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MAGES and MAGIC



BY JORDAN PEACOCK with Brett Dougherty

Swordtag II Companion Series

Vol. 1

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By Jordan Peacock with Brett Dougherty

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FORWARD

by Brett Dougherty

With the release of this first volume of the Swordtag II Companion Series comes a number of questions. First raised is a question by subscribers of AG's GRIFFON Magazine. Where is GRIFFON? Here it is, in your hands... sort of. Subscribers have been telling us (and we've been realizing this, too) that our place in FRP is Swordtag. There are plenty of companies dealing in traditional FRP, indeed, there are probably close to 1000, counting all the small ones. So we've chosen to make our dent in full size live roleplaying... Swordtag. Therefore, the logical thing to do with that (dear to my heart) hodgepodge of a magazine, GRIFFON, was to change it to the perfect purveyor of new Swordtag material!

So, dear subscribers, though we no longer consider this a "magazine" and will no longer accept subscriptions, you may consider it YOUR "GRIFFON" at least until your subscription runs out. You're getting a good deal... there is a lot more time and quality going into a handbook than a magazine, with heavier paper to boot!

Probably the next most asked question will be, "Where are the Priests?". Well, there was such a multitude of material on magic and such that we thought it better to save the clerical material for another volume (possibly the very next). Also, there will probably be a volume containing just new professions, as new ones seem to be a popular item.

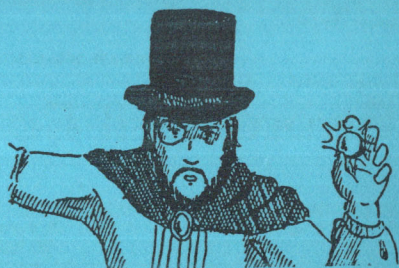
Let us know if there are other areas of Swordtag you'd like to see us focus on in a Companion.

Depending on how popular these volumes are, we'll bring them out in quicker order. Heck, right now we have material to fill about five or six volumes. It's all a matter of organizing and printing (and, of course, funding!).

Here are all the (tentative) titles we are working with now: Priests; Swordtag Bestiary (all new monsters); Double Adventure Feature, "Path of the Golden Icon" and its sequel, "Revenge of the Voodoo King"; Woodsmen, Barbarians, Druids, and Elves; A Plethora of Professions; Warriors and Combat; Thieves and Nighttime Swordtag.

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NEW MAGICAL ITEMS

An asterisk (*) denotes a cursed item.

MAGICAL WEAPONS

Type	Value	Dam
Bloodlust Blade*	400	2
Boomerang Arrow*	20	2
Dagger of Disgrace*	100	2
Dancing Blade	1000+	2
Fireburst Arrow	90	5/3
Fork of Breaking	600	2
Hammer of Luck	200	2
Katana of Honor	800	2/3
Kraag's Exploding Sword	1000	2-4
Kraag's Elemental Sword	1100	2-4
Mace of Pummeling	600	2
Mirage Blade	600	2
Rusting Sword	100	1
Shadowsword	1000	2
Spiritsword	800	3
Staff of Blunting	800	1
Staff of Wounding	spec	4
Sword of Overpowering	575	2/4
Trident of the Waters	650	2/3
Woodsmen's Hatchet	625	1/2/3/4

Bloodlust Blade Evil appearing blade with dark metal, red or "bloodstained", and morbid engravings or sculpting. After first use, bearer develops an "attack first, ask questions later" attitude, immediately charging into battle upon seeing a stranger of any sort. After 5 minutes of battle (or being forcibly restrained for that long), he regains his senses for the time being. Among people (in town, etc), he will tend to pick fights and be angered easily. Bearer will not heal, indeed, he loses 1 lp per each hour that he does not draw blood with the sword.

Boomerang Arrow Obviously magical arrow that tends to dip or curve in flight, not very useful for archery. After being shot, a monster player either throws it back, or hides it, throwing it at the archer at a more opportune time. After this, the arrow is useless.

Dagger of Disgrace Usually an Oriental "suicide knife". If the wielder is ever defeated, captured, or greatly humiliated, he will be compelled to use the dagger to stab himself (doing 2 lp per hit) until unconscious or stopped. Even if stopped or rescued, he will be extremely suicidal until the dagger is destroyed or the curse is lifted.

Dancing Blade Requires a full-time

participant to "play" the sword, wearing a black, hooded costume and wielding the sword. Hits to the non-existent wielder do no damage. Sword follows orders of the one who wears the scabbard. Some more valuable varieties have intellect, speech, and/or special powers. These swords may disagree with the scabbard wearer and require 3 hits from a Weapon's Death spell to be destroyed.

Fireburst Arrow Has red water balloon attached as tip. Fireburst on impact causes 5 lp dam to target, 3 lp to any splattered.

Fork of Breaking Has "weapon catcher" feature at tip. Once per session, a caught weapon (magical or not) may be declared broken and useless.

Hammer of Luck An engraved war hammer of oriental design. Created by a Mage with a deranged sense of humor. Upon a successful offensive hit (a dub won't do), the "victim" is affected with a Luck spell.

Katana of Honor Samurai sword of excellent quality, with golden or iridescent cloth grip, bound in black strips. Bearer gains protection as Medal of Valor, but is also immune to Humble. Bearer may charge (as a Knight) with sword, doing 3 lp dam on first hit.

Kraag's Exploding Sword A magical blade, wrapped in metallic iridescent mesh. The Wizard King Kraag tried to outdo Gallean's Sword, and succeeded... to an extent. This sword has 20 removable labels on it. Each lists a random damage amount, or "Explode (8 lp)". Before each melee, one label is removed to determine the sword's damage amount, or "Explode (8 lp)". If an explosion occurs (which will occur on the first hit by or against the sword), the wielder automatically loses 8 lp and follows one of two courses (whether unconscious or not):

1. He calls out, "Explosion! Everybody stop and stand frozen wear you are!" He shuts his eyes and moves to attack 7 victims to simulate the explosive effects. Each attack swing must be made on a separate victim and each does 1 lp less than the one before, starting at 7 lp dam. He must make viable attacks and must make his first two attacks against comrades. Since victims were not prepared for an explosion, they are required to stand (no falling down) with "frozen feet" (as spell). Defense allowed against the "explosion" player's single attack swing consists of

body twists or in place movements. No parrying with weapons is allowed, as a sword would not deter an explosive blast. A shield block will lower damage to half. No game time is spent during this time, and the "explosion" player returns to his original spot to accept his condition. Play returns to normal and the sword is removed from play.

2. He calls out, "Explosion! Everybody stop and stand frozen wear you are!" He is supplied 3 water balloons by a monster player, which he must throw straight upward. Anyone who takes a direct hit receives 8 lp dam, while those who are splashed receive 4 lp dam. No intentional aiming at monster players is allowed. Optionally, the TM may move in to the sword wielder's position and toss the balloons to insure impartiality. The sword is removed from play.

Kraag's Elemental Sword Same as exploding sword, except sword is colored appropriately for the element that is trapped within. If the label reads "Escape", the sword is destroyed, the bearer takes 6 lp dam, and will be attacked in the future by the vengeful (and powerful) elemental.

Mace of Pummeling Once per hour, wielder may announce that he wishes to use the mace's "Pummel" ability. He has 1 minute in which to successfully strike a victim in the chest area. If successful, the opponent is rendered unconscious, as per a Thief's waylay.

Mirage Blade Has properties of "sword" created by the new spell of the same name (see elsewhere in this volume), but is permanent. Inflicts illusory damage rather than real.

Rusting Sword Appears as a rusty metal weapon. Any metal item (other than a weapon) is destroyed when touched by the Rusting Sword. Does 4 lp dam against any metal creatures. Causes any metal weapon hit to become a Rusting Weapon (magical weapons require 2 or possibly 3 hits to be affected). Disintegrates after three hits against any surface.

Shadowsword Black blade with inset gems. Wielder gains one random Thief skill at 3rd sk lev of ability, and is immune to Darkness/Blindness. Once per hour, hit causes Darkness I, Sleep, or Blindness (melee duration).

Spiritsword A holy weapon. Glowing blade, or white blade inset with glowing runes,

stones, etc. Can only harm creatures that are vulnerable to being turned by a (good) Priest, and ethereal beings- creatures with no solid substance. The blade part of this weapon does not actually exist for material beings.

Staff of Blunting Once per hour, upon hit, may render any bladed weapon useless for rest of melee.

Staff of Wounding Appearing dark in color with a large red gem, this staff has 1-10 charges and is valued at 200 NO per charge. Its special power is the ability to cause 4 lp dam at will. A pull-off pad should be included on the staff with 1-10 more labels than the staff has charges. The user must pull one label per use. These will normally be blank, except for one somewhere in the middle of the pad that says, "Last Charge". The staff then disintegrates and is removed from play. The reason for the extra labels is to keep the user in the dark about when the staff's charges are nearly spent. The staff may be used normally as a 1 lp dam weapon.

Sword of Overpowering This two-handed sword (or large warhammer, mace, etc) behaves as a 2 lp dam magical weapon. However, once per hour, the wielder may howl a battlecry and deliver such a powerful blow that twice dam (4 lp) is inflicted. After making this cry, only one swing may be taken, and must be taken within 5 seconds of the cry. If the swing is blocked by a weapon, that weapon will be knocked out of hand. If blocked by a shield or weapon that can't be dropped, the opponent is momentarily knocked off his feet.

Trident of the Waters Protects its wielder from water based attacks. Attacks with this weapon do 3 lp dam to both water and fire based creatures.

Woodsman's Hatchet Does 2 lp dam when used by Woodsman or Barbarian (1 lp if not). If thrown, may be picked up and used again. Does 3 lp dam against plant-like creatures (4 lp if used by Woodsman or Barbarian). Bestows tracking abilities on user if not already possessed.

HOLY ITEMS

Holy Items function only in the hands of those of pure and good intentions.

Type	Value	Freq	Dur
Beads of Intercession	270	1/ses	10 min
Blessed Token	60	1	perm
Chalice of Purity	100	1/hr	perm
Cross of St Greywolf	600	1/hr	melee
Crown of Counsel	450	1/ses	10 min
Holy Grail	-	spec	perm
Icon of St Kaphen's Basilica	500	spec	perm
Ring of Truth	600	3/hr	-

Beads of Intercession Rosary beads. Allows use of Invocation work.

Blessed Token Gold or more valuable coin with cross symbol. May be used to Lift Curse once.

Chalice of Purity White, conical chalice (suggesting an inverted unicorn's horn). Any drink or potion poured into the cup is freed of poison or any special effects (potions are negated), unless they are healing potions of some sort.

Cross of St Greywolf Silver crucifix with black and blue gems. Bestows wearer with Exorcist's Aura, Ward Undead and Demons, as well as anyone touching the wearer.

Crown of Counsel May be used to call upon an angel (or other holy messenger) who will arrive within 30 minutes for the purpose of dispensing advice. The advisor may not necessarily answer questions on all things, but can be counted on to give good counsel. The messenger is not in material form and cannot engage in combat or be harmed. If attacked, the angel will simply leave.

Holy Grail This item is only found after completing a great quest full of dangers and trials that test the finders' skill, intellect, wisdom, and values. If found, it will stay with the adventurers for the remainder of the session, then vanish to reappear elsewhere for others to seek. Any group finding it receives 1000 EP. The Grail is priceless.

The Grail has the following powers: Any evil being touching or carrying it suffers 1 lp dam per minute (1 lp dam for even a momentary touch); will Turn any undead or diabolic presence that sees it; constantly

emits Exorcist's Aura and Ward Undead/Demons; drinking water from it causes healing of all afflictions, damage, and poisons- once per hour per person. Also, any priestly type who finds the Grail gains +1 to his Wisdom rating. Any Knight gains 2 extra lp permanently. This item may only appear once in any given campaign, and the quest to find it must cover more than one session.

Icon of St Kaphen's Basilica Appears as a small 5" tall golden figurine. Revered for its healing powers from Heaven, it has 8 lp of healing per hour dispensable in any amount per use. Optionally, the Icon will dispense healing for an affliction, paralysis, blindness, or poisoning. To do so, the Icon must have at least 5 lp of healing left for the hour. Thus used, the Icon will not function again until a new hour begins.

Ring of Truth Gives wearer the ability to detect lies, but the wearer is also incapable of ever telling a lie. To detect a lie, the wearer simply asks if something said was a lie, telling the speaker that he is detecting a lie. Made of a light colored metal with a moonstone.

MAGIC/HOLY TEXTS

Although such items should be quite rare, magic or holy tracts and treatises make interesting treasure. In most cases, these items have a magic bound to them that, once expended, causes the text to turn to dust. However, they usually leave a lasting mark (for good or ill) on the reader. Since these books actually have something written in them, this might be a great chance to encourage players to do some reading up on topics that might help them roleplay better. Treatises on various skills or a bit of history might be made to work as the magic book prop. Optionally, a short article written on a scroll might be made, but it might require "translation" from an archaic language (a code- maybe a simple substitution cipher) which could take some tedious work. In general, the user should be required to completely read the text of beneficial books, and the TM should prepare some sort of exam afterwards to verify the reader's grasp of the topic.

If an individual fails an exam, he may try rereading the text again, or may allow someone else to attempt it.

Words from a magical text may be copied, but these words will carry no particular magic.

Blessed Scriptures Small Bible; non-priest may perform any priestly work by finding an appropriate verse to support it twice per session. As these are meant for promoting the message of good among the peoples, Priests will find no exceptional power in these special books. Additionally, the keeper of this book can receive no outside assistance in his pursuit of a holy work. This book does not self-destruct. Value: 1000 NO

Cursed, Blasphemy Full of awful pictures and insane poetry; bestows some sort of Curse on reader. Value: 100 NO

Cursed, False Ecology Erroneous treatise on a particular monster. Whenever afterwards the reader should do battle with that monster, he will suffer double damage and effects (if any) from its attacks. Value: 150 NO

Cursed, False Instruction Specified on cover as to profession meant for—i.e. "On Excellence in Woodsmanship". Warped and erroneous information. Causes loss of 100 EP. Value: 150 NO

Cursed, Horrors Horror novel; upon opening cover, victim is affected as Panic; and is affected by a Curse, in that, upon encountering any creature resembling some monster/villain from the book, victim will again Panic. Value: 120 NO

Cursed, Infatuation Interesting novel; so interesting that the reader just CAN'T put it down! He will always carry it in one hand or tucked under an arm, until he makes it through the book. May only be read during sessions. Victim will have half spell/work points to use per hour and will lose any professional skills due to distraction, until book is finished. Must make some positive comment about book at least four times per hour. Value: 250 NO

Cursed, Stupidity Spellcasters or holy workers of any sort lose 1 pt of spell/work pts per hour. Value: 200 NO

Ecology Treatise detailing a type of creature, its habitats, behavior, etc. Reader does +1 dam per hit when battling such a creature, in addition to the obvious benefit to knowing its special attacks and abilities. Value: 250 NO

Experience Various types. Bestows 50 EP for a particular profession(s). Example: "A Field Guide to Medicinal Herbs in the Lands of Grammar" which would benefit Druids, Barbarians, or Woodsmen. Value: 200 NO

Health A health or exercise book. Gives some particular regimen to begin and follow after reading which gives reader +2 lp above old total. To retain bonus, regimen must be strictly followed. Faltering once causes the bonus to be reduced by one, and faltering again causes the loss of it altogether. It cannot be regained short of finding another similar book.

It can be a serious regimen (once per hour do 50 push-ups, 50 sit-ups, 100 jumping jacks, and jog for 5 minutes) or it can be somewhat comical (once per hour stand on head for 2 minutes, do Richard Simmons-like dance for 2 minutes, and do Russian hat dance for 2 minutes). Value: 200 NO

Improvement Various types. +1 bonus to spell/work/psionic points available per hour. Value: 320 NO

Inspiration Reusable, and may be read during or between sessions. After reading, user is "inspired", able to, for the following session, gain a special benefit for one hour. Choice of 1) +1 dam, 2) Gain 2 added spell/work pts, 3) Affected as per new Courage work. Value: 150 NO

Instruction Teaches new prayer, spell, song, discipline, etc., regardless of reader's sk lev, as long as he is of the appropriate profession. Value: 100 NO/level

Picture Book Includes sketches of a number of items and/or creatures. Removing a page causes item or creature to be conjured for 15 minutes, although it may take up to 30 minutes for it to arrive. If the TM introduces this book, he will have to be prepared to handle it. This book contains no instructions other than the quote: "Dear Reader, If you want to gain the effects of this book, you must scream out quite loud". Value: 800 NO

Profession If reader is of the same profession as the book tells about, he gains enough EP to advance one sk lev. A reader of a different profession may (on a 1d3): 1) Gain whatever abilities (but not lp) that are available to a 1st sk lev character in that profession or; 2) Lose a sk lev in their own profession because of false teaching (if a character attempts to read a book about a profession entirely incompatible to his, he automatically receives this fate—TM's ruling—example: Priest/Druid, Knight/Thief, etc.) or; 3) Character affected by both 1) and 2). Value: 600 NO

Sermon A sermon exhorting the reader to resist some sin or temptation. If the reader then roleplays this resistance well from then on, he will be immune to any spells, curses, etc., that would cause him to act against the admonitions of the sermon. Value: 300 NO

Skill Teaches some particular skill (perhaps from a particular profession, or a unique ability). If the reader already possesses this skill, he either improves in this skill be one step or level, or simply gains 50 EP. Value: 100-600 NO

Special Instruction Very valuable. Teaches a spell/prayer/song, etc, regardless of profession or sk lev. Usable thereafter once per hour. Value: 250 NO per spell, etc, level

Weapon Skill Asks reader if he is willing to make three sacrifices in the pursuit of excellence and oneness with his chosen weapon. Abilities and the corresponding sacrifices come at 1/3, 2/3, and the end of the book. The reader may choose to stop reading at any point. The abilities gained, in order, are: 1) +1 dam, once/ses, melee dur; 2) +1 dam and first strike guarantee, once/hour, melee dur; 3) +1 dam perm and first strike guarantee 2/hr.

Some possible sacrifices follow. The TM is free to come up with others. Note that a character who normally wears no armor is not making a sacrifice when he chooses "Give up armor".

Level 1 Sacrifices: 3 lp; 2 known spells, etc, that are USED; 1 minor skill that is USED; 2 spell, etc, points per hour, No plate armor

Level 2 Sacrifices: 3 more lp; 2 more known spells, etc, that are USED, and are at least 3rd level; 1 major skill (Woodsmen's Potion, Backstab, etc); 3 more spell, etc, points per hour, Nothing more than studded leather armor

Level 3 Sacrifices: 3 more lp; 3 more known spells, etc, that are USED, and are at least 3rd level; 1 more major skill well used and highly needed; 3 more spell, etc, points per hour, No armor

MIXED BLESSINGS

The following items are all cursed, though with some slightly redeeming benefits. Since most involve toying with a character's personality, the victim player should receive some EP award as a reward for good roleplaying.

Type	Value	Freq	Dur
Crown/Sceptre of Authority	500	1/hr	10 sec
Medal of Exceedingly Courageous...	300	-	perm
Ring of Rebellion	310	-	perm

Crown or Sceptre of Authority Looks like a Crown/Sceptre of Regality. Owner becomes proud, boastful, unwilling to do menial, lowly, or "dirty" tasks (crawling, hiding, sneaking, searching a dead monster for treasure, etc). Can cast Order 1/hour, and is immune to any mind control or Humble. Will boss others about, using Order if necessary.

Medal of Exceedingly Courageous and Valiant Stupidity Similar to Medal of Valor, but lists some long, rambling, heroic title on it. Wearer is immune to Fear, Panic, etc, or being forced to do anything that resembles fear or cowardice. However, wearer is touchy, and woe to any who even suggest in any way that he is scared or has the least trace of cowardice in his heart. Wearer NEVER leaves nor flees a battle.

Ring of Rebellion Wearer is immune to any sort of mind-control, charming, or ordering, but becomes quite hostile toward anything or anyone resembling authority. Will always be quite uncooperative if asked to do even very reasonable things.

OTHER MAGIC ITEMS

Type	Value	Freq	Dur
Bearskin, Magic	750	1/hr	melee
Bearskin, Polar	900	1/hr	melee
Cloak of Blending	675	unlim	-
Cloak of the Coward	550	unlim	varies
Crown of Regality	400	1/ses	10 sec
Cube of Freezing	150	1/hr	melee
Deathrattle	350	2/ses	instant
Fireburst Shield	375	unlim*	instant
Flute of Charm	275	1/hr	1 hr
Gem of Knura	600	-	perm
Hat of Conjuring	975	spec	varies
Honing Stone	400	once	perm
Knot of Wind	120	once	instant
Lute of Fochluchan	450	unlim	perm
Lute of Macmirdah	875	unlim	perm
Mask of Greed*	500	-	perm
Medal of Valor	450	unlim	perm
Mirror of Duplication*	100	once	perm
Needle of Mending	550	1/ses	perm
Necklass of Darts	25/dart	unlim	perm
Orb of Destruction	850	unlim	perm
Pen of Truth	100	unlim	instant
Pipes of the Nor'wester	400	1/hr	instant

Sceptre of Regality	750	1/ses	10 sec
Skin, Biting*	230	unlim	spec
Tape of Repair	320	once	perm
Wand of Clarity	500	2/ses	melee
Wand of Winds	425	1/hr	10 sec
War Drum of Lokus	850	1/hr	varies

Bearskin, Magic Bearskin with fur-covered monster claws (bearclaws) and bear mask. When worn, acts as "hide" armor (2 lp bonus). Once per hour, wearer may assume form of bear for melee (he puts on mask and claws). Becomes unable to speak, quite unreasonable. Claws do 1 lp dam, but may be used to block or deflect blows. If both claws hit target simultaneously, 4 lp damage is done from "bearhug".

Bearskin, Polar Same as Magic Bearskin, but wearer is immune to any cold-based attacks.

Cloak of Blending Wearer will be practically invisible when he 1) Makes at least some attempt to hide in the surroundings, and 2) Stays still.

Cloak of the Coward Cloak with yellow stripe down back. Wearer can activate by crouching and completely wrapping himself in the cloak. While thus protected, he is impervious to harm or most spells. The cloak may still be affected by Weapon's Death, and any displacement spells (the new Begone, Wind Blast, etc.) will have normal effect. While using the cloak's power, the wearer may not look out or participate in the outer world in any manner. If or when he does, the cloak's spell is broken for at least 15 minutes. If affected by Fear-type effects, the wearer will automatically resort to using this item. If, unknown to the wearer, this item is used more than three times in one session, the wearer will be forced to begin using this item at the onset of any attack or appearance of danger. He is under the item's curse. Some who have had these cloaks like to refer to them as Cloaks of the Turtle.

Crown of Regality Bejeweled crown. Wearer may cast Order, but Order is special, up to 3 words long. Wearer bears himself with dignity and exerts an air of regality. NPC's and certain intelligent monsters should treat the wearer with respect, even if they still fight against him. No one will insult or speak rudely to him (except possibly a wearer of the Ring of Rebellion).

Cube of Freezing If this magical cube comes in contact with exposed flesh, it will cause 1 lp dam per 10 sec (1 lp minimum). Optionally, may be thrown as missile weapon to cause effect as Paralysis spell. Does not have to hit exposed flesh.

Deathrattle Shaken vigorously, causes any "deanimated" undead to rise again, and any other dead creatures in the area to rise as Zombies. These undead are NOT under the control of the user of the rattle. In fact, they will attack the nearest creatures possible until destroyed. Any undead raised with the rattle will have half lp and no special abilities.

Fireburst Shield This magical shield will have 4-6 red water balloons attached to its surface. Upon an attack, if any balloons are burst, anyone hit by the splatter (except the bearer of the shield) takes 5 lp fire damage. Once the balloons are expended, the shield loses its magic.

Flute of Charm When played by a Bard, acts as the songspell, Charm. Use a gold painted flutophone or recorder.

Gem of Knura A powerful, large magical gem. If set into a fine, but mundane, weapon, shield, or armor, will turn it magical. The weapon will be a 2 lp dam one; Armor or shield will give additional 2 lp protection.

Hat of Conjuring Looks like a large, floppy hat, out of which may be pulled various magical, one-use items that are replenished at the start of each session. Each item is contained in a pouch if possible, and, once removed, is activated and expended. There will be 3-7 items at the start of each session and the types may change. Items will usually have the effect of some Mages' spell, or perhaps serve as a temporary weapon or odd tool.

Honing Stone Magical stone for sword sharpening. If a normal blade is honed with it, the weapon will be able to affect creatures normally affected only by magical weapons. However, the weapon will still be a 1 lp dam weapon.

Knot of Wind A small piece of golden rope with a knot tied at its middle. If untied, this knot causes the effect of a Wind Blast spell. Throw the piece at target to determine save.

Lute of Fochluchan In the hands of a Bard, used as his instrument, bestows an extra 1 songspell point/hour to its user.

Lute of Macmirdhah Similar to other lute, but bestows extra 2 points. In addition, once per hour, the Bard may play a soothing song which will heal himself 2 lp.

Mask of Greed Golden deathmask on mummy. May come in other forms of treasure, usually found inside a tomb. Bestows a curse as new Mage's spell, Thief's Curse. Curse takes effect at end of session, affecting whomever has possession of the mask, or whomever sold it.

Medal of Valor Golden medallion bearing likeness of great hero. Wearer is immune to all forms of magic that cause fear or fear-like effects (i.e. Panic, Fear of Forest, an Order to "Run!", Humble, etc.). If wearer repeatedly leaves battles or ever acts uncourageously (TM's ruling), the medal may mysteriously disappear to find a new, more worthy, owner.

Mirror of Duplication The first person to touch the mirror is "copied". The TM should question the players slyly to find out this information without arousing suspicion. Sometime in the future, a duplicate of the adventurer will appear, with costume and gear roughly matching those of the original. This being has all abilities of the original, and apparently has use of the same magic items, if any. These items, however, will not function if used by anyone else. The duplicate is evil and will attempt to take the original's place in the group when he is gone (the player plays both, under the TM's guidance). Discrepancies will arise, however, as the duplicate does not know everything that the original does (his plans, motives, etc.). Adventurers may find the original saying that he is leaving for some other destination, and then the duplicate catches up with them and says he decided to go after all. The duplicate may be turned. The motives of these duplicates and their actual origin have never been determined.

Needle of Mending Large, golden, blunt needle with thread. Able to repair most garments, magical or not, that have been destroyed or damaged.

Necklass of Darts Has removeable "darts" (beans, beads, etc) that can be thrown as Magic Dart spells.

Orb of Destruction This is a small black negative void-type space simulated with a black, helium filled balloon. It will need a small weight- just enough to keep it

from floating away, but not so much that it won't freely move about, given impetus. It should have a small note on it indicating its nature. Any nonstationary object coming into contact with it will be sucked away into the void, and may only be brought back by a Wish. If a creature touches the Orb with his weapon, he automatically loses it, and if it is permanently attached to him, he is gone as well. Only Frozen Foot/Feet spells or the like will anchor a creature from certain doom. The Orb can be moved by "concentrating" on it (blowing on it or using ballthrows to move it about) or using expendible, thrown, items.

Pen of Truth Quill or pen and inkwell, labeled "Truth". No one may intentionally write a lie (known to them) with this pen.

Pipes of the Nor'wester Played, causes a Wind Blast spell. A Bard will be able to make use of the Pipes to cast the spell twice per hour.

Sceptre of Regality Bestows powers as Crown of Regality, but allows use of 5 word Orders.

Skin, Biting A fur or hide. Has label that is read only after the cloak is worn, or may show its true nature at an inopportune time (a monster player informs the wearer of the skin's effect). Wearer shrieks and throws himself about, as hundreds of teeth inside the skin tear at him, doing 1 lp dam/ 10 sec. Wearer is unable to fight, cast spells, etc, while thus affected. May only be removed by another.

Tape of Repair Small roll of duct tape. Able to repair a weapon that has been destroyed by any means.

Wand of Clarity Dispels the effects of any and all illusions in the area (within visual range). Magical items of illusory nature are also dispelled for duration.

Wand of Winds Consists of a wand with an electrical fan (can be made easily with a hobby motor, a "fan", switch, and battery) on the tip. Can cast Wind Blast, affects anyone who feels air current.

War Drums of Lokus While played continuously by Bard, causes effect identical to Battlesong songspell.

ALCHEMIST

Summary: 1p 5/1. No works/spells. Can use any weapon under 3' length or staff and armor up to but excluding chainmail. Able to identify and produce potions.

The Alchemist utilizes many of his special abilities outside of playing sessions. By knowing formula, obtaining ingredients, and spending wealth on preparation costs, the Alchemist may produce potions of great value to his party. Although the Alchemist's "science" brings obvious benefits to his group, it is also very costly, and could provide reasons for adventures to gain rare components.

POTIONS

Alchemical potions are rated with difficulty levels. To make a potion, the

Alchemist must be of a skill level equal to or higher than the potion's level.

FORMULAS

The Alchemist automatically starts out with three 1st level potions in his formula book. Additional formulas are gained by finding lost scrolls or books, special instruction by a master, experimentation on a potion to discover its makeup, or individual research into a new potion.

In order to gain a formula by experimentation, a full sample of the potion must be obtained. The potion will be rendered useless afterwards. Its level must not exceed the Alchemist's sk lev. Experimentation usually costs 100 NO x potion level.

**CREATING A KNOWN POTION**

To create a known potion, the Alchemist must: 1) Spend a base cost of 10 NO x level on various preparations, catalysts, and containers. 2) The ingredients must be obtained by adventuring or purchase. If purchased, the player must supply the real world ingredients, as well as spend the necessary NO. 3) Create, using a simple formula.

IDENTIFYING A POTION

The Alchemist is able to identify many potions. This takes 15 minutes, uninterrupted, in examination. After that time, the Alchemist either 1) pours the potion into a special container and reads the hidden label or 2) removes the label and reads it.

INVENTING A NEW POTION

Inventing new potions is the Alchemist's real forte. In order to do this, he must: 1) Write up the potion's desired effects,

Alchemist's Success 1d100

Formula	Create Known	Invent
Failure/ Formula Wrong (potion highly poison, etc)	01-10	01-07
Failure/ Formula Wrong (potion harmless)	11-25	08-18
Partial Success (1/2 effect)	26-40	19-27
Success (with side effect)	41-53	28-37
Success	54-88	38-95
Great Success (some minor extra effect)	89-94	96-97
Astounding Success (double effect)	95-98	98-99
Discovery! (new principle, perm eff for Alchemist, new magic item, etc)	99-00	00

Note on Table: The Alchemist adds 3% to his roll for each sk lev above the 1st.

Alchemists' Special EP Awards

Formula Discovered	3 EP/Dif Lev
Known Potion Created	2 EP/Dif Lev
Potion Identified	3 EP
New Potion Invented	4 EP/Dif Lev

THE ROLE

The player who chooses to be an Alchemist should be the intellectual type who is capable of sounding intellectual, complete with pseudo-scientific jargon. Some knowledge of the beliefs of ancient

proposed difficulty level, its game world ingredients and costs, their real world counterparts, and the formula for creation. 2) Present this to the TM and get his decision on availability and costs. 3) Acquire the necessary ingredients. 4) Spend 100 NO and 1d4 days for initial research. After this, the potion's actual difficulty level is revealed (by the TM), or it may be ruled impossible. If the potion's difficulty is beyond the Alchemist's sk lev, he need not spend the 100 NO again later to resume research once reaching the necessary sk lev. 5) Spend 300 NO x level and 1d6 days to complete research and create potion. 6) Test potion and learn its true effects.

ALCHEMISTS' SUCCESS

When attempting to gain a formula, create a known potion, or invent a new potion, the Alchemist must check his success on the following table:

alchemy is helpful. He should take on a "bookish" appearance. A monocle adds to the look, and a thick book should be carried to aid in identifying potions and to inscribe formulas.

POTIONS

The following list of "standard" potions is to serve as a guideline. Many really beneficial potions might be made to taste very poor. If a potion is consumed while another is still in effect, the imbiber is generally rendered sick.

Standard Potions

Name	Descr/ Effects	Duration	Spec Ingrid/ Cost(NO)	Real Ingrid
1st level Alchemists' Potions				
Antidote I	Negates any LV 1 Pot.	1 hour	Brew of Tree Root (5)	Root Beer
Enchantment	Pour on weapon to make it magical	melee	Enchanted Spring Water (25+)	Soda Water
Firewater	Thrown: 2 lp dam	instant	Dragonweed (5)	Red Pepper
	Consumed: 10 lp dam			
Frostbite	Thrown: 2 lp dam	instant	Freezejuice Weed (10)	Blue Coloring
	Consumed: 10 lp dam			
Healing I	Restores 1 lp	perm	Sylvan Tea (5)	Tea
Protection	+1 lp	1 hour	Starberry Juice (15)	Strawberry Soda
Restful Slumber	Consumer sleeps and heals 3 lp	30 min	Slumberberry Juice (15)	Grape Soda

2nd Level Alchemists' Potions

Antidote II	Mix with sample of any potion for antidote	1 hour	Brew of Tree Root (5)	Root Beer
Antidote/ Paralysis	Cures Paralysis	perm	Kings Shoot (15)	Asparagus
Antidote/ Poison	Cures Poisoning	perm	Basil Herb (20)	Basil
Combat Prowess	Gain 4 extra lp	melee	Essential Sulphur (20)	Onion Salt
Combat Skill	Double Damage	melee	Lion's Blood (15)	Cherry Cola
Detect Curse	Pour on item	instant	Exotic Spices (20)	Cinnamon
Detect Invisibility	Consumer able to see invisible beings	30 min	Blinktree Sap (25)	Lemon-Lime Soda
Detect Magic	Pour on item	instant	Exotic Spices (10)	Nutmeg
Disease Cure	Cures one disease	perm	Coriander (15)	Coriander
Ghost Repellant	Thrown on undead up to 10 lp, acts as Panic	instant	Graveyard Puffball (25)	Black Olives
Healing II	Heals 3 lp	perm	Bryony Herb (8)	Sage
			Sylvan Tea (5)	Tea
Invisibility I	Consumer invisible	melee	Powdered Onyx (30)	Pepper
Poison	Causes loss of 20 lp if consumed	5 min	Misc Chemicals (75)	3 Sodas mixed

3rd Level Alchemists' Potions

Blindness	Blindness if consumed	perm	Darkwort (25)	Rum Flavoring
Combat Skill	Double dam	melee	Powdered Acorn (-)	Acorn
Healing III	Heals 5 lp	perm	Ogre/Giant Hair (5)	Black Licorice
			Saint's Apple (20)	Apple (Juice)
			Sylvan Tea (5)	Tea
Monster Control	Thrown: monster with 12 lp or less is controlled (does not affect human-types)	melee	Nightmint Herb (15)	Mint
	Consumed: ANY imbibor is controlled for 1 hour)			
Protection/Cold	No dam/ cold attacks	1 hour	Powd. Dragon Tooth (30)	Hot Chocolate
Protection/Fire	No dam/ fire/heat atts	1 hour	Powdered Sunstone (25)	Lemonade
Wolvesbane	Thrown: wards lycan, 15 min		Sprig of Wolvesbane (5)	Ground Parsley/
	Consumed: paralyzes lycan,		Powdered Moonstone (40)	Brown Sugar

4th Level Alchemists' Potions

Healing IV	Heals 7 lp	perm	Bishopweed (30)	Mace
			Sylvan Tea (5)	Tea
Protection/Acid	No dam from acid	1 hour	Black Dragon Horn (85)	Lime/ Coffee
Protection/Magic	As per "Resist Magic" spell (2 ballthrows)	30 min	Powdered Sapphire (65)	Blue Koolaid/
Protection/Undead	Immunity to undead's special attacks	melee	Angelica (5)	Maple Flavoring
Stone to Flesh	Pour into mouth	(takes 5 min)	Powd. Wyvern Claw (25)	Grape Koolaid
			Basilisk Venom (75)	Green Koolaid/
			Juniper (1 GR/oz)	Pickle Juice

5th Level Alchemists' Potions

Affliction	As per Druid's spell, "Affliction"	perm	Mustard Seed (1)	Mustard
Allhealing	Heals all lp	perm	Widow's Veil Herb (50)	Chocolate
			Sunfruit (10)	Lemonade
			Cave Mushroom (50)	Ground Mushrooms
			Sylvan Tea (5)	Tea
			Liverwort (25)	Cocoa/ Ginger
Crippling	As per Druid's spell, "Cripple"	perm		
Disease	As per Druid's spell, "Disease"	perm	Wrap of Mummy (8)	Oats/
			Essence of Ghoul (20)	Choc. Soda Pop
Invisibility II	User is invisible	1 hour	Syrup of Quartz (75)	Cream Soda

6th Level Alchemists' Potions

Alchahest(1)	Universal Solvent	perm	special (750)	special
Antidote III	Negates all potions/ prot. against potions	perm/ 1 hour	Unicorn's Milk (150)	Milk
Lasting Strength	+1 dam	session		
Orichalc(2)	Bestows magic	perm	Giant's Blood (30)	Cherry Koolaid/
Power	Doubles total lp	1 hour	Dragon's Breath (50)	Cooking Bitters
Transmutation	Turn metal to gold (up to 1 sword-sized amount)	perm	special (100)	special
			Essence of Dragon (230)	Vinegar
			True Ess. of Gold (210)	Gold Spray Paint
Vitriol(3)	Universal Glue	perm	special (250)	special

Notes on Table:

(1) Alchahest requires a pinch of 12 different elements (NO gold), 12 different gemstones (powdered), 12 different herbs, a pinch of earth, a drop of brook or lake water, a "handful" of air, an application of fire, and a 30 minute will and life force projection (Alchemist loses all but 1 lp and must start next playing session with only 1 lp). Alchahest is the Universal Solvent. It must be stored in a gold container, for that is the one substance it does not dissolve. So much as a splash will cause 11-20 lp of damage. A full flask will destroy 100 pounds worth of items or cause 21-40 lp of damage (TM may pre-roll and label flask). A flask of alchahest requires 2 days time to create.

(2) Orichalc is made with gold, silver, copper and diamond dust. It is a magical activator much sought after, but the formula is highly guarded by master alchemists. Two flasks are sufficient to make a sword magical, while one will work on daggers and other small weapons. Magical weapons may be given certain other elemental based magic powers with

the additional use of 2-4 flasks of orichalc and appropriate essences. Orichalc has many other undocumented powers with rings, wands, etc., when used in conjunction with various essences. A flask of orichalc requires 1 day and half the Alchemist's lp (due to life force extraction) to complete. The Alchemist will start the next playing session at half lp.

(3) Vitriol is created from rare earths, sulphur, and lodestone. Simulate rare earths with multi colored sprinklers. Vitriol will permanently bond anything to anything. One flask will be sufficient to perform two such bondings. The only substance known which dissolves vitriol is alchahest. Only a small amount is needed, but living beings so "rescued" with it will suffer 11-20 lp dam. There is also a 25% chance that a nonliving object "rescued" with alchahest will be destroyed. A flask of vitriol requires 1 day and half the Alchemist's lp to complete. The Alchemist will start the next playing session at half lp.

MAGES' SPELLS

These new Mages' spells will certainly NOT be readily available. They are ancient, forgotten, or newly created spells, of which few have knowledge. Enticing a Mage player with rumors of a scroll with a forgotten spell may be an excellent adventure starter.

1st Level Mages' Spells

Locate Object
LV 1 MC cinnamon or
DU 15 min feather
SV ballthrow EF one spirit

A spirit servant helps the caster retrieve a lost item. Purposely hidden items are not necessarily revealed, though they might. The part of the servant is played by a "rugrat", or any chosen "unconscious" character or monster present. This spirit may not communicate other than to take directions and indicate found item(s). If melee begins, the spell is disrupted.

Orientation
LV 1 MC 2 hazelwood
DU 15 min sticks
SV none EF caster

The caster is allowed to use a compass (but he must keep it hidden). Also, he is immune to any effects of confusion, disorientation, vertigo, etc.

Partial Blindness
LV 1 MC thorn (dulled)
DU melee EF one creature
SV ballthrow

Victim required to close one eye to simulate it being blinded. Creatures with only one eye or more than two are not affected.

Sure Miss
LV 1 MC sesame seed
DU melee EF caster
SV none

Once this spell is cast, the first damage causing spell or weapon that hits the caster causes NO damage nor effect. The caster makes some sort of "missing sound" (such as "Swish!" or "Whoosh!") after the hit. Does not protect against traps or trap-like spells.

2nd Level Mages' Spells

Begone
LV 2 MC dust
DU varies EF one creature
SV ballthrow

Victim is teleported away to where he came from. If cast on a dead or unconscious creature, the body simply vanishes. If cast on a conscious creature, he must run off until out of sight, but then may come right back if he pleases. Two successive ballthrows are required against creatures with more than 10 lp total.

Farsight
LV 2 MC diamond
DU 15 min EF caster
SV none

Caster gains exceptional distance vision. He gets to use scope or binoculars, but does not let others see them, as they are not there in game terms. The MC is not consumed in this spell.

Fascination
LV 2 MC shiny bauble
DU varies EF varies
SV ballthrow(s)

The caster may throw a ball at every opponent present (one per target) to be affected. Once done, the spellcaster has the complete attention of all creatures affected, and may continue to do so for as long as he can entertain them by performing magic tricks. These can be card tricks, coin tricks, prestidigitation, or even the casting of spectacular spells. The affected creatures cannot attack, but the spell is broken if any of them are attacked, if the caster royally botches a trick, or when he runs out of new tricks. Victims under this spell are not open to charms nor (magical) suggestions.

Fetch
LV 2 MC stick or bone
DU 15 min EF one creature
SV ballthrow

Caster throws, slings, or shoots component as far away as he likes, and orders victim to "Fetch!". The victim must do just that and return it to the caster before the spell is broken. If the item is in an impossible location (deep water, restricted area, etc), the victim goes only as far as he can and then the spell is broken. The caster may elect to enlist the aid of a helper to send off object. Arrows are acceptable, but remember that they are expended by the spell.

Freezehand

LV 2 MC piece of ice
DU melee EF one creature
SV ballthrow

Victim's hand (caster indicates which one) is frozen. The current object may still be gripped, but if it is dropped, another object (or the same) may not be picked up. The fingers of the hand are uselessly frozen in position.

Give Object
LV 2 MC ribbon tied
DU instant into bow
SV none/ EF caster/
ballthrow one creature

To simulate this teleportation, the caster is permitted to hand or toss an object to a recipient without interference. If important, the Mage may request all others to close their eyes momentarily, since as far as they know, no exchange has taken place. If the prospective recipient does not want the object, then a ballthrow must succeed. Of course, once the recipient is forced to take the object, he may toss it away in most circumstances.

Illusory Monster
LV 2 MC stuffed animal
DU varies EF one creature
SV special

The caster hurls stuffed animal at his victim. If it hits, victim believes it to be real, and must "kill" it before doing anything else. Exception: If attacked, victim can still fight back, but cannot leave illusory monster, except to totally flee battle. The monster's "lp" are equal to caster's sk lev x 5, and should be written on a note on the animal. Others cannot affect the illusory monster.

Invisible Web Magic
LV 2 MC cobwebs
DU session EF one creature
SV touch

Identical to Spider Web Magic, except that the "invisible web" is simulated by either a concealed switch on the ground, attached to an electrical noisemaker, or some sort of light/photosensitive device set-up. You'll need to be somewhat an electronics hobbyist for this one.

Servant

LV 2 MC figurine
DU 1 hr EF one creature
SV none

This "rugrat" spell conjures up a nonliving servant that follows the orders of the caster. The MC of this spell is not consumed, but taking it from the caster or damaging it will disrupt the spell. The servant has only 1 lp. It does not talk nor have combat capabilities. Any resistance to its directives will cause it to stop until redirected. It may carry up to 10 pounds of objects.

Summon Object
LV 2 MC bean
DU instant EF one item
SV none

Allows caster to retrieve object (up to 3.5' in any dimension) secreted in location far away. A "rugrat" will actually be carrying the item (while thus carried, it is "safe" and not actually there). A Give Object spell may be used to send the object back.

3rd Level Mages' Spells

Break
LV 3 MC willow stick
DU 1 min max EF all present
SV none

Caster breaks stick, shouts "Stop!", and all present (within hearing range) must freeze in place unable to do anything. The caster is likewise frozen, until he shouts, "Resume!". The purpose of this spell is to allow the Mage a chance to think things out.

Covet
LV 3 MC coin
DU 30 min EF one creature
SV ballthrow

Victim develops an all-consuming desire for one particular item designated by the caster. Victim will quickly deteriorate into squabbling and then fighting over the object.

Disc of Death
LV 3 MC none
DU instant EF one creature
SV special

The caster conjures and tosses an enchanted disc (frisbee). Anyone hit by this disc takes 8 lp damage.

Disorient

LV 3 MC small arrow
DU instant spinner
SV ballthrow EF one creature

Victim must close his eyes and spin around rapidly for 20 seconds counted by the caster. During this time, the victim cannot be harmed nor interacted with. In game terms, this time spent doesn't exist, so others should just stop and watch.

Frostbite

LV 3 MC ice cream cone
DU instant EF special
SV special

Caster throws shower of ping-pong balls. Anyone hit by one or more receives 1 lp dam per caster's sk lev. The MC is either crushed or eaten (depending on how hungry the caster is).

Impart to Scroll

LV 3 MC scroll
DU 2 hrs EF one scroll
SV none

Caster makes a special magical scroll (which must be actual parchment- 10 NO), on which is cast a separate spell. The spell's actual words must be written on the scroll. If desired, Impart to Scroll may be cast again to restrict the scroll to use by a designated reader(s) or to increase its duration by 2 hours. Casting a third time for duration purposes will cause the scroll's duration to become permanent (until read). The reader must be a Mage or Warlock.

Before the scroll loses its power (the time of expiration should be written on it), the reader may cast the spell (as if he were the original caster) by reading the scroll aloud. The reader expends no spell points, and the scroll's power is lost after being read. Multiple spells may be stored on a scroll, using the same Impart to Scroll spell.

Lightning Bolt

LV 3 MC none
DU varies EF one or more
SV special creatures

The caster must make and carry (stuffed in his pack) a simulated "lightning bolt", made of thick foam cut to the appropriate shape at least 3' long, and painted silver or yellow. The caster may have more than one. A victim hit by a thrown lightning bolt takes 1 lp dam per caster's sk lev. Caster may throw successive bolts, up to his spell limit, in essence,

"casting" the spell again but without the verbal chant. This process is stopped if the caster is wounded, affected by a spell, or uses any weapon or item other than the bolts. Victim is counted "hit" even if the bolt hits his shield or weapon.

Mirage Blade

LV 3 MC poppy seed
DU melee EF one creature
SV ballthrow

This spell conjures up an illusionary weapon that may be used in combat against one chosen victim, who, when hit by the ballthrow, believes the weapon to be real. The weapon may be used to defend blows from anyone (it's a powerful illusion!), but can only do "damage" against the intended victim. It does 2 lp dam. If a ballthrow is unsuccessful, the Mirage Blade may be still used for defense, but cannot do damage. The Mirage Blade is unaffected by spells which affect weapons, as it isn't really there! The Mage is unable to cast any other spells while the illusion is in effect.

The damage caused by this spell is also an illusion. The Mage informs the victim of the total amount of illusionary damage after the battle. If the victim is reduced to an illusion of 0 lp or less, he does lapse into unconsciousness. The victim's "lost" lp are regained if the Mage is rendered unconscious or dead, or if the illusion is dispelled. In any case, he will remain under the illusion and/or unconscious for a total of 15 minutes maximum.

Upon the unconsciousness of one victim, the caster may attempt another ballthrow and another victim, still, of course, limited by the 15 min duration of the spell. This spell is useful for subduing opponents without causing them real harm.

Summon Lightning Pseudo-Elemental

LV 3 MC storm or
DU 15 min spell
SV none EF one creature

As Summon Elemental, a current storm or a Lightning Bolt spell will provide the MC. A Lightning Pseudo-Elemental should be dressed in black, blue, and shimmering metallic. It has 2x the caster's lp and is able to cast Lightning Bolt (3 lp dam) at will with "lightning daggers". Immune to electrical, fire, and cold damage. Takes double damage from water based attacks.

Wizard's Defender

LV 3 MC shield
DU melee EF caster
SV none

This "rugrat" spell enchants a shield to actively defend the caster from attacks. The "rugrat" holding the shield is unable to attack anyone, and must stay within 5 yds of the caster. The caster directs the shield as he pleases. The "rugrat" doesn't exist in game terms, so he can take no damage. He may block shots with shield or body. Weapon's Death will dispel the magic on the shield. Any spells cast on the Mage controlling the shield will likewise affect the magic of the shield. For example, if the Mage is blinded, so is the "rugrat".

4th Level Mages' Spells**Bookworm's Bane**

LV 4 MC runcloth
DU varies EF spellbook
SV none

Protects spellbook from prying eyes. Caster may store the power of an offensive spell in his book, which is triggered when unwelcome hands open the cover. Only the caster may open the book safely. The Mage creates a magical rune to be placed on the cover. Inside the cover, details of the book's defenses are described. Once triggered, the rune is removed, and the spell is gone. Any spell may be cast on the book to affect the intruder (who receives no save once he opens the book). Casting this offensive spell, however, is at twice normal spell point cost. Multiple Banes/Spells/Runes may be placed on one book. The rune should be correct to the spell within. Some examples follow.

Order Fire Pain Sleep Death

Dancing Blade

LV 4 MC weapon
DU melee EF caster
SV none

Similar to Wizard's Defender, but the "rugrat" uses a melee weapon instead. This weapon may inflict damage, but no harm is done it by hitting it or the "rugrat" operating it.

Cabon's Deathseal

LV 4 MC costly incense,
DU perm magic ink
SV touch EF one item

Caster creates a seal on parchment and then affixes it to any possession of his. Upon the caster's death, the item is destroyed, or may lose some of its properties, as the caster desires. May be removed by caster by casting reverse spell, or with Lift Curse. The special incense costs 20 NO and the magical red ink costs 50 NO per deathseal.

Cabon's Mark of Possession

LV 4 MC costly incense,
DU perm magic ink
SV touch EF one item

Any item of caster's is marked with his personal seal. If anyone else carries or keeps in his possession that item, he will not be able to heal, and in addition, will lose 2 lp per hour. If the item has magical power (i.e. able to cast spells), the caster may activate the item with whomever is holding it as the automatic target. Cabon's Mark of Possession lasts until the caster's death or a Lift Curse is done. MC are similar to Cabon's Deathseal with the exception that purple ink is required.

Disappear

LV 4 MC flashpowder,
DU 1 min smoke, dust, etc
SV touch EF up to 3 creatures

Caster disappears in a "puff of smoke", able to flee unhindered, unattacked, and unpursued for up to 1 minute. Able to take along two persons/creatures holding his hands. During duration, absolutely no actions nor interaction is allowed by or between the caster and his beneficiaries. In game terms, they are teleporting.

Freedom

LV 4 MC small key
DU melee EF one creature
SV ballthrow or touch

Protects against Frozen Foot/Feet and tangling type magic (Vines, etc), as well as making recipient invulnerable to being bound or trapped in a restrictive way. Also works as an instant curative against any of the listed that are in effect at time of casting.

Invisible Archer

LV 4 MC missile
DU melee weapons
SV none EF caster

Similar to Wizard's Defender, but the "rugrat" operates a missile weapon of some sort. Once the weapon(s) are used up, the spell is broken. The "rugrat" may not be approached nor attacked.

Kheegan's Tripwire

LV 4 MC bell, string
DU session fine weapon
SV touch EF one creature

The caster sets up a trap in some way, usually with a tripwire, such that, if any creature causes the bell to ring, he will take damage from the trap. Damage will be equal to however many fine weapons were sacrificed in the casting of the spell. Magical ones are permissible and, though rarely used, contribute according to their lp dam. Only swords and more expensive weapons may be used. There is a maximum of 15 lp dam. A note should be left to inform the victim as to the trap's effects.

Oziel's Ethereal Portal

LV 4 MC enchanted
DU 1 hr portal
SV none EF varies

This spell requires some sort of portal that is at least ringed in gold. A supported loop of golden rope worth at least 200 NO will suffice. Upon the casting of the spell, 2 more spell points may be expended per each additional hour the caster would like to extend the portal's duration.

Anyone may pass through the portal once in place. They become ethereal (yellow headband and/or clear plastic robe) and may move about in that state. Ethereal beings are seen on the material plane as shimmering "spirits" and may be harmed only by magical weapons. Otherwise, these ethereal beings may not interact with or harm material beings.

If the ethereal beings of this spell happen upon other creatures which have existence on the ethereal plane, they can interact normally. In general, consider creatures which normally must be hit with magic weapons as having an ethereal existence. These creatures lose their immunity to mundane weaponry when the one wielding the non-magical weapon is ethereal as well.

Anyone who does not return to the portal before the duration expires will be trapped, though a rescue is possible.

Phantom Spy

LV 4 MC doll, spyglass
DU varies EF caster
SV none

To cast this spell, the Mage must have a doll representation of himself and an expendable spyglass, which costs 30 NO (spyglass can be simulated with cardboard tube with pieces of clear plastic over ends). The caster sends out a "phantom spy", through which he can survey the surrounding area unhindered. During this time, however, he is in deep concentration, and vulnerable to attack. For this reason, it may be well to leave a guard with the body.

In actual play, the caster leaves the doll in his place, dons a headband denoting "he's not really there" (usually red), and is free to roam about unbothered. He, as well, may not interact with anyone else. A note must be left with the doll, explaining what it is in game terms, listing its lp, any protective magicks placed on it, and the time(s) these effects wear off. The doll may be picked up and taken (the body has been kidnapped). Any damage done should be explained on a note left with the "body"/doll.

Creatures encountered are usually aware that someone is watching them, but can see no one and can do nothing about it. Once the "phantom spy" returns to and touches the "body"/doll, the spell is broken.

Promise

LV 4 MC magic blue ink
DU 30 min EF one creature
SV special

This spell allows the Mage to bind another to his word. While the spell is in effect, if anyone makes a pledge or claim to the caster, he may ask "Do you promise?" or "Is that the truth?". If the intended victim answers negatively, then nothing happens, but the spell is still in effect. If he answers positively, then the Mage produces a scroll, writes down the pledge, and the victim is forced to sign his name (signature, an "x", or a paw/clawprint will do) to it.

If a pledge was made, then the victim is bound to keep it. If he doesn't, he will not heal (by any means) and will lose 1 lp

per hour until he fulfills it. Note that it will take 1 session to recover each lp lost in this manner. If the pledge was negative (i.e. "I promise NOT to harm you"), and is broken (and thus never fulfillable), the victim receives a Curse. This Curse cannot be lifted by Lift Curse. It is removeable by the caster of Promise only.

If the promise involved a matter of truth (i.e. "Do you have my spellbook?", yes, victim had it, but he claimed no, he didn't), then a temporary Curse applies until the condition is rectified. The mage will always get some sort of "damages" for his trouble. This may involve the return of property and a 10% (of the property's value) penalty.

Spellward Shield I

LV 4 MC sprig/parsley
DU melee EF one shield
SV touch/ballthrow

One shield is enchanted such that it can block magic spells. To clarify: Any shield may at any time deflect spells of physical harm (i.e. Magic Dart). This spell allows a shield to deflect spells of any kind. However, a spell meant to affect the shield WILL have effect.

Sword of Khaxlucan

LV 4 MC 2" golden
DU melee model sword
SV none EF caster

Calls into being a magical 2 lp dam sword which the Mage and only the Mage is able to use against any ONE declared opponent. A victim hit by this magical sword is affected by a curse: Any Mage, etc, casting a spell at the victim thereafter gets an additional ballthrow, if needed, to hit. Successive hits by the Sword of Khaxlucan are cumulative (i.e. the curse worsens and up to three additional chances to hit with a ballthrow are possible, if victim is hit with sword three times). Curse is permanent, except for cures.

Wall

LV 4 MC measuring stick
DU 10 min EF special
SV none

MC is thrown to the ground and a magical, invisible wall rises up along the line drawn by the stick. It extends 20' up and 100 yards in either direction. No weapon attacks or spells may pass through the wall (but they could go over...). MC is not consumed by this spell.

Windblast

LV 4 MC whistle
DU 20 sec EF one creature*
SV ballthrow

Sudden blast of wind is created by this spell that either forces victim away from caster or towards him (caster's choice). If the former, the victim must "blow" away for 20 sec (moving at least 75% top running speed, and tumbling, grabbing, falling... roleplay it well). If the latter option is invoked, victim must quickly move to whatever range commanded by caster and fall face down. This spell will undo spells like Creepers and such, but will not move one with Frozen Foot/Feet or Turned to Stone, etc. If, perchance, the victim holds onto a tree, etc, before being hit with the spell, he may hold on with both hands for 20 sec and not otherwise be affected. Effect is special in that any who are touching victim, meleeing with him, or standing within 5' of him are affected as well. If cast at Air Elemental, causes 3 lp dam. MC is not consumed.

5th Level Mages' Spells**Bequeath Spell**

LV 5 MC pearl
DU varies EF one creature
SV touch

This spell allows caster to place another spell inside a creature's mind, usable by that creature when desired. Bequeath Spell causes a "protective shell" to attempt to keep the recipient's mind from coming into direct contact with the magic of the other spell. Nevertheless, there are chances of Madness (as spell) occurring upon the release of the spell by the recipient. Each spell level adds 5% and not being a Mage or Warlock adds 20%. A Mage or Warlock who could cast the spell normally suffers no chance of Madness. This chance must be prerolled and and effects of Madness written on a sealed note which says, "Open upon release of spell".

Multiple Bequeath Spells may be cast on one individual, but the individual chances of Madness are cumulative (i.e. if one spell carries a 30% and the other carries a 25%, then the chance of Madness upon release of the first is 55%). Spells successfully released take with them their additional chances of Madness.

Darksword of Ghaxtor

LV 5 MC fine sword
DU melee EF one sword
SV touch

The sword used as component is destroyed by the spell, in game terms. When cast, the Mage slips a specially prepared black satin or shimmering sheath over the sword's blade to simulate the ethereal Darksword. Only the Mage is allowed to use this weapon and its effects are dire: Each successful hit causes victim to lose 1 sk lev and the corresponding abilities and lp. Any victim reduced below 0 sk lev is killed. If a monster is being attacked, each hit causes the loss of 4 lp and one ability.

The Darksword of Ghaxtor is limited in that it may be used by the caster against only one designated victim, announced at the casting of the spell. Anyone else hit feels nothing. Anyone beside the Mage who tries to wield it will lose a sk lev. A victim who manages to survive the Darksword will regain lost sk lev (and the lp associated with it) one every 5 minutes. However, any knowledge of spells/works, abilities, or skills are lost until the next session.

Mercury's Warp

LV 5 MC 1' golden image
DU 2 sec/sk lev of lightning bolt
SV none EF caster

Once cast, time comes to a near standstill while the Mage is free to operate at super speed. The lightning bolt must be worth at least 50 NO. It must be waved about during the casting and during the duration. All players in the area completely freeze. The Mage may attack, pilfer, or do mostly as he pleases with the exception of throwing anything or casting other spells. Once the duration expires, the Mage is completely exhausted and unable to stand. He must rest 10 minutes. He may defend himself, but nothing more. Upon subsequent castings of this spell in one session, the resting time increases by 5 min per casting.

Redstone's Explosion

LV 5 MC ruby crushed
DU instant EF one creature/
SV ballthrow item

This spell causes one specific (non-magical) item carried on the victim's person to violently explode. The victim and those standing near him will be subject to damage.

In the game, the spell is handled thus: The Mage selects his victim, and then shouts, "Explosion! Everybody freeze!". Game time stops. The Mage indicates to the victim what has exploded. The victim takes 8 lp dam. This victim, and following victims, will take +3 dam if they are carrying "oil" or other "flammables" or +6 dam if they happen to be carrying any sort of "explosives" or highly "unstable" items.

Next, the victim must play out the part of the explosion (regardless of his lp condition). He will receive no more damage from this process, as he is only simulating the explosion. One by one, he sights the closest creature/person, shuts his eyes and moves to take one (viable!) attack swing at this creature. The victim may twist his body to avoid the blow, but must keep his feet planted (Frozen Feet!). He may not deflect the blow with a weapon; if he does (maybe for safety reasons), he takes the attack effects as intended. The first such victim receives 7 lp dam, the next, 6 lp dam, etc. A shield may be used to deflect the blow and reduce the damage to half.

After this process, the original victim rids himself of the exploded item (possible giving it to the monsters cache), returns to his original position, assumes the appropriate condition (conscious or unconscious), and play resumes. If conscious, original victim will be stunned for 15 sec, unable to attack, but able to defend weakly.

Thief's Curse

LV 5 MC special rune
DU perm EF one item/
SV touch one creature

Upon the caster's death, any possession marked with this rune (75 NO for the special yellow ink needed to prepare) is affected with a curse. If anyone possesses the item for any length of time, or sells it, he will be affected with this curse:

He will burn with greed, unable to pass up any sort of treasure, even if he knows it is trapped or cursed. He will make no effort to make a treasure safe before snatching it up. He will grab any trinket or treasure left unattended (even by comrades) and refuse to give it up if discovered.

6th Level Mages' Spells**Oziel's Planar Cubix**

LV 6 MC platinum rope,
DU 1 day alchahest,
vitriol
SV none EF varies

This spell creates a interdimensional rift whose destination is controlled by the whims of the caster. The rift will be stationary inside of a 4'x4'x4' cube of platinum rope treated in special alchahest (dissolves the fabric of spacetime) and vitriol (mends one reality to another). The assistance of an Alchemist and a Priest or Druid who must thrice Consecrate the Cubix is necessary. The caster may expend 3 more spell points per day in the casting to extend its duration or he may permanently expend 2 lp to

make the Cubix permanent. This latter option will require a casting time of 1 hour, while the usual spell requires but 15 minutes.

The normal spell will allow up to six creatures/persons to pass through it and back. The permanent Cubix will allow the passage of six individuals per day. What plane or reality the Cubix connects to is determined by the caster (and cleared well ahead of time with the TMI). The cost of the components follows: platinum rope 4000 NO (not expended); special alchahest 900 NO/dose; vitriol 250 NO/dose; these latter components are used by the assisting Alchemist and are consumed, though a non-permanent Cubix requires only half doses. Note that the alchahest is specially made as a "non-platinum" type as opposed to the normal "non-gold" type.

MYSTIC

Summary: lp: 6/3/2/1/1/0*. Spells, Etc: Yes. Armor: Any*. Weapons: Any*.

Mystics are practitioners of the ancient principles of Mysticism, a doctrine of mastery over self. Gradually, the Mystic attempts to remove himself from the material world and its worldly concerns by making sacrifices of material items and external powers. Per each sk lev attained, the Mystic makes one such sacrifice and gains a Mystical Force. The Mystic's motives often center upon expanding his and mankind's boundaries of knowledge.

A Mystic's lp are handled in a special manner. He gains the shown amounts in order of sk lev's attained, until finally reaching 6th sk lev, where (being a Master) he no longer has need of further strengthening his physical body (at least in the normal sense). If Mystics must melee, eventually they do so only with open handed combat (using "Monk Gloves").

On the following tables, you will see the required sacrifices. A Mystic not prepared to make a certain sacrifice stays at the sk lev below until he is. This wait may be indefinite. A Mystic with a new sk lev chooses one or more Mystical Forces whose level(s) add up to his sk lev attained. For example, a new 3rd sk lev Mystic may choose a 3rd level Force, or three 1st level ones. Unless otherwise noted, these Forces are permanent and have unlimited usage. If cleared with the TM, the Mystic may create Forces of his own.

Mystics' Sacrifices

Sk Lev	Sacrifice
1	No funds in banks or accounts Carry only enough money for basics
2	No shield, no swords, armor only up to studded leather
3	Weapons only under 3' and non-bladed, no armor, no money
4	No weapons
5	Vow of nonviolence (must allow self to be struck before striking back)
6	No magic or holy items
7	Can't accept beneficial spells or holy works
8	Blind self in one eye, wear eye patch (that eye now seeks inward)
9	Vow of Silence (-50 EP for speaking or making sound)
10	Lose use of one arm (keep inside jerkin, etc)
11	Full Blindness

Mystical Forces**1st Level Mystical Forces**

Immunity to Acid
Immunity to Cold
Immunity to Darkness
Immunity to Fire
Immunity to Sleep

2nd Level Mystical Forces

Detect Lies
Immunity to Disease
Immunity to Hunger/Thirst
Immunity to Illusions
Immunity to Mute/Deafness

Weapon Deflection

May deflect attacks with hands or forearms (use padding) with no damage taken

3rd Level Mystical Forces**Immunity to Charms/Mind-Control****Immunity to Frozen Foot/Feet****Immunity to Other Restrictives**

Including Vines-type spells, physical bindings, nooses, not including Frozen Foot/Feet

Immunity to Paralyzation**Immunity to Poison****Minor Warrior**

Ballthrow, usable twice per hour, victim acts as Mystic's warrior servant, violently attacking as directed for 30 sec

Mystic Bolt I

Ballthrow, usable twice per hour, does 2 lp dam

Resistance to Magic

Must be hit by two consecutive ballthrows or touches

4th Level Mystical Forces**Allsight**

Mystic sees "everything", including invisible creatures, hidden creatures, and behind himself. Can't be surprised.

Hands of the Mystic I

Ability to affect creatures normally affected only by magical weapons

Immunity to Blindness**Interrupt Magic**

No save, usable twice per hour, all chants/spells in area are disrupted and lost

Major Warrior

As Minor Warrior, melee dur

Mystic Bolt II

As Mystic Bolt I, 4 lp dam

5th Level Mystical Forces**Hands of the Mystic II**

Creates metaphysical extensions of Mystic's hands 1-1.5' long which give advantage to open hand attacks (Mystic gets to use bigger "Monk Gloves")

Immunity to Low Magic

Immune to 3rd lev spells, etc, and below

Immunity to Mundane Weaponry**Immunity to Touch Magic**

Immune to spells, etc, that require a touch

Ignore Mystic

Wears appropriate headband, Mystic is ignored by those he chooses at will, until he either touches or attacks them. A victim of this tactic will not ignore the Mystic again until 1 hr has passed.

Magic Reversal

As Mages' spell, usable twice per hour

Mystic Hammer

As Mystic Bolts, but does 6 lp dam, and victim is knocked to ground for 15 sec

Superior Warrior

As Minor Warrior, but melee dur, and two chances for successful ballthrow against the one chosen victim

6th Level Mystical Forces**Hands of the Master Mystic**

Able to do 2 lp dam per hit

Lines of Probability

Allows Mystic to time travel as Mages' spell, Latimar's Time Travel, with no restrictions on alignment. In another application, allows Mystic to travel back in time for up to 15 min and cause a different decision in one event or choice. All must roleplay the backwards time, but the new forward time is a new probability and will play out as it will.

Mystic Juggernaut

As Mystic Bolts, but does 10 lp dam, and victim is knocked to ground for melee, and may then get up only with help

Perfect Warrior

As Superior Warrior, but 1 hr dur, Warrior does 2 lp dam, affects creatures hit only by magic weapons, and has +4 lp

Reality is Relative

Somewhat similar to Mages' Wish, but may not directly affect any items, abilities, powers, etc, that the Mystic has foresworn

ROGUE MAGUS

Summary: lp: 4/2. Spells, etc: Yes. Armor: None. Weapons: Under 3' or staff.

The Rogue Magus (or just "Rogue") is a spellcaster specializing in that lowly occupation of thievery. To this end, these characters have developed a special Somatic school of magic which requires hand gestures in lieu of verbal chants. The Rogue Magus also possesses the skills of a Thief of equal sk lev, with the exception of Waylay. Additionally, Escape Bindings is gained at 3rd sk lev. This allows the character to escape from any bindings (magical or not) in 10 seconds. This does not allow immunity to Frozen Foot/Feet or Paralyzation spells, however.

The Rogue Magus must learn sign language, since he must sign out, letter for letter, the corresponding verbal chant for a spell. He must use only 1/3 the length of the chant as a Mage would. For example, to work Magic Dart I, he need only sign out Asp surat pyrtu. Sign language simulates a magical somatic system in the game.

Some spells which absolutely require a verbal chant or speaking will be unavailable to the Rogue Magus. Examples include: Order, Deathspook, Hypnotism, and Magical Weapon. Of course, if the Rogue Magus is unable to use his hands, he is powerless to cast spells. His somatic movements must be clear and defined.

The Rogue Magus player is free to carry slips of paper explaining his spells' effects to give to victims. This technique might be used when speaking out loud to explain would spoil the player's cover.

The Rogue Magus casts spells as an equal sk lev Warlock and likewise is not able to cast spells over 4th level in power.

The player choosing to play a Rogue Magus should play a good con-man, be stealthy, and a quick learner. The Rogue Magus' advantage comes in the many possible combinations of silently cast magic and slippery thievery.

HEADBAND SYSTEM

Many of the spells and abilities already in Swordtag and those new ones presented in this book require persons to wear headbands. These are used to identify who should be "seen" and who should not. Here is a unified system to use.

Color	Label	Meaning
White	Invisible	Invisible
Blue	Ignore	Must ignore until attacked or touched
Green/Camo	Hidden	Must not "see" until movement
Yellow	Ethereal	Ethereal, see "shimmering", see spell
Red/Orange	NIL	Doesn't exist

