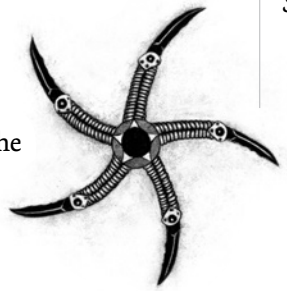
The draw weight of *longbows* and *composite longbows* can be adjusted to match the strength of the shooter, thus allowing strength *damage adjustment* to apply (see p. 7: Attributes, *strength*). *N.B.:* One must have 9 strength or greater to pull a longbow (composite or self).

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.

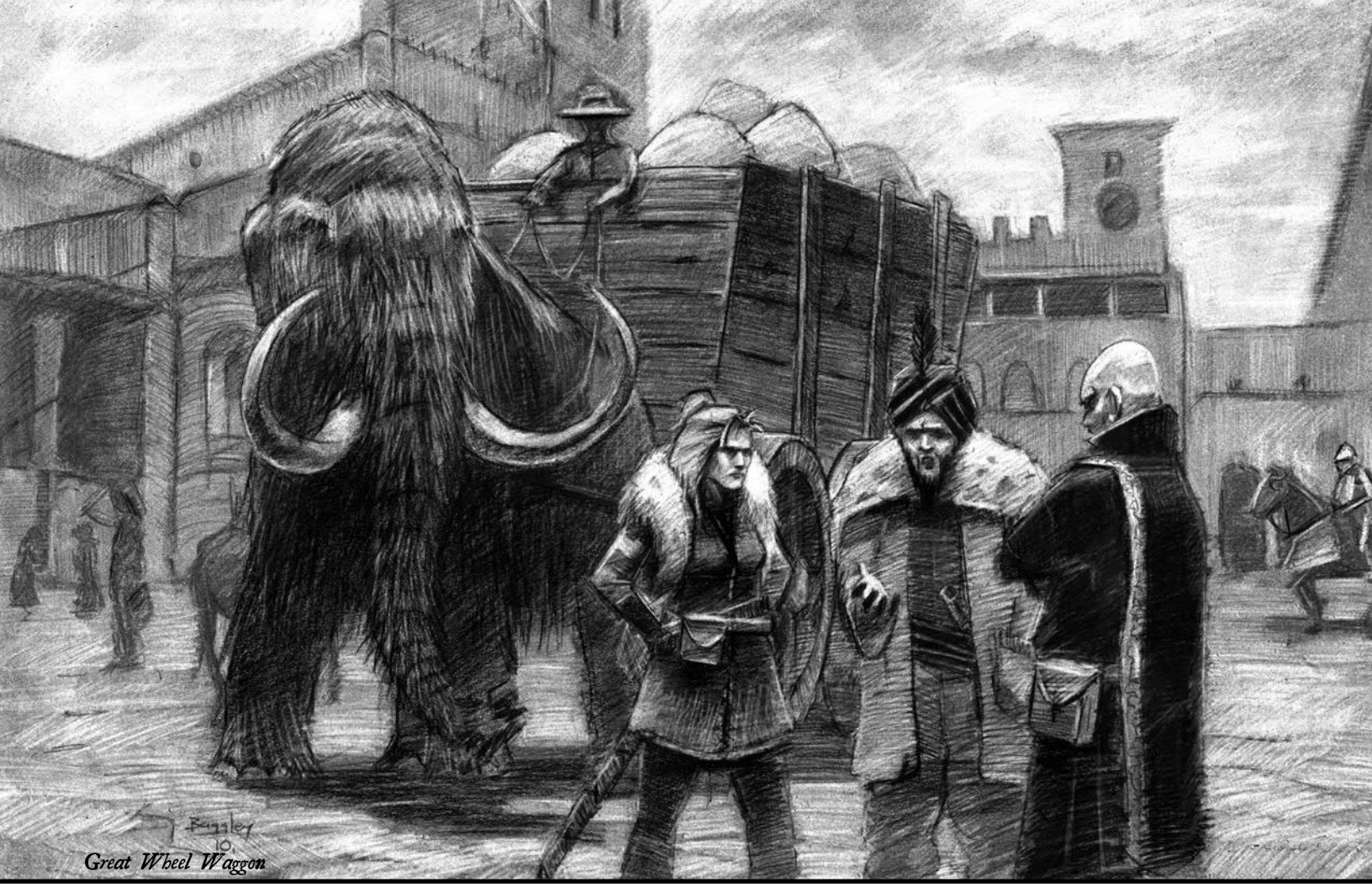
Chariot: A two-wheeled, horse-drawn vehicle used for war and sometimes sport.

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
Whisky (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, backpack, bandages, blanket, bullets ×20, 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, longbow, 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, longbow, 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.

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.

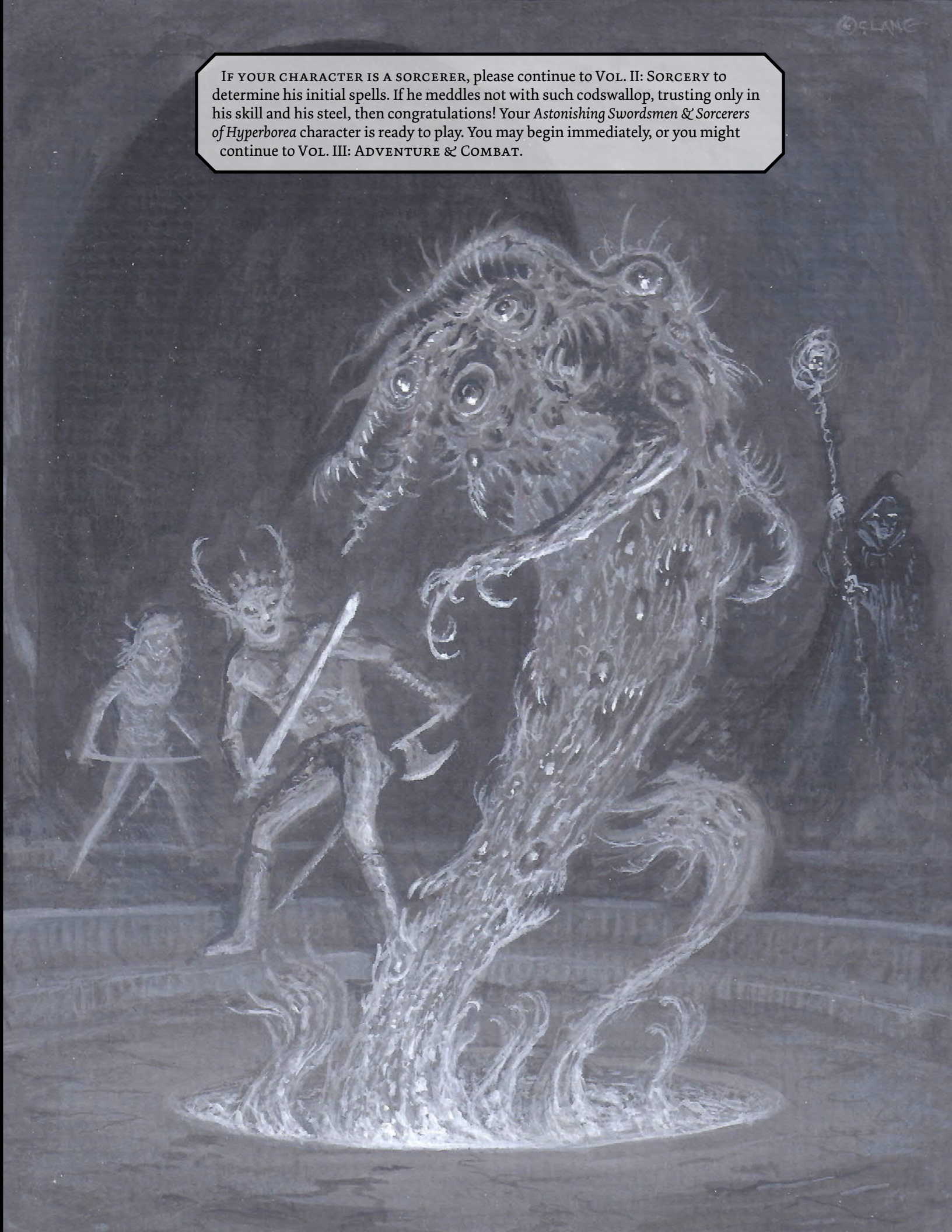
MOVEMENT (MV): The number of feet per round (10 seconds) a character can ambulate. If running or charging, twice this distance is covered (see Vol. III, p. 254: Combat Actions, *movement*). Movement in a dungeon or in the wilderness is measured by the turn (10 minutes) and follows a different schedule (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

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.

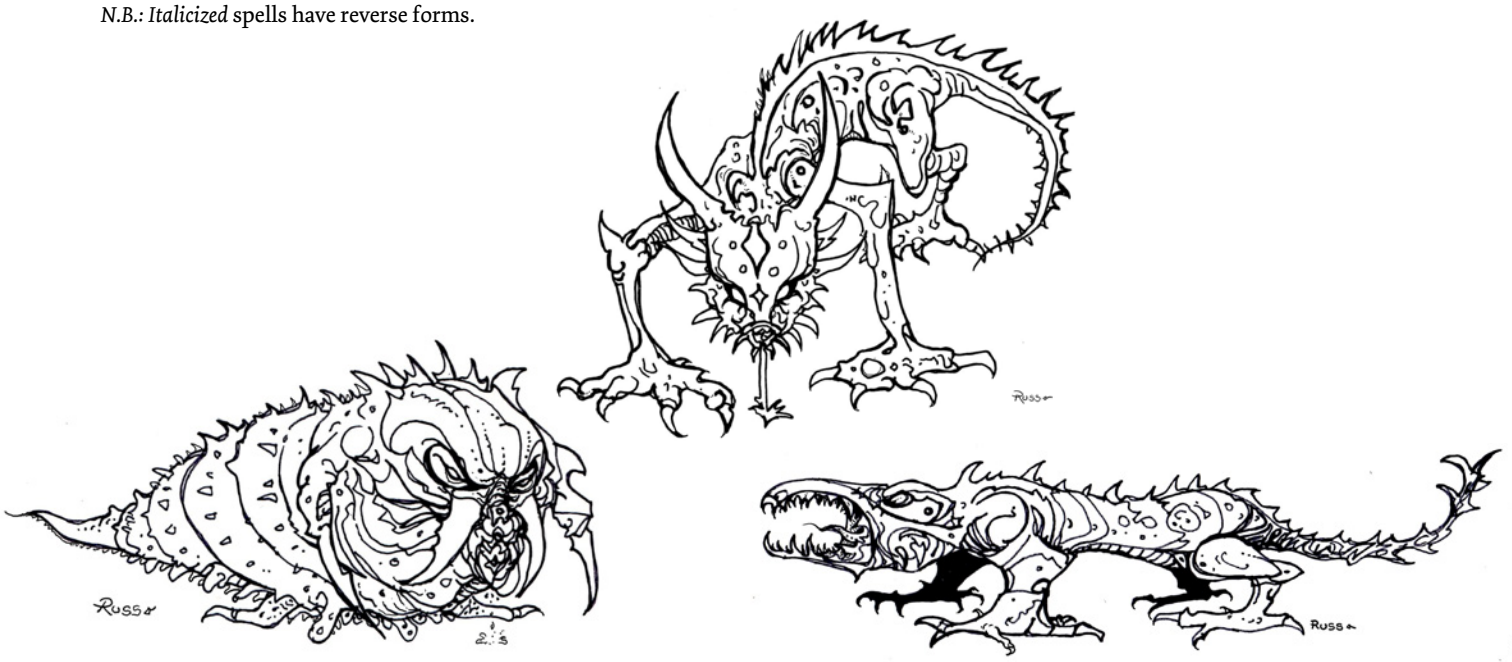


Table 68 *(continued)*: **Witch (Magician) Spell List**

	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.

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.

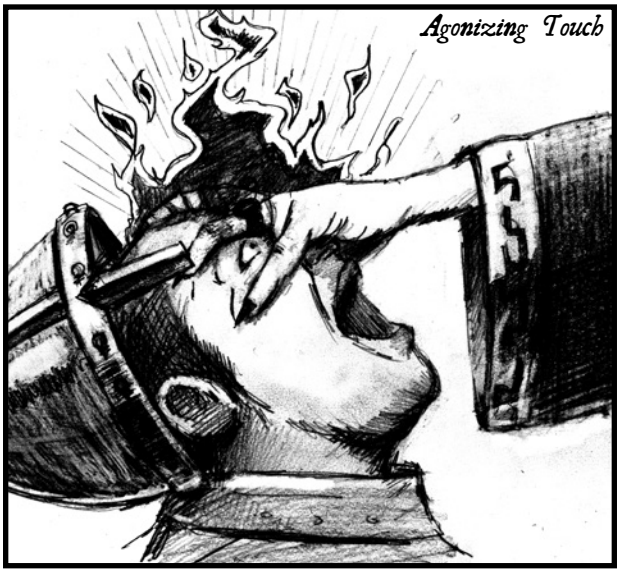
A failed save indicates the victim is unaware that he has been ensorcelled and is subject to a posthypnotic suggestion. The trigger is determined by the sorcerer; it may be something seen or a spoken word. The player must inform the referee what the specific trigger is, and the referee must judge if 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.

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.

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

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.

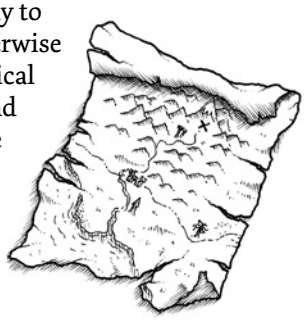
Death Ray of Immolation
Level: pyr 6 | *Range:* 60 feet | *Duration:* instantaneous
The sorcerer points at his victim and utters an incantation of fire. The target must make a *death* saving throw or explode into flames, suffering instant death. For every point of difference betwixt the sorcerer's CA 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.

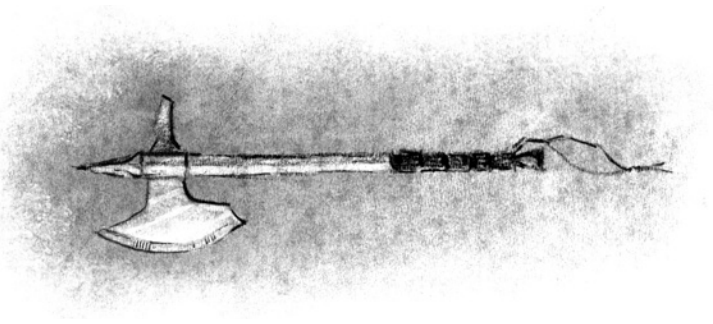
Distinguish Alignment
Level: clr 2 | *Range:* 10 feet | *Duration:* 6 rounds (1 minute)
Allows the sorcerer to determine the exact alignment of the selected individual(s). One round is required for each person scanned, so six creatures can be scrutinized if all are within range. The caster must remain 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.



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

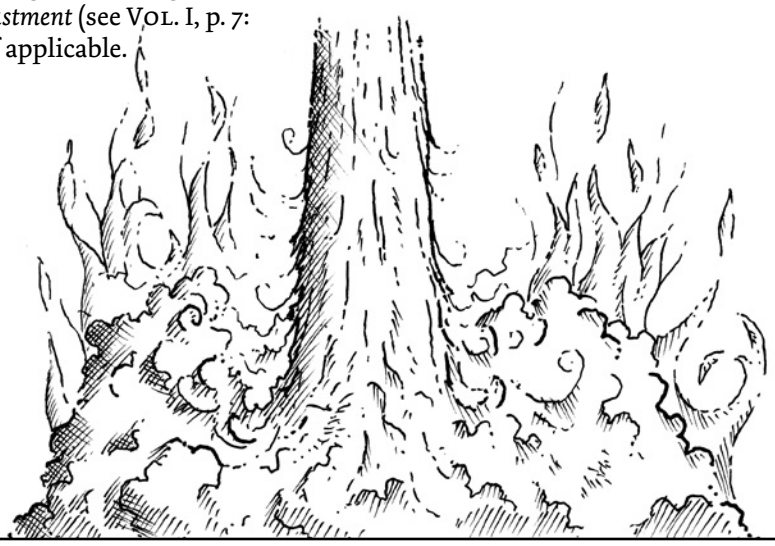
A fiery dart shoots from the pointed forefinger of the caster, automatically striking any visible target for 1d4+1 hp damage (1d6+1 hp versus undead). At CA 3, two darts can be fired; three darts at CA 5; four darts at CA 7; and so on. *Flaming missiles* can be divided amongst multiple targets, so long 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. Too, the victim must make a *trauma survival* check (see Vol. I, p. 8: Attributes, *constitution*) to survive the ordeal.

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.

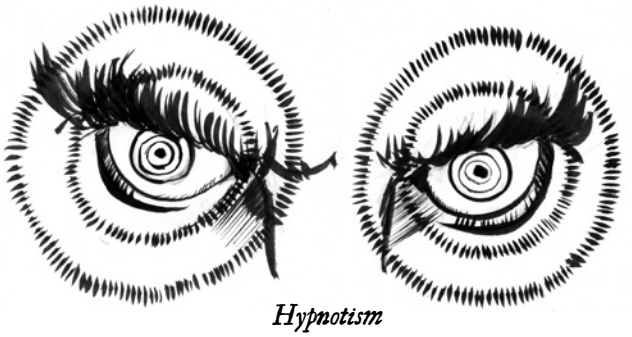
Hold Portal
Level: mag 1, cry 1, wch 1 | *Range:* 25 feet | *Duration:* 2d6 turns
Magically secures a door, a gate, or the like. *Hold portal* is similar to the *sorcerer lock* spell (q.v.), though of limited time. The referee must secretly roll 2d6 to determine the spell's duration. A *dispel magic* 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) 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) 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
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.).

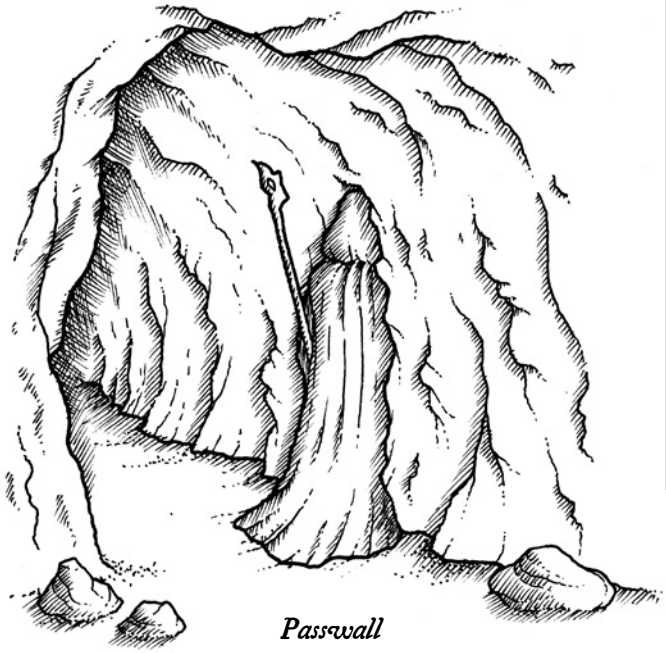
Pass Tree
Level: drd 5 | *Range:* 240 feet | *Duration:* special
Creates a mystical portal in the trunk of a tree with a diameter of at least 2½ feet. The sorcerer and his

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

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 the spell is 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 unlikely 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, manifesting 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 (100 square 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 six 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.

The Seekers

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 equipage*); 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.

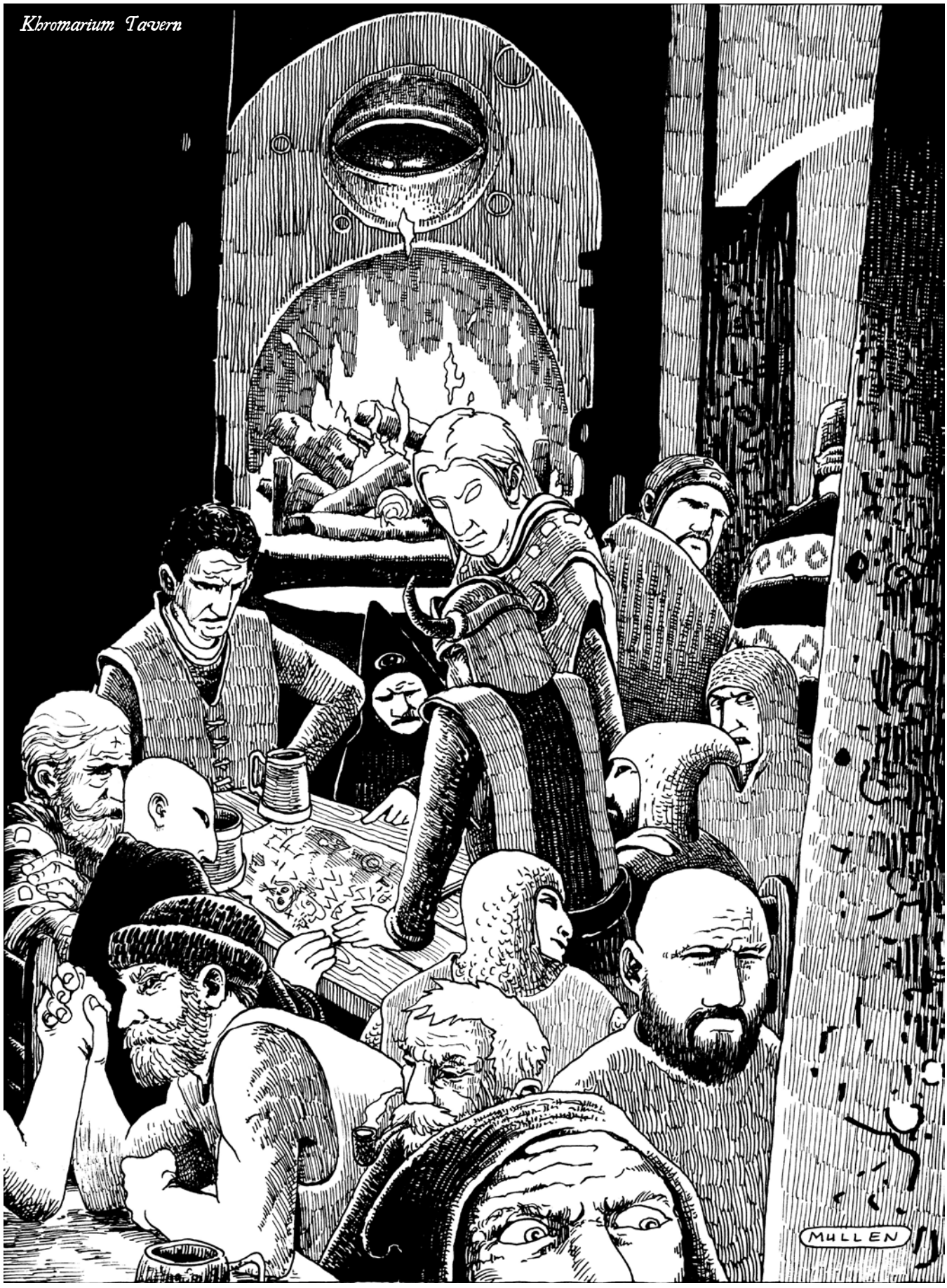
LOYALTY and MORALE of HENCHMEN and HIRELINGS:

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.

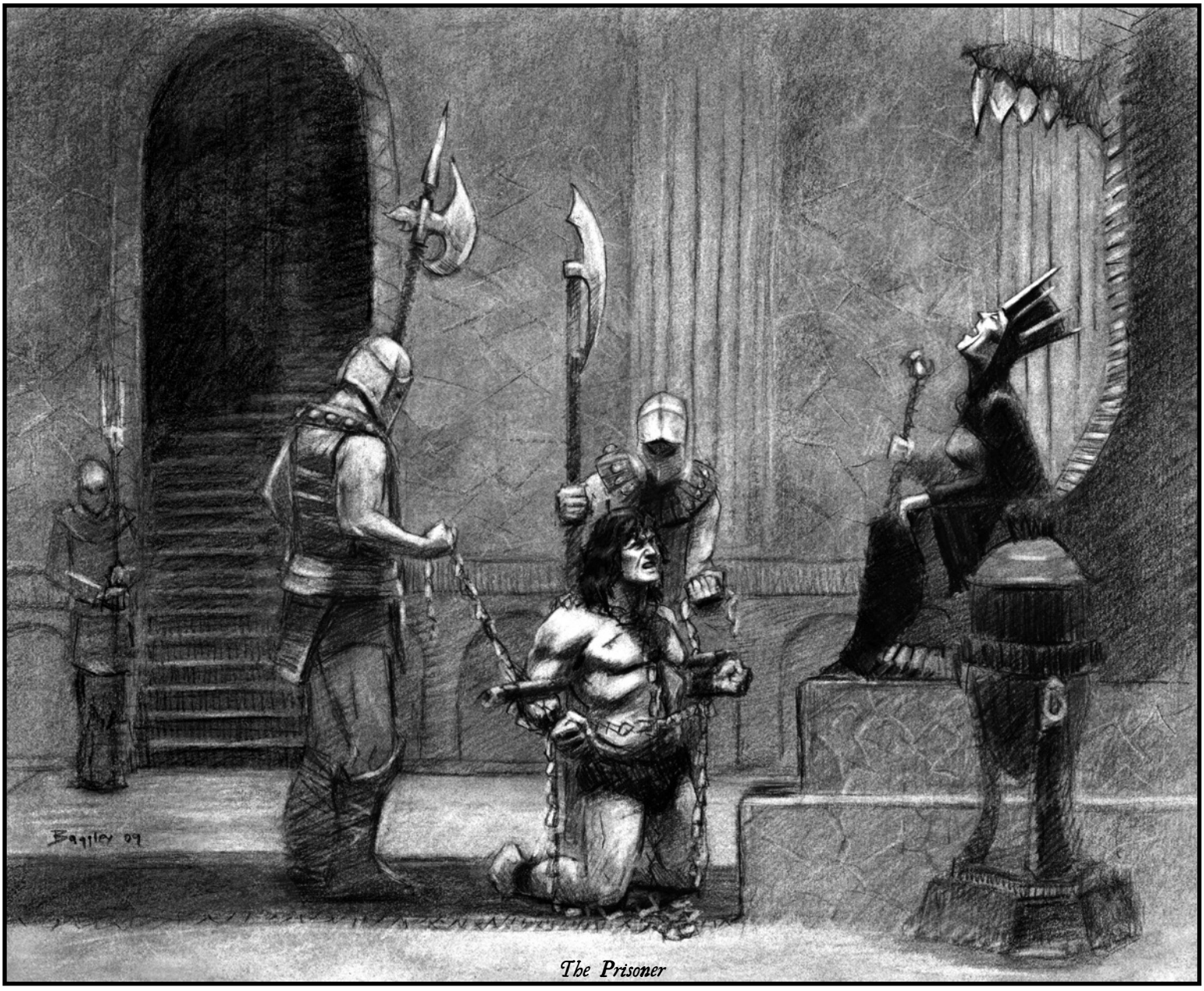
Attribute Check: The *attribute check* is another means of nonstandard action determination. If a purely physical action stands a chance of failure, the referee may call for a *test* or *extraordinary feat* of the relevant attribute: strength, dexterity, or constitution. (If the action does not correspond 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

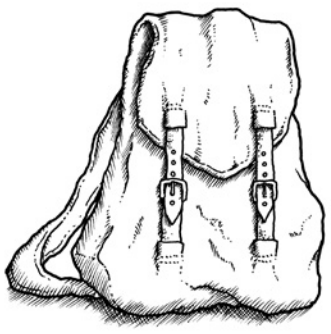
Strength Score	Unencumbered	Encumbered (–10 MV, –1 AC)	Heavily Encumbered (–20 MV, –2 AC)
3	0–10 lbs.	11–20 lbs.	21–30 lbs.
4–5	0–15 lbs.	16–30 lbs.	31–45 lbs.
6–8	0–33 lbs.	34–66 lbs.	67–100 lbs.
9–12	0–50 lbs.	51–100 lbs.	101–150 lbs.
13–15	0–60 lbs.	61–120 lbs.	121–180 lbs.
16	0–75 lbs.	76–150 lbs.	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.

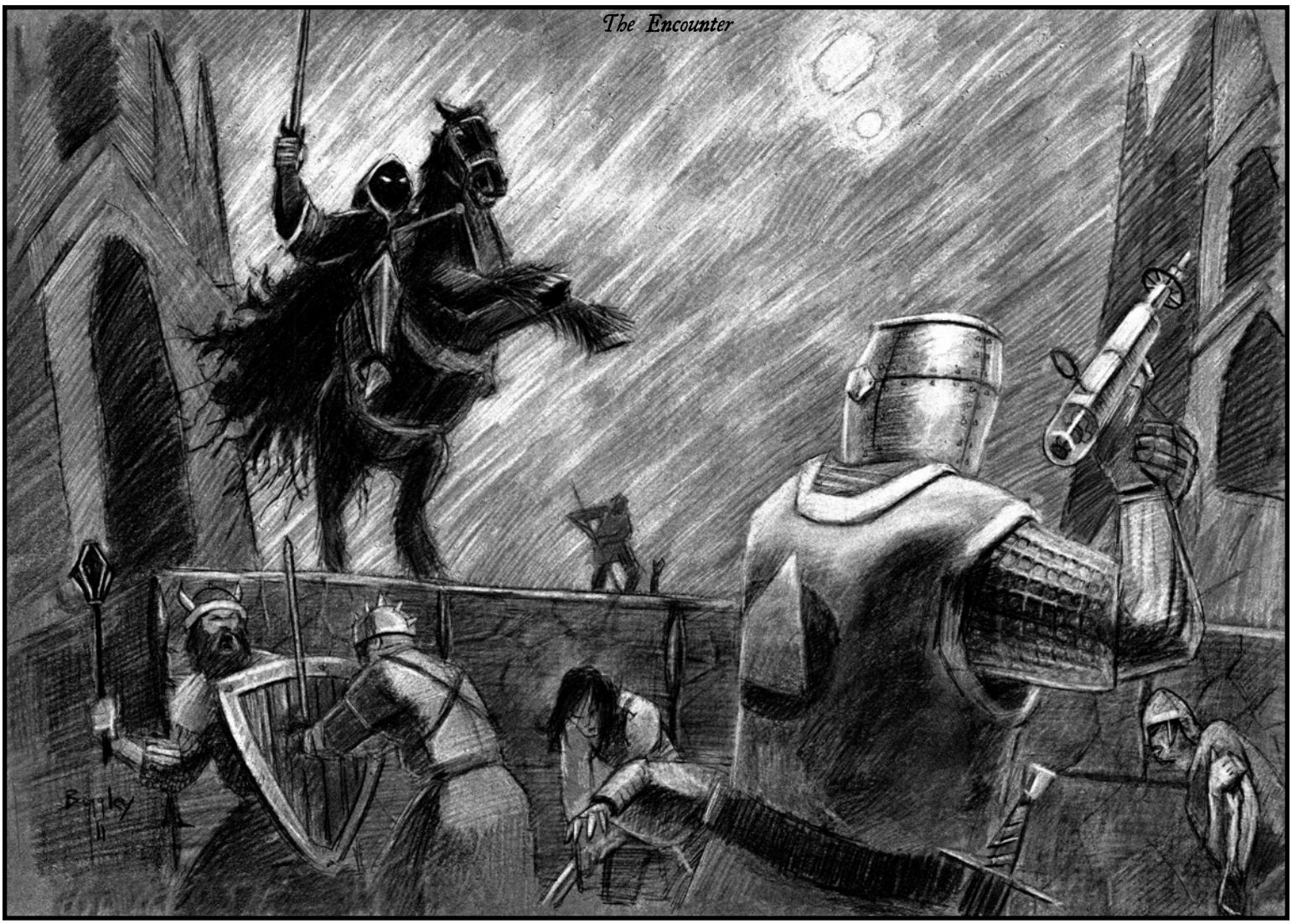
THE ENCOUNTER

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:

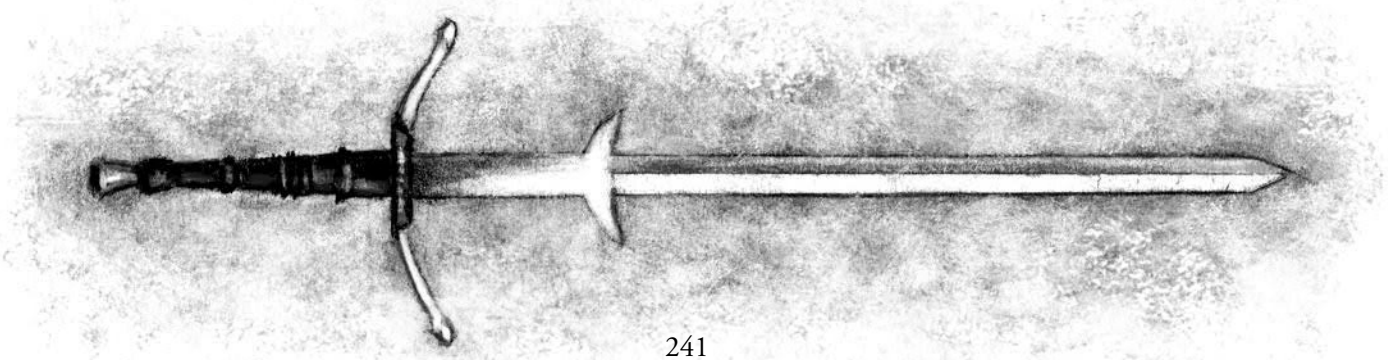
Fighting Ability (FA): The measure of the character's or monster's ability to fight, as compared with the fighter class (see Vol. I, p. 130: Other Statistics, *fighting ability*). Most monsters will attack at a fighting ability that equals their HD (unless otherwise noted). Creatures with less than 1 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).

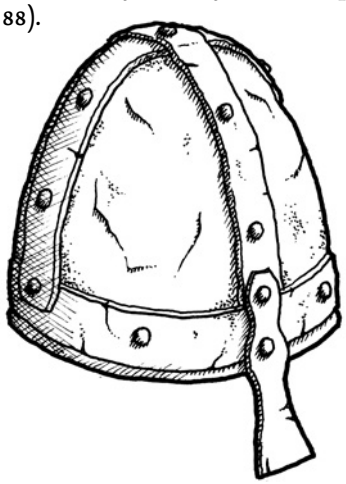


Table 88: Armour Class Modifiers

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

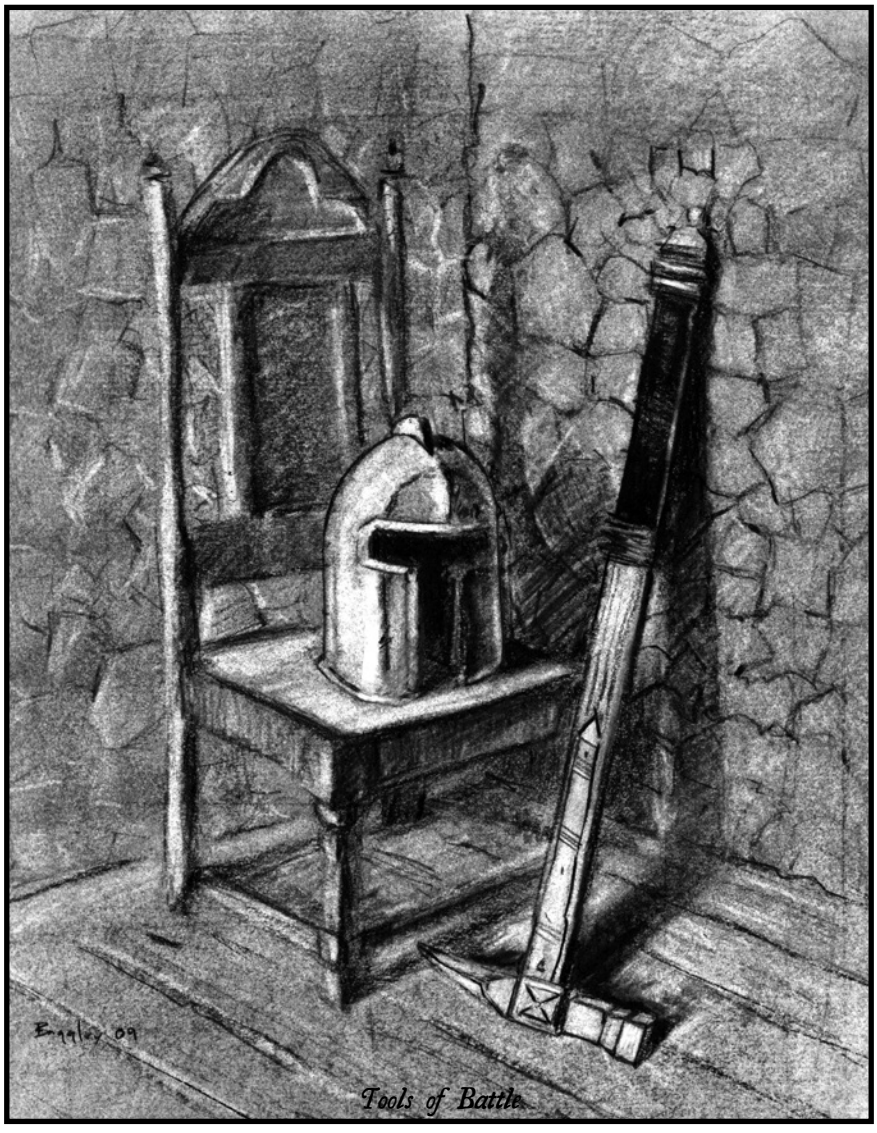
1/1 = one attack per round

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

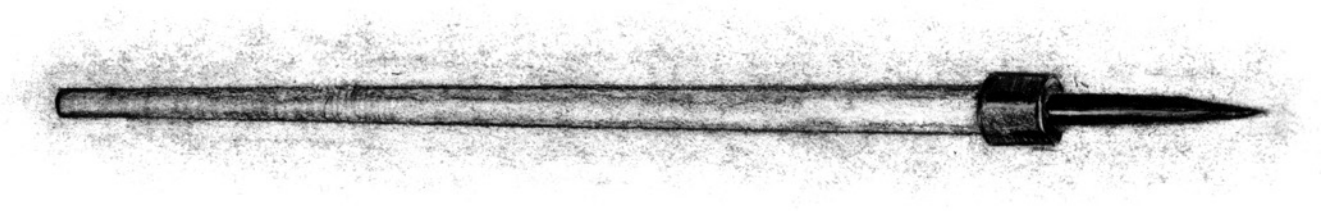


Table 91: Comprehensive Combat Sequence (Missiles)

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

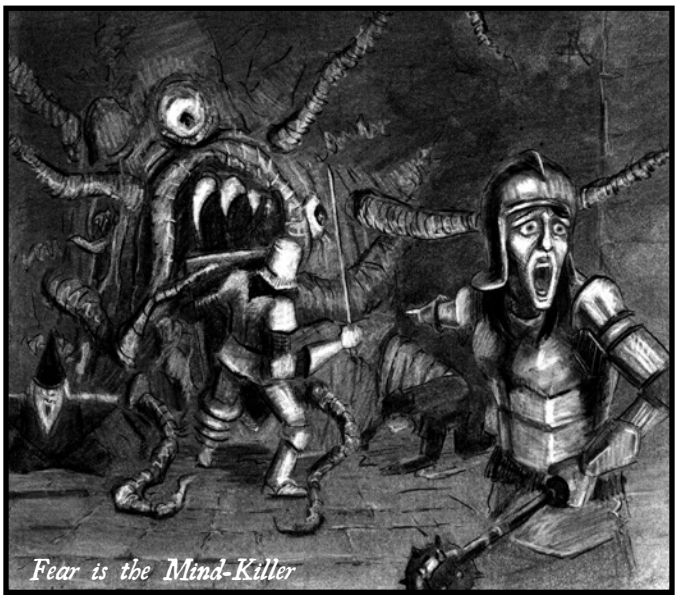
N.B.: The preceding tables serve merely as guidelines. Some referees may encourage players to reference such comprehensive information. Other referees may wish the opposite, preferring players to simply state their actions and allowing events to play out as best determined by a sense of logic and fairness 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.



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 successful 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:

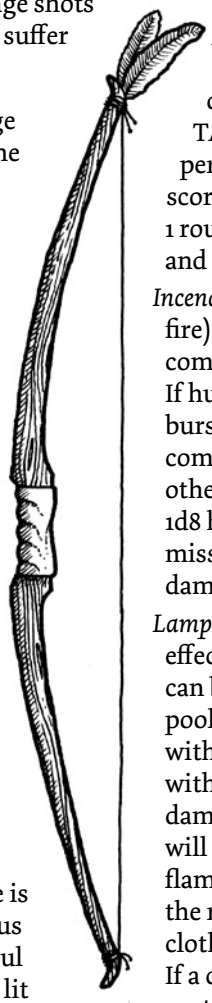
Table 93: Flask (Grenade) Hurling

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 a 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

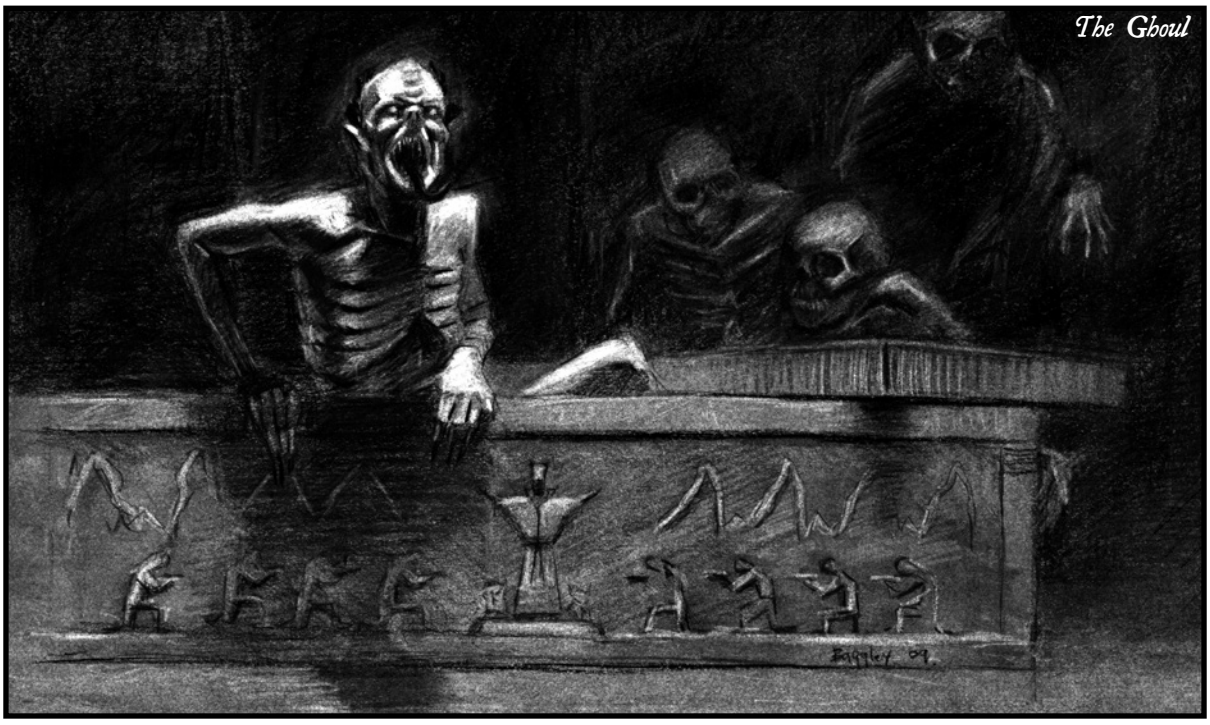
Turning Ability (TA)	Undead Type 0	1	2	3	4	5	6	7	8	9	10	11	12	13
1	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT	NT	NT	NT
2	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT	NT	NT
3	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT	NT
4	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT
5	D	D	T	T	10:12	7:12	4:12	1:12	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*.



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: Combat movement is simultaneous. Regardless of which side wins initiative, two (or more) closing parties should clash somewhere betwixt their respective starting locations, as logically deduced by the referee. 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 bonus applies), regardless of whether the movement ends 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: 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. *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.

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
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
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

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

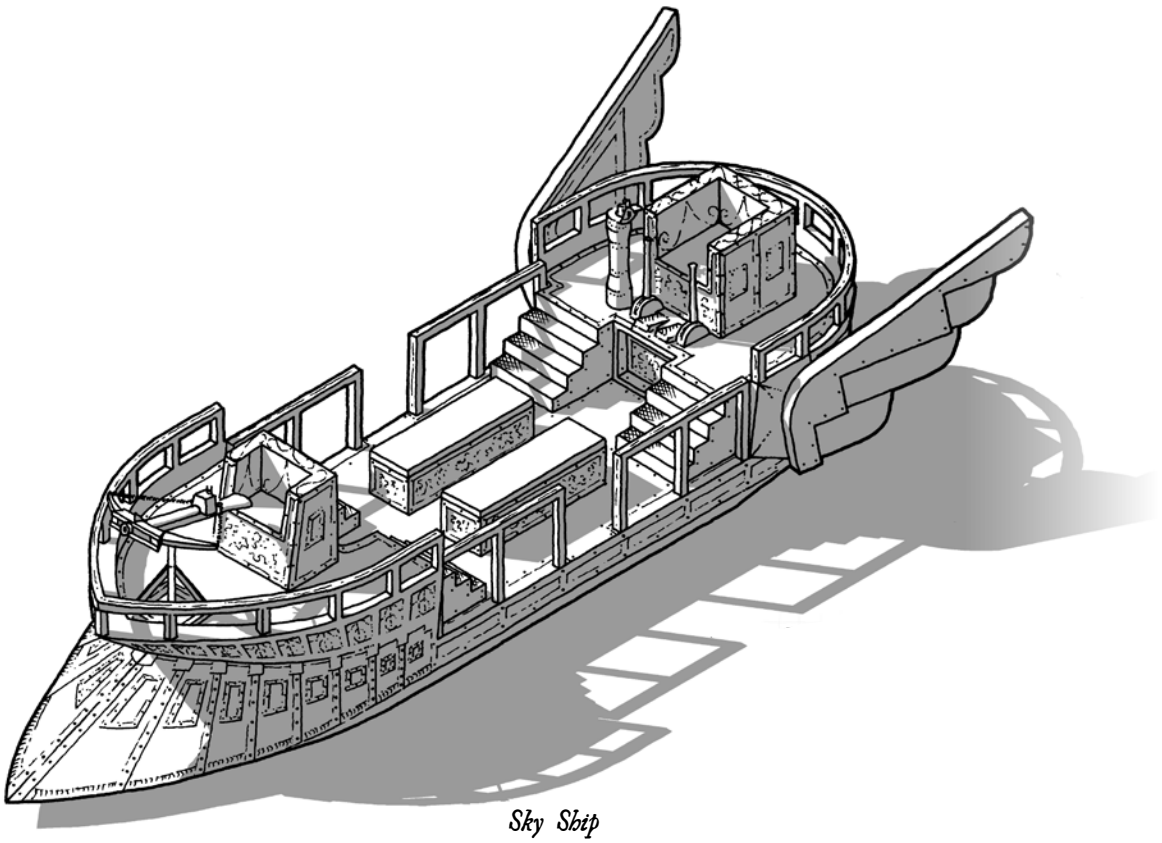
* Penalty applies to missile launchers only (e.g., bow, crossbow); hurled weapons (e.g., hand axe, javelin) fired at no penalty.

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

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.).

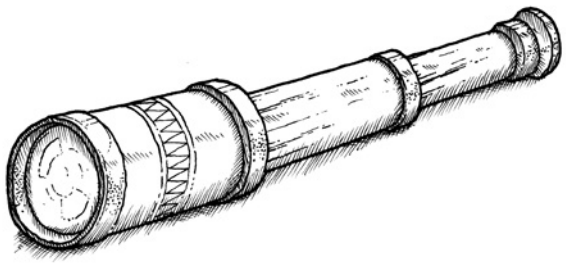
Canoe, War, Small: Tlingit-style canoe used for ocean-crossing raids. It seats 20 persons and is comparable to a *snekke* (q.v.).

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. 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.

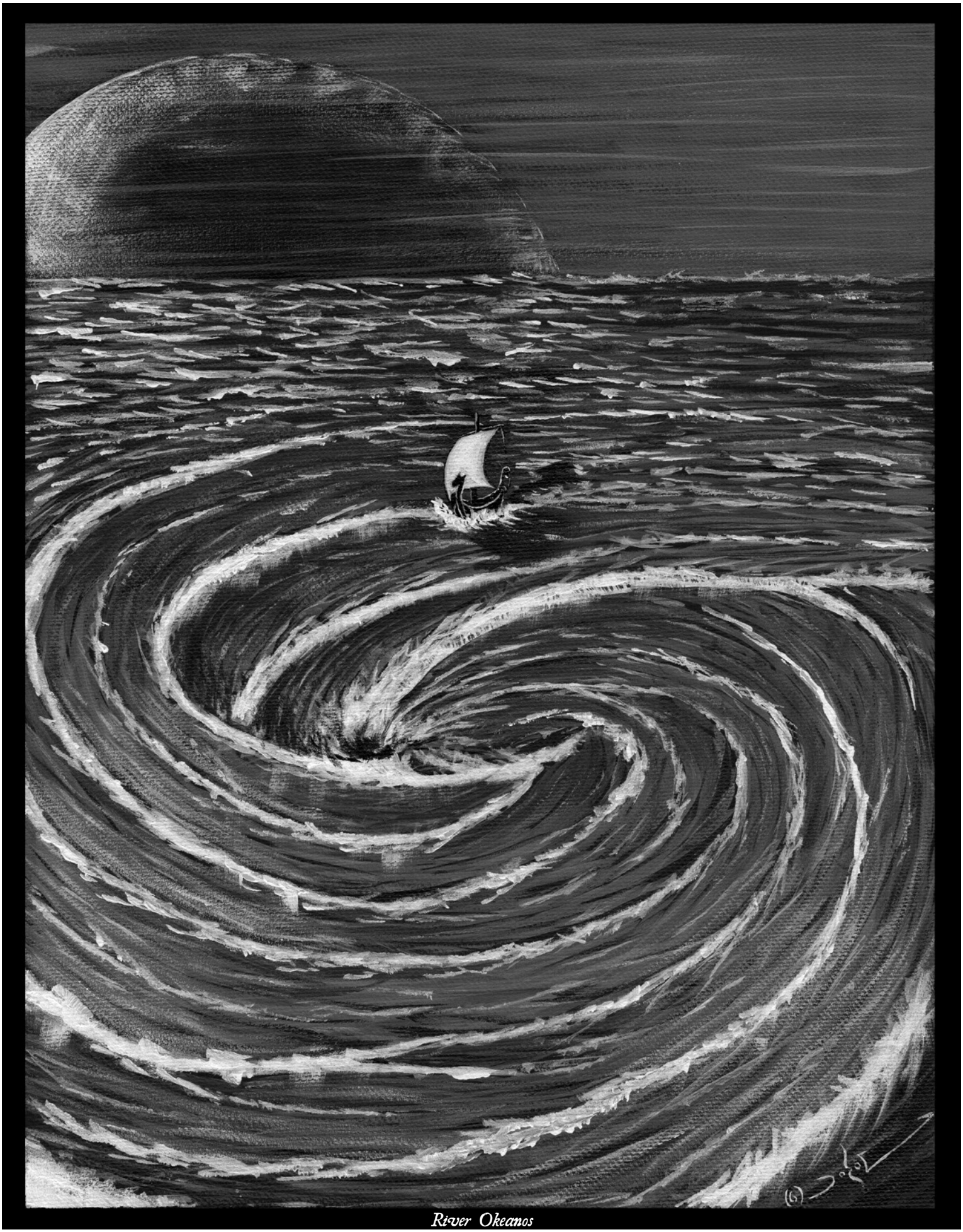
Table 109: Evasion at Sea

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

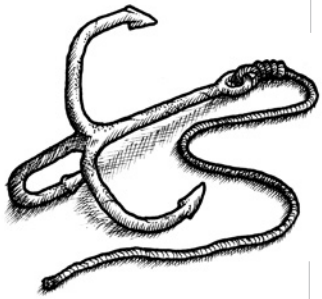
A small or large galley stands a 2-in-6 chance to sustain 2d4 hull points of damage if it delivers a successful ramming attack; a war galley has a 2-in-6 chance to sustain 1d6 hull points of damage. Regardless the outcome, the ramming ship must backwater (back up at ½ oared MV) at once, or risk going 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:

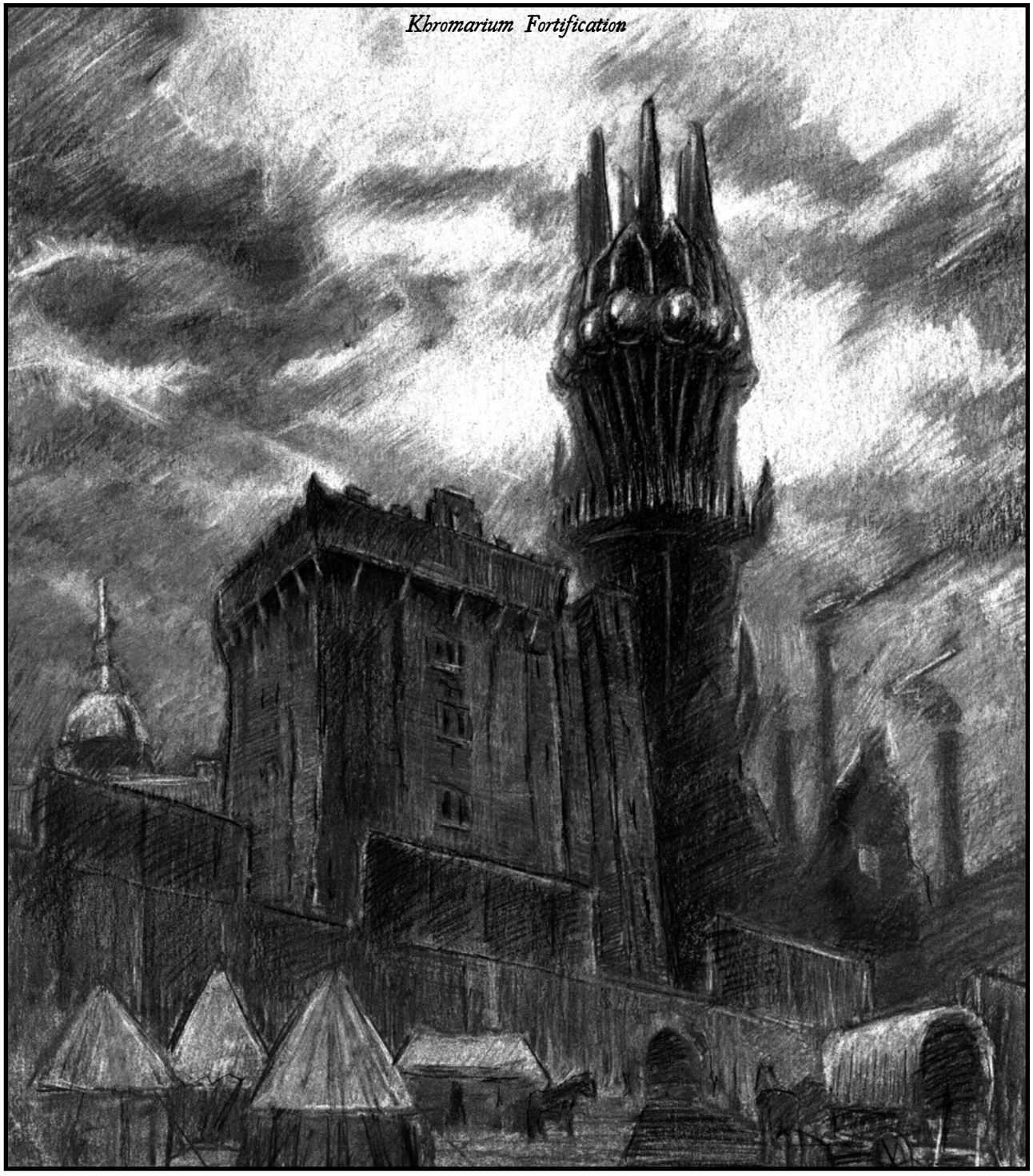
- Surface dwellers suffer –4 attack penalties when fighting underwater. This penalty may be reduced over time if the campaign features extensive underwater adventuring.
- Swords (other than short swords) are difficult to use. They suffer an additional –4 attack penalty and reduced damage dice: d8 becomes 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.

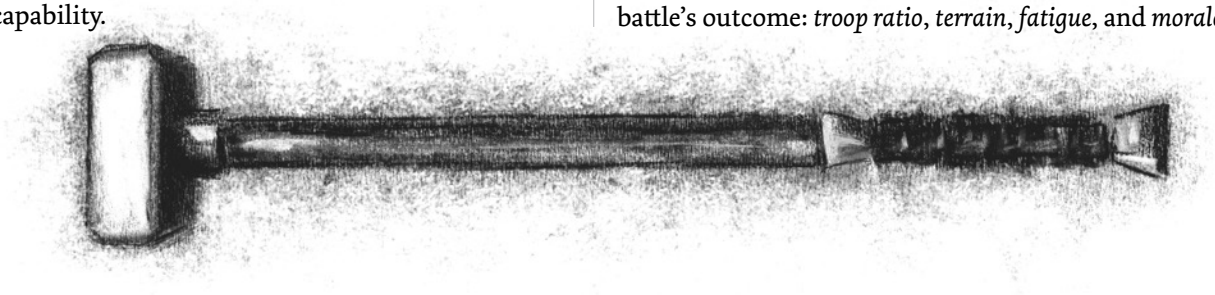
Environment: Terrain and weather can dramatically impact battles—and particularly troop movement. Defending a castle can be effected with a much smaller force, for example.

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 equipage** (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 equipage* 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 equipage.

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 EQUIPAGE: Siege equipage typically is utilized when attacking or defending a fortification. Unlike in naval combat (see p. 276: Waterborne Expeditions, *naval combat*), siege equipage in Warfare and Siege (i.e., ballistæ, catapults, and the like) is handled in the abstract. Siege equipage 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 equipage 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.

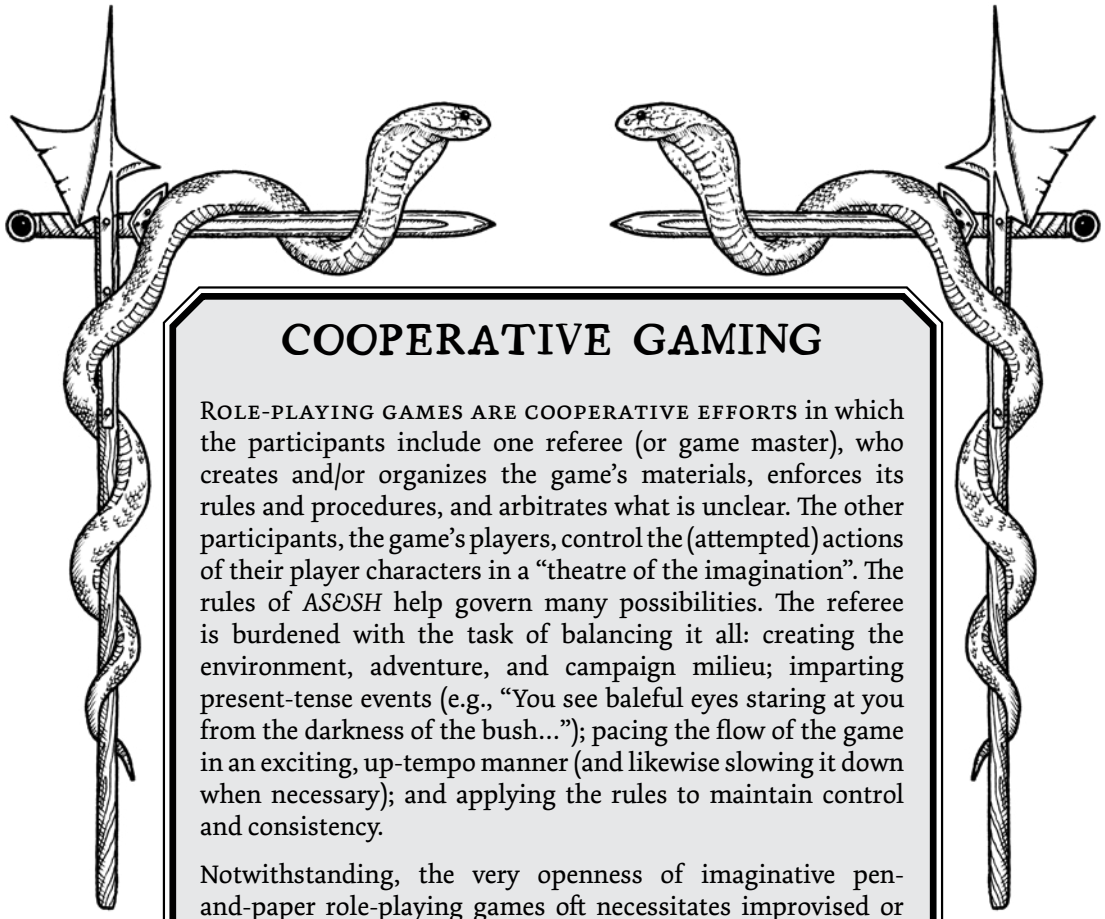
THE ROLE OF THE PCS IN WARFARE AND SIEGE: Often player characters become enmeshed in conflicts of warfare and siege. They might be soldiers (fighters, cataphracts, rangers, or scouts); clansmen of a barbarian horde or berserker shock troops; or perhaps sorcerers who stand back from the fray, throwing 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 *ASESH* 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.

ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA

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