ARCANUM™

30th Anniversary Edition

ARCANUM™

In the mid-1980s, a small publishing company released a genuinely original role-playing game. While most other companies were releasing clones of the larger press games, or generic systemless supplements, **ARCANUM** took a bold, fresh look at the infinite possibilities of fantasy gaming.

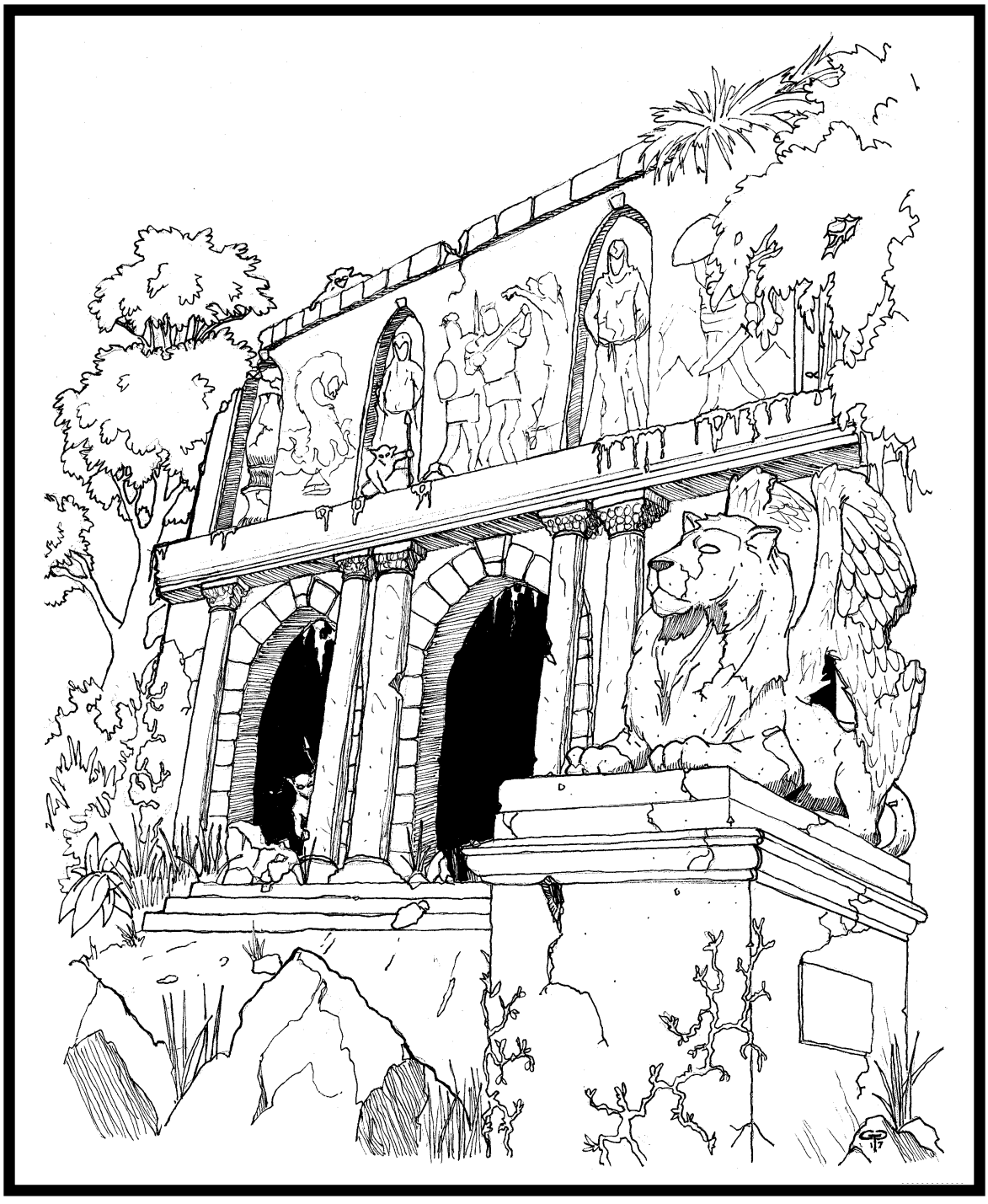
ARCANUM has unconventional races, more than 30 professions, dozens of skills, a way to track fame, and an approach to alchemy and magic that has not been equaled in the more than three decades since its initial release.

The *30th Anniversary Edition* of this classic is an evolution, not a revolution. It cleans-up, modernizes, and re-organizes text, fills gaps, and fleshes out concepts.

Re-discover the wonder of **ARCANUM**.

Arcanum

30th Anniversary Edition



Arcanum

30th Anniversary Edition

Release 1.3

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Dedication

To

Robyn Amethyst

Nathaniel Charlemagne

And

Michael Constantine

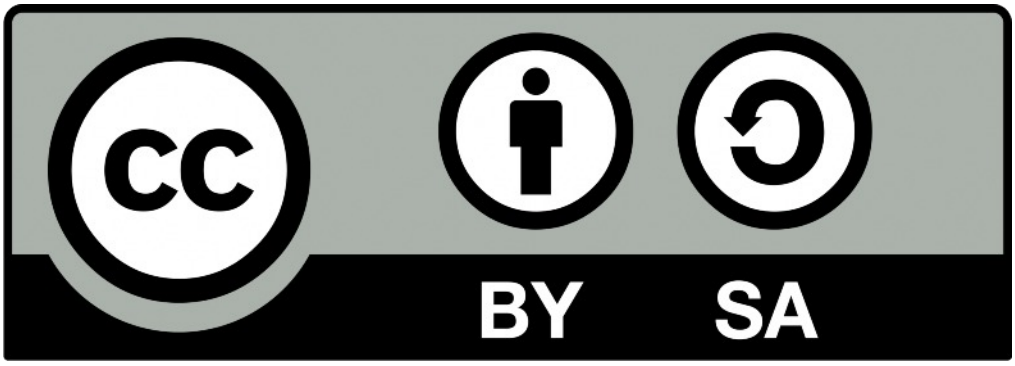
— I hope I did well —

and to

Kenneth Dean

wherever you are

know that I have always
loved each of you with
all of my heart



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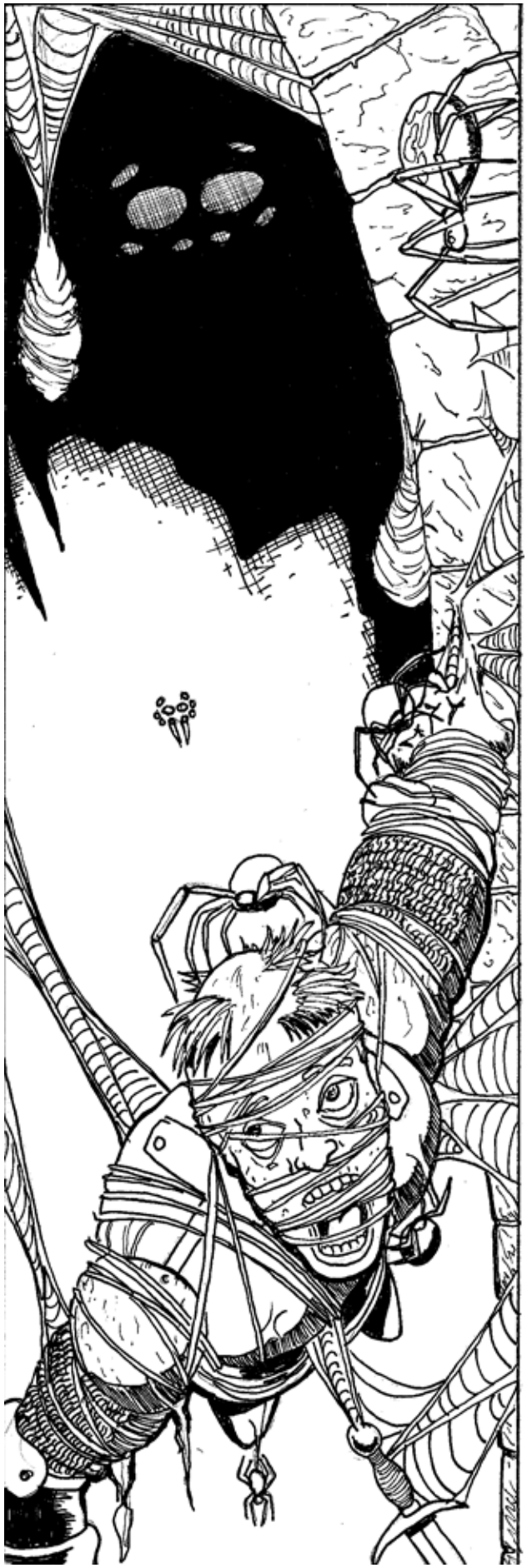


30 Years Later

Back in 1983, a small game company released a trilogy of books that were to be used as supplements for popular role-playing games of the day. Those three books (*The Compleat Adventurer*, *The Compleat Spellcaster*, and *The Compleat Alchemist*) formed a wonderful collection of alternate classes and detailed spell-casting and alchemical rules for the most popular role-playing game ever written.

In 1985, those books were combined, and some additional material was added. This became **The Arcanum**. Two other books were written, adding an Atlantean setting and a collection of mythical beasts to the line. Together this **Atlantean Trilogy** created a unique vision—a beautiful role-playing game; a tome of mythological monsters; and an atlas detailing a rich game world steeped in history and folklore. The trilogy was designed to be a cohesive whole, and to be usable as a modular set. The Arcanum was the core and it contained five elements:

- **Races**—the second edition book contains humans and seven additional unique races that could be used in any fantasy role-playing game. The races included two staples of fantasy (dwarves and elves) and then five others that were new and different from other offerings. The third edition added a new race (the Selkie) which fit in quite well with the others.

- **Professions** (a.k.a. classes)—the second edition had more than two-dozen professions. The manner in which professions worked was different from other games of the time. The class structure was broad, with the ability to easily customize within the bounds of the class itself. This sort of design element in a class-based role-playing game would not become common until more than 15 years later.

- **Magic**—magic was divided into nine separate disciplines with each spell-casting class having (usually) two areas practiced. The result was a magic system that, in the thirty years since its release, has never been equaled.

- **Skills**—a flexible skill system was used which allowed for many types of abilities to be defined in a consistent way; but it also allowed each class to study extra-curricular skills such that each individual character could be (and often was) vastly different from the others of the same class.

- **Role-Playing System**—in addition to the material being used as a supplement to an existing system, enough rules were included to comprise a complete, rules-light, standalone, role-playing system.

The Arcanum is now more than 30-years old. Yet three-decades after it was created, it remains a shining star in the early history of fantasy role-playing game design.

What's New?

Nothing substantial has been changed. Nothing that would shift the tone and feel of the material as it was presented has been altered. With the exception of one race—which later became a centerpiece of Stephan Michael Sechi's later published games—all of the original material is here.

This text is mostly as it was written for the second (Bard Games) and third (Death's Edge Games) editions. Where these two disagree, the one that seems most inline with the tone of the game has been preserved.

Due to the fact that another company owns the rights to the follow-on books, the full Atlantean Setting is not presented here; all of the sketch material of the setting which was presented in the original Arcanum volume remains. However, without the full Atlantean Setting to draw from, references to The Atlantean System have been altered to read "Arcanum" instead. There have been several other minor edits:

- Corrections of typos, tense, grammar, etc.

- The layout has been rethought.

- The material has been broken into a more logical set of chapters.

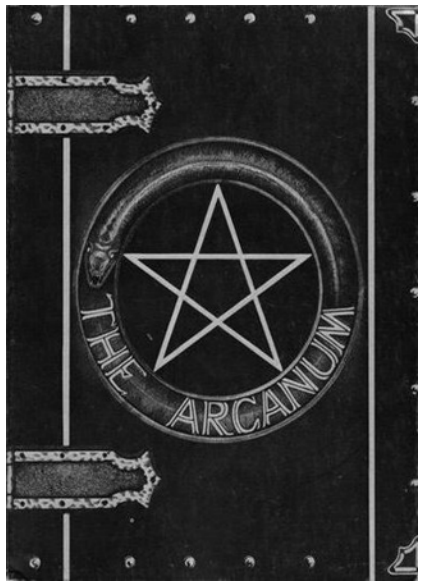
- The material within these chapters been reorganized to make it easier to locate information.

- The material for the spells includes some missing information and a standardized presentation.

- Special skills (a.k.a., abilities) have been collected together at the end of the Skills chapter.

- Abbreviations have been made more consistent and more in keeping with modern usage.

- and so on…



What is Arcanum?

If you are a role-player, you may safely skip this section.

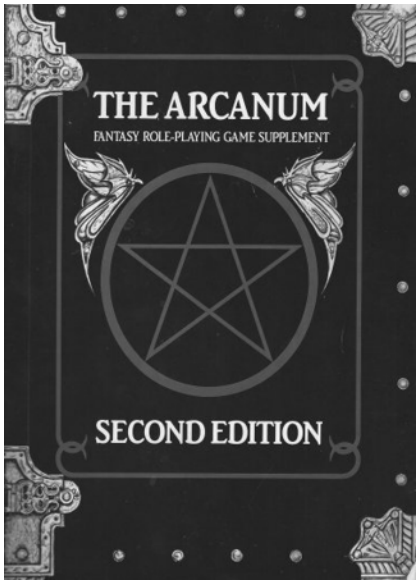
Arcanum is a rules-light role-playing game system. With the addition of pencils, paper, and some dice, you have all you need for your journey into fantasy role-playing.

Role-playing games are as old as man. Well, that may not be true. They are as old as playtime. The earliest role-playing games were let's pretend games: from Cowboys and Indians to Tea-Time with Barbie™. The modern table-top role-playing game was created in the 1970s by E. Gary Gygax and David Arneson. This creation sparked a hobby that has grown into today's computer-based Massively Multi-player Online Role-Playing Games (MMORPGs).

Table-top games are not controlled by a computer. A player (called the Game Master, Game Judge, Storyteller, etc.) takes control and arbitrates the action. This may seem like a step back, but this is not the case.

A computer-based game is static. The actions, locations, people, and events of the world are predetermined. If the designer did not account for an action or idea, it is doomed to failure. If you want to explore an area that was not programmed you are simply unable to go there.

A table-top game is dynamic. The actions, locations, people, and events of the world may have some direction (from the Game Judge), but the players can (and often will) derail these games and send them off into directions that were not even dreamed about when the scenario was first written. The limits of a table-top role-playing game are the players and the Game Judge. Nothing else.



Using Arcanum

Arcanum may be employed as a complete fantasy role-playing game system, or as a collection of rule variants which can be used to supplement the game you already play.

In the first instance, there should be little difficulty entailed in substituting Arcanum for combat, magic, etc. for another game system's rules. Converting characters or NPCs from other game systems may require a bit of figuring, therefore the following suggestions should be considered:

Conversion

Determine Profession

With most games, this will not be too difficult, though a bit of compromising will probably be necessary. The simplest method is to compare the character's abilities to the list of professions and pick the profession which most closely represents your character's skills, motivations, and abilities.

Spell-casters may find that they have more than one possible choice of professions in Arcanum, so consulting the spell lists is advisable. The player should be allowed to choose his or her character's profession; the Game Judge should make necessary adjustments as he or she sees fit.

Determine Level of Ability

If your old game uses the level of ability and experience point (XP) system, you will have little problem with this conversion. First, convert to Arcanum XP. Do this according to the character's level of ability, using a rough estimate (×½, ×¼, etc) for characters who are in between levels.

Characters who are rated as dual-classed according to Arcanum need not be penalized unless the Game Judge feels that conversion greatly increases the character's power and abilities. If such is the case, the character's level of ability may be lowered to accommodate game balance.

If your game system does not use levels or experience points as indicators of ability, conversion to Arcanum could be a bit trickier. To start with, the Game Judge should compare the character's skill ratings to the most similar Arcanum skills. Working together, the player and Game Judge should then make a fair estimate of the character's relative ability or power as compared to other characters in your game system, and consult the following table:

Relative Ability	Arcanum Level of Ability
Beginner	1–2
Novice	3–4
Average	5–6
Above Average	7–8
Powerful	9–10
Very Powerful	11–12
Superior (Master)	13+

Once the character's level of ability has been established, adjustments can be made for known skills, and experience points can easily be determined.

Add Skills, Spells, Etc.

In Arcanum, characters may learn skills that fall outside the realm of their chosen profession by expending XP to acquire them--in effect, characters can use experience points to buy these new skills. By the same method, spell-casters can learn spells that are outside their chosen field of magical study.

Converted characters do not have to expend experience points for extracurricular skills or spells which they already know. The Game Judge can simply make whatever adjustments are necessary for differences in terminology, spell types, skill ratings, etc. It is also possible for newly-converted characters to acquire extracurricular skills or spells prior to the start of their actual career under Arcanum rules, if desired. To do so requires the converted character to accept certain penalties, however, as follows:

- Acquiring one new skill: deduct ½ level in XP
- Acquiring one new spell: deduct ¼ level in XP

This special rule is included only to give newly-converted characters a chance to acquire extra-curricular spells and skills that they could have learned had they begun their careers in Arcanum. Game Judges should allow each converted player / character only one opportunity to make this type of adjustment, after which the normal rules for acquiring new skills / spells should apply.

Supplement

As stated earlier, Arcanum may also be used as a supplement to your favorite game system. If Arcanum is to be employed in this manner, the following suggestions may be helpful when considering which rule variants to add to your campaign.

Character Backgrounds

Arcanum's simple rules for filling in each character's background and history can be used to give players a better feel for their game personas.

Experience Points

If your game system uses experience points, the +10% XP bonus rule for good role-playing instead of high attributes can be a very useful addition to your campaign.

Hit Points

Arcanum's hit point system can be adopted to improve the viability of low level characters, and to remove the randomness involved in hit point progressions as the character advances. The Life and Death rules can also add a different perspective to the game.

Magical and Alchemical Operations

The addition of any of these operations to an existing campaign should be a simple matter. Chance of success may be altered, if desired.

Perception

This attribute may be used as the determinant in any situation where individuals are attempting to locate hidden dangers, lost articles, etc.

Professions and Races

Arcanum features a number of new professions and player character races which may be added to other campaigns.

Renown

The renown factor can be used as a reaction die roll in certain circumstances, and provides a player character with a measure of his or her game personas' relative fame, reputation, etc.

Saves

Arcanum's saving throw system can be adapted to emphasize the importance of each individual's attributes rather than his or her profession when attempting to resist the effects of magic, overcome obstacles, elude danger, etc. The rules for inanimate object saves can be used to speed up play and illustrate the advantages of using equipment and goods of high quality.

Skills

With certain adjustments, new skills may be made available to player characters or NPCs in almost any game system.

Speed

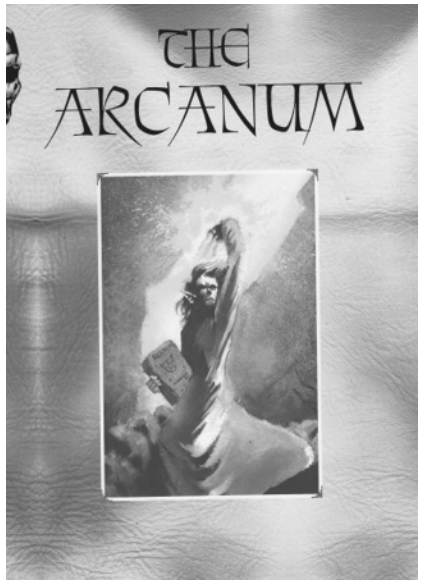
The Speed attribute may be used as a determination in surprise situations, and as the measure of a character's actual speed afoot.

Spells and Magic Items

The spells and magic items listed in Arcanum may be easily adapted to almost any system, and can be used to add variety to any ongoing campaign.

The Appendices

There is a great amount of material in this section that may be adapted to practically any fantasy role-playing game, including the lists of equipment, alchemical and magical scripts and symbols, spell cards, etc.



What's an RPG?

Cowboys, Indians, and Other Roles

You don't know it, but you already know how to play a role-playing game. Chances are that, unless you were raised in a barrel and fed through the bunghole, you've played one before. In some neighborhoods, it might have been playing army or trip to Mars, but more often than not it was Cowboys and Indians.

Let's Pretend games are the primitive cousins of role-playing games. You pick out some sort of adventure situation, choose what kind of person you are within that background, then play out the situation you've set up to see what happens to you. In a Let's Pretend game, you are never yourself. You're always someone who leads a more adventurous life and frankly has more fun than you do. No one wanted to play Accountants and Actuaries, at least no kids we allowed to play on our block!

Role-playing, in essence, is putting yourself in someone else's place, and reacting to situations the way you think that person would react. In Cowboys and Indians, if the Apaches are waiting down the block in ambush, the sheriff's posse just didn't catch the bus to sneak by them. No, you had to get on your horse (stick horse, bicycle, what-have-you) and ride out to look for them. It's what John Wayne would have done, after all.

Sometimes role-playing is compared to theater, but it's not like what you'd see in a regular play on a stage. There, your role has been predefined, and your actions predetermined by a script. Your story is already written, and you tell it with costumes, props, and scenery as much as with your words.

Our sort of role-playing is more like improvisational street theater. There's no script and no one to tell you exactly what to do. You start out with a basic idea of who you are and how you got here. Then, you meet situations as they arrive, making it up as you go. Like street theater, you use no costumes, no sets, and precious little in the way of props. You create the setting in the mind's eye of your audience with your words and descriptions.

Keeping it In Your Chair

The major difference between Let's Pretend and role-playing games is that you don't actually run around pointing your finger-gun and pretending to shoot bad guys. Instead, the action all happens in your mind (which is where most dangerous things belong, as far as we are concerned). You don't act out the things that happen. You describe them, and talk to the other players as if they were the characters they portray, having the adventures you are describing for each other. Description and dialogue are the tools of the role-playing gamer.

> "O.K., the Baron's personal guard is on our tail. Our horses can outrun them, but they're fresh whereas we've been riding for hours and our horses are tired. If we take the path through the woods, I think we can stay ahead of them till we get to Spider Pass. No one knows that area better than I do - it's on the fringe of the old Haldane freehold. We'll ambush them, and teach them that no pack of Baronial men-at-arms are a match for Gerald Haldane and Silvio Silverbeard!"

Gerald Haldane isn't the player's real name, of course — it's the name of the character this player has chosen. The player himself (or herself) may be five-foot-six, stocky, and more likely to use a calculator than a sword, but Gerald Haldane is a tough, experienced swordsman who defends the downtrodden against the evil dominion of the Black Baron. His partner is really a fifteen-year-old high school student, but her character, Evelyn Silver, is a gruff, rugged type; the daughter of blacksmiths whose solid frame carries muscles like forged iron bands. Evelyn's player adds her own description of her character's actions.

> "I'll follow Gerald into the woods, but I'm keeping an eye out behind for those men-at-arms." the player says. Then, Evelyn herself speaks though the player. "I think we're outnumbered about five to one back there, Haldane. Better odds than last time, though!"

These two have never left their seats, but they are rapidly preparing to fight a battle that's sure to be filled with acts of insane heroism, which they will describe as they go. But when Gerald Haldane leaps out of the overhanging trees in the shadows of Spider Pass to unhorse two of the pursuing Baronial men-at-arms, nothing will get broken unless the players accidentally turn over a pretzel bowl in the excitement.

Beyond Bang, You're Dead

Every game has rules, even our earliest efforts at Let's Pretend. After all, even a six-year-old gets tired of "I got you!" / "Did not!" / "Did too!" / "Did not!" / "Did too!" after awhile. Rules determine the logical framework so that your characters can't just walk away with everything at the start.

> "I leap out of the trees, put my sword to all the Baronial goons, and ride away to my woodlands hideaway with the gold they were carrying to the Baron."

Well, not yet you don't, pilgrim. First, you've gotta figure out how you accomplished all that. Rules establish how characters measure what they can and cannot do, how they go about taking turns describing their actions, and what possible consequences the actions can have. Most games have rules for describing character capabilities, turn sequences, how devices work, and — of course — fighting.

Your character's success or failure at any particular action is determined by comparing their recorded capabilities to the facts of the situation, then applying a random factor. The capabilities are usually described with numbers that measure relative strength, speed, and so on. The situation is described according to rules for how far someone can see in the shadowy woods of Spider Pass, how tough the armor worn by Baronial men-at-arms really is, and how far Evelyn Silver's magical silver sling bullets will travel. The random factor is provided by dice, which you roll to see whether the sling bullet unhorsed the lead man-at-arms, or whether you are next going to use the dice to see if you can outrun the enraged fighting man.

Rules are mostly for things that you don't really have or don't really exist (like the man-at-arm's leather armor and Evelyn Silver's enchanted sling bullet) and things that might cause some sort of adult version of a bang, you're dead argument (like your accuracy with a sling or speed in running away). You already know how to walk across a room, pick up a sack of coins, and run like mad for the

nearest exit. You just describe that part. The rules and dice come in when something you do might or might not have the result you desire.

Leadership and Schizophrenia

Something else we didn't have in Cowboys and Indians was someone to watch over the action, give a color commentary on the battle, and arbitrate our little bang, you're dead disputes. In role-playing, we have a referee who is often called a game master (Arcanum calls this role a Game Judge). The Game Judge is responsible for setting up the scene with a description of what is happening as the action of the game begins. Game Judges are, in many ways, the primary authors of the ongoing story in a role-playing game. They choose the adventure situations, present them to the players with as much description and verbal picture-painting as possible, and decide how the rules governing the action are interpreted.

Leadership is only half the job of the Game Judge, however. The other half is role-playing. The Game Judge does not play a single character on the players' team. Unlike Cowboys and Indians, where your players chose up sides and competed against each other, role-playing games have all the players more or less cooperating. Their characters work together toward common goals, functioning as a single team (though they may squabble among themselves, too).

The Game Judge has the most challenging job, because he plays everyone else! In the Cowboys and Indians framework, when the cowboys run into an old ranch hand on the trail while searching for the Apaches, the Game Judge plays the role of the crusty cowpoke, describing how he hid when all the angry Indians in the world came riding over the hill, scattered his cattle, stole his horses, and burned his barn. As the cowboys ride on, the Game Judge adopts a sultry southern drawl when the beautiful saloon girl tells them that no one else in town is willing to help them track down the renegade Apaches and bring them to justice. And, of course, the Game Judge speaks with the stern but fair voice of a proud leader when the Apache chief confronts the cowboys and tells them they've been tricked into pursuing his braves by the evil railroad baron, who wants the Indians driven off the land.

A Game Judge is one part writer, one part actor, and one part referee. If you have a good one, appreciate him or her! Bring them pretzels, pay for their share of the pizza, and remember their birthday. A good Game Judge is as rare and precious as gold.

Building Encounters, Adventures, and Campaigns

The Game Judge builds the framework around which the heroic story of the characters is told. One good way to look at the construction of a role-playing campaign is as a television dramatic series. A TV drama series will have a cast of central continuing characters (the player characters) played by the series' stars (the players themselves). There will be a continuing theme and background to the series (the campaign theme and setting), and a number of secondary players (important non-player characters) who don't show up every episode, but do add continuity to the series so it isn't just a number of unconnected stories.

If the game campaign is a like a TV drama series, each adventure is like an individual episode of that series. In an episode (and in an adventure) there is likely to be a teaser, the short dramatic scene at the beginning before the credits. The teaser is designed to get the action moving quickly and bring the viewers into the mood right away. In a like manner, the good Game Judge will start an adventure with something exciting to start the players off and put them in the right frame of mind for play.

Following the teaser (right after the opening credits) is the establishing scene, where the characters discover what the problem or task of the episode is to be. Here, the dramatic conflict of the episode is set up and explained. This is basically a problem to be solved or an obstacle to be overcome. This scene is more talking than action, as the characters need to find out what is happening before they can act.

Scenes then alternate between action scenes (often called encounters in role-playing), where characters tackle whatever their immediate problem is, and exposition or talk scenes, where the characters have a break to discuss what has just happened to them, and prepare for the next task. Each encounter moves the characters toward the goal of the adventure (resolving the conflict), while each exposition scene lets the characters put together whatever information they gained from the last encounter and plan for the next.

This eventually leads to the episode (or adventure's) climax, in which the final step toward the goal is taken. This scene or encounter should present the characters with the greatest challenge of the adventure, and the successful conclusion of the encounter should resolve the conflict set up in the first scenes.

Finally, the adventure (like a TV episode) often ends with a tag, which is a short scene in which the characters tie up the loose ends of the adventure, and find out how their resolution of the conflict will affect them and those around them. Roll credits, bring up the music, and fade out.

Unlike the writer of a TV series, however, the Game Judge doesn't know exactly what the main characters will say or do. He or she must prepare each encounter situation, present it to the players, and let them react to it as they wish. For that reason, the Game Judge must have some flexibility in how the plot of the adventure proceeds. If the player characters react in an unexpected manner, or fail to accomplish some critical step in the adventure, the Game Judge must be prepared to make it up as he or she goes. He or she can rework the adventure encounters on the spot to lead the characters back into the adventure plot, provide the characters with an alternate method to reach their goals, or just allow the characters to go wherever they want, creating new and different conflicts on the fly for them to meet and overcome.

Over the course of a number of adventures, (as in a good TV series with a long run) things may gradually change. Some characters prosper and gain wealth, fame and rewards. Some just run into more and more trouble. Some may die or leave only to be replaced with new characters. The series (campaign) only comes to an end when the director and actors (Game Judge and players) decide to wrap it all up (with a bang, no doubt) and move on to a new campaign with all new characters and adventures.

A Short Lexicon

Like most hobby enthusiasts, role-playing game players have their own dictionary of special terms and phrases to describe some of the procedures, equipment, and situations common to role-playing games. Here's a short introduction to Game-Speak, so you'll easily be able to follow the discussions in this book.

- **Adventure**: an adventure is one short story involving the player characters in some sort of immediate conflict which they must resolve by adventure's end. It is like one episode of a TV series. It has a definite beginning, a plot or story to be followed or created by the characters as they go, and a definite end.

- **Campaign**: a game campaign is a series of connected adventures involving a continuing set of characters, who cooperate together (more or less) toward common goals or working for a common cause. A campaign should have a campaign theme, which sets a tone for the various adventures and shapes how the results of adventures move the characters toward long-term goals.

- **Dice**: the little multi-sided pieces of plastic you roll to generate random numbers. Traditional dice are six-sided, but role-playing games often use dice with four, eight, ten, twelve, or even twenty or more sides, which you can buy anywhere you buy role-playing games. (These are often called polyhedral dice because they look like the geometric solids you played with in high school math. Polyhedral is a two-dollar word meaning many-sided.) If you only have one, it's called a die. There is a shorthand for writing down how many dice you will roll of a certain kind. When you see 2d10, for example, the number before the 'd' represents how many dice you roll. The number after the 'd' shows how many sides each die has. A plus or minus number after that indicates bonus points to be added or subtracted from the roll. 3d10 then means to roll three ten-sided dice. 1d6 means roll one six-sided die. 2d12+2 means to roll two twelve-sided dice, add the results together, and add two to the total to get the final result. Oh, and whenever you see a '0' on any die, it is usually counted as a 10.

- **Encounter**: a single scene in an adventure, usually an action scene where characters find or are found by a problem, one or more non-player characters (friend or foe), an obstacle, or some other situation which requires that the player characters take action. A plot encounter has something to do with the main story of the adventure. A random encounter is one which just provides an action scene to keep the excitement level high. An encounter is like one scene in a TV dramatic show.

- **Game Judge**: the referee of a role-playing game, who creates and maintains the game background, plays the role of all background characters not run by players, and makes the final decisions on rule interpretations. Other common terms for the same person are game master (or GM), dungeon master (or DM), moderator, storyteller or just referee. Game Judge or Judge can also be used as a verb, as in "Do you want to Judge this adventure?"

- **Miniatures**: small figures of metal or plastic, usually about an inch or so tall, representing characters. These can be a big help when playing combat rounds because they can be used to show where all characters are in relation to each other for determining weapon range, lines of fire, movement ability, etc. If you don't have miniatures, chess pawns, small counters of thick cardboard, or even coins, buttons, etc. will do.

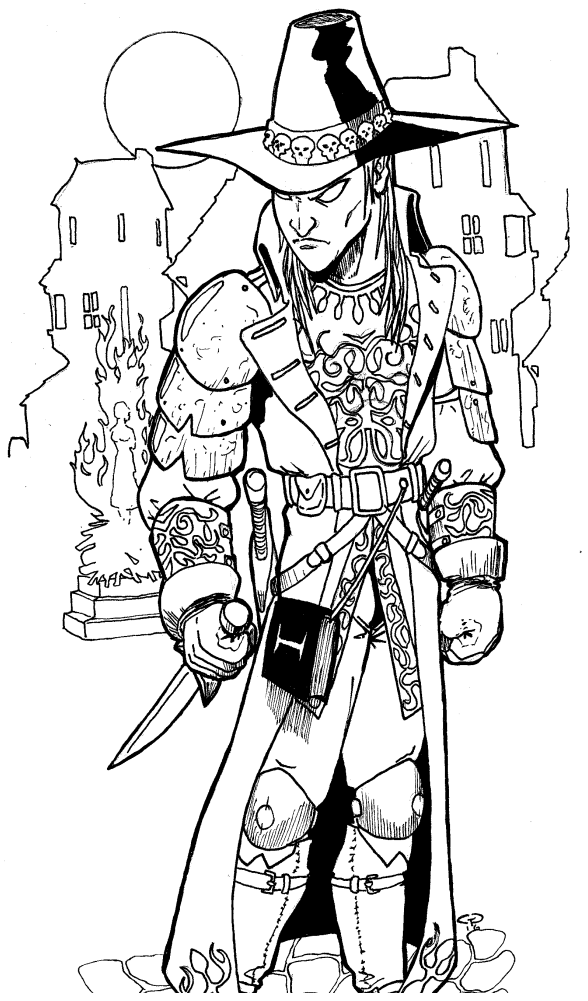
- **Non-Player Character**: any character who is run by the Game Judge rather than an individual player. This is often abbreviated NPC.

- **Party**: a group of adventuring characters, including both the characters run by players and non-player characters who accompany them on a regular basis.

- **Player Character**: a game character who is run by a player. The player decides what the character says and does at all times. This is often abbreviated PC.

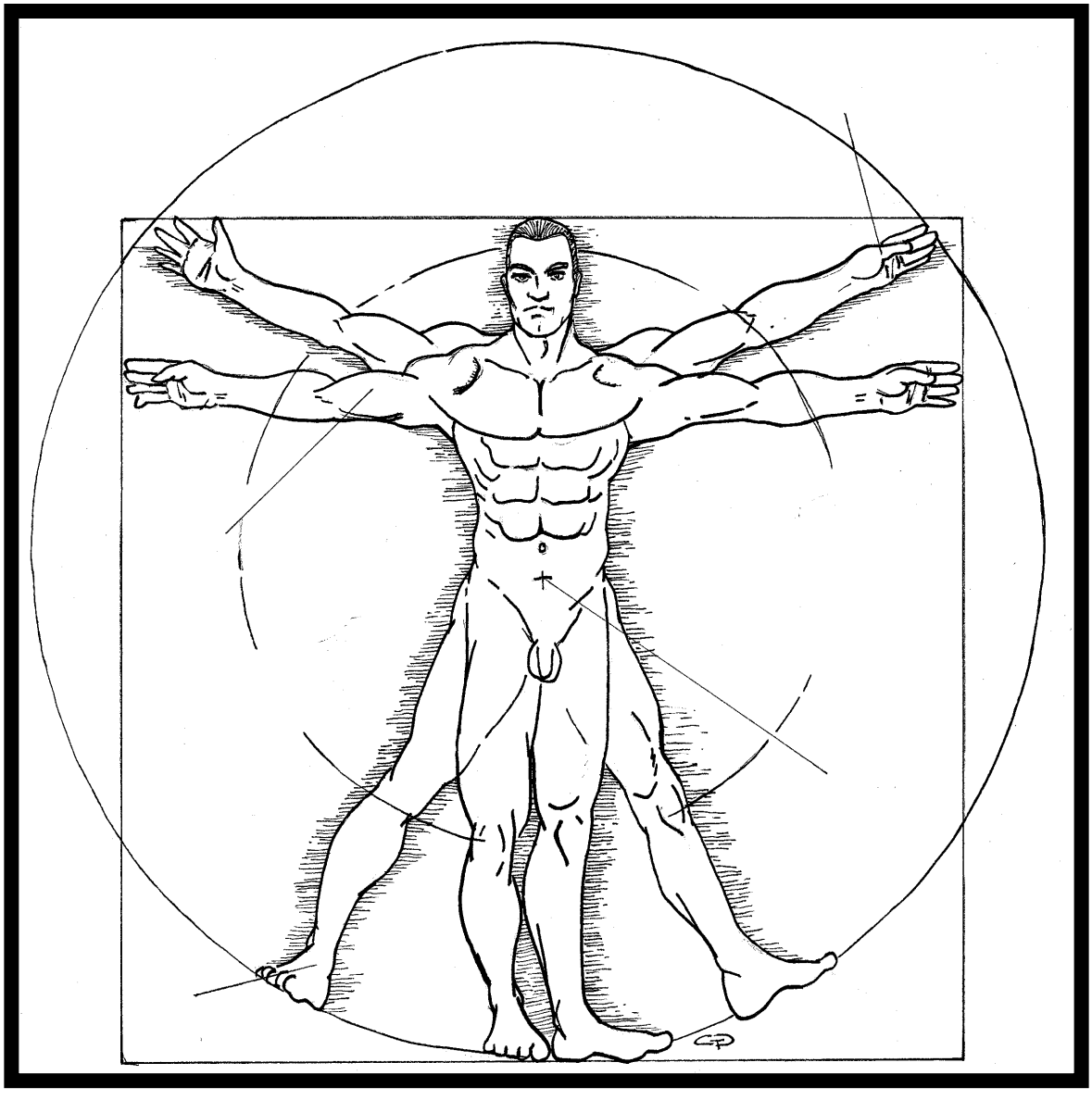
- **Turns**: when things are normal, with no enemies about, the action can be free-wheeling, with each player openly deciding and stating what he or she will do. When there is fighting or other direct conflict to be done, things get a little more formal so there is no confusion. During conflict, action is broken down into turns, where each player declares actions in a predetermined order. See the Turn Sequence section of the rules you are using for the specifics.

A very special thanks go to **Guy McLimore**, author of this introduction to the concept of role-playing games.



Character Creation

Chapter 1



Character Checklist

The following outline may be used in whole or in part as a guide to creating player or non-player characters (more detailed information can be found under the appropriate subheadings). If desired, players may make photo copies of the character sheet located in the appendix.

- **Page 14**: Choose a **Race**. Note any racial restrictions that may apply (e.g., attribute maxima, available professions) as well as racial abilities.
- **Page 25**: Choose a **Profession**. Note that there are both single- or dual-classed professions. Review the skills available to the character, but do not make any selections until after a background has been selected.
- **Page 59**: Choose an **Alignment**.
- **Page 60**: Choose a **Background**. Each background comes with two skills; select from those available.
- **Page 61**: Calculate the character's **Renown**.
- **Page 61**: Assign **Attributes**. Pay attention to the racial maxima and the professional minima. Make note of any bonuses or penalties that result from the scores.
- **Page 63**: Determine the character's **Hit Points**.
- **Page 64**: Determine the character's **Saves**.
- **Page 65**: Calculate the character's max **Encumbrance** rating.
- **Page 65**: Roll for the character's starting **Wealth**.
- **Appendix A: Equip** the character as desired.
- Describe the character's appearance according to your vision of your role-playing persona. The only restrictions are those that apply with regard to the character's race.

If desired, a few brief notes on the character's personality, past history, motivations, and so on may be added to the character sheet. Players should work with their Game Judge when developing biographical sketches.

Races

There are ten races of humanoid beings which may be used as player characters in the game. In the following section, each of these races is described using the following format:

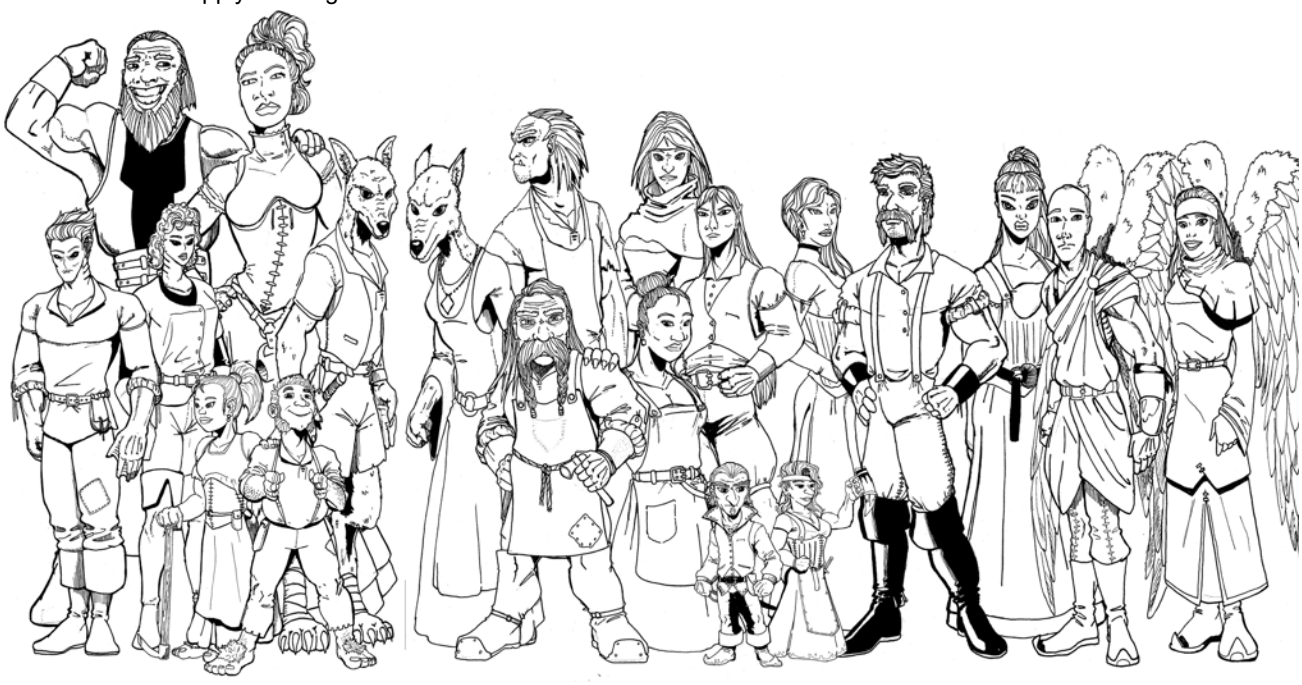
Racial Abilities
A listing of the specific abilities, if any, possessed by members of the race.

Maximum Attribute Scores
A listing of the racial maxima for each of the eight character attributes (i.e., Strength, Dexterity, Speed, Constitution, Intelligence, Will, Charisma, and Perception).

Size
An indicator of the average height and weight for male and female members of the race.

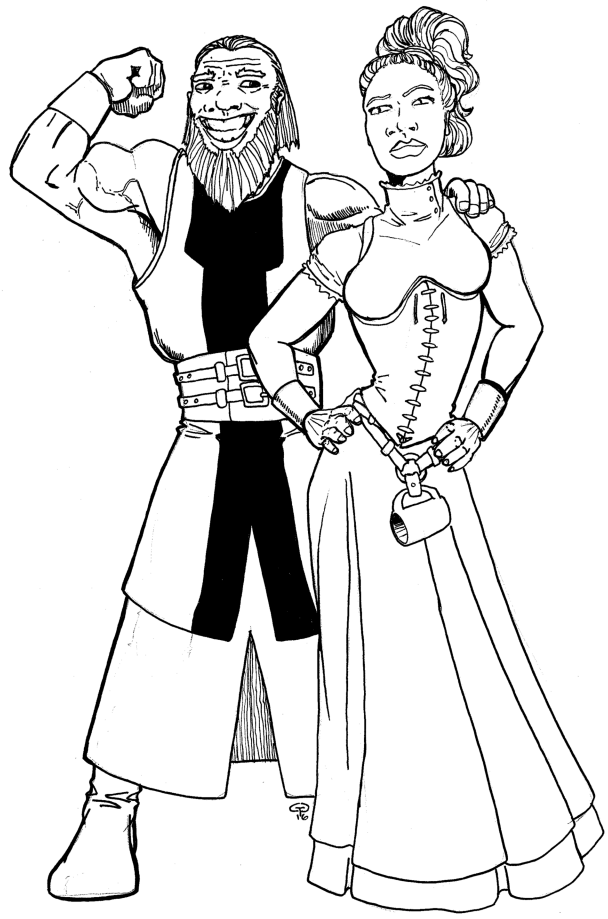
Life Span
An indicator of the average life expectancy for members of the race. Four age ranges are listed: Young Adult, Mature Adult, Middle-aged, and Venerable. A die roll is given which can be used to randomly determine an individual's maximum possible age (roll and add to the upper limit listed for Venerable).

Professions
A list of the professions which members of the race may pursue. Racial attribute maxima and other factors prohibit certain race / profession combinations.



Aesir

Ay-ZEER



Racial Abilities

- +1 save vs. STR (+1 per 3 levels *gained*)
- +1 save vs. CON
- +1 damage per attack (due to great size)

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
19	14	12	18	14	18	18	16

Size

	Height	Weight
Male	6’10–7’10	280–450 lbs.
Female	6’8–7’6	260–400 lbs.

Life Span

Young Adult	12–20	
Mature Adult	21–60	
Middle-aged	61–70	
Venerable	71–74	+1d6

Professions

Corsair, Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

The aesir are a giant race of humanoids. They are descended from the jotun (frost giants), but are generally smaller and more intelligent than their fierce ancestors.

By human standards, aesir are towering in stature. They are often described as wild-eyed in appearance and can look quite menacing when angered. Skin colors can range from tan to dark brown or black while hair colors can range from light brown to auburn.

Aesir have relatively short life spans, but their bodies do not weaken with age as most humans' do—tales of 70+ year old aesir warrior chieftains leading their clans into battle are quite common. Though aesir reproduce with almost the same frequency as humans, the infant mortality rate for their race is inexplicably high at 40%. As a result, their clans are generally close, but few in number.

More so than any other race, the aesir are deeply emotional and their moods tend to run to the extremes. If an aesir is happy, he will roar with laughter; if saddened, he will mope about for hours on end. Though slow to anger, the wrath of an aesir is frightening to behold.

Conversely, aesir rarely hold a grudge for long and have no ill feelings towards any of the other humanoid races. In fact, they are quite fond of dwarves, affectionately referring to them as their “little brothers.”

Aesir revel in battle and are fierce warriors. They have a great hatred of trolls and ogres, often warring against the tribes and clans of such creatures. Aesir have their own Shamans, but otherwise have little talent for magic. As they love the sea, they will sometimes take work as sailors, marines, or even corsairs.

Although aesir have certain obvious advantages over individuals of other races, there are disadvantages to being giant as well. The great size of these beings prohibits them from using most standard types of armor, equipment, and even certain weapons; aesir are, for instance, much too brutish to use bows or slings. Also, only the largest and most expensive war horses can handle the weight of an aesir without collapsing.

Andaman

AHN-da-mahn

Racial Abilities

- +1 save vs. SPD, PER
- Keen Hearing (excellent within 100 feet)
- Language: Animal (of the type they resemble)
- Leaping (+50% distance)
- Move Silently (75%)
- Natural Weaponry—Bite (1d4); Claws ×2 (1d3)
- Night Vision
- Tracking (75%; by scent)

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
18	18	19	18	14	16	16	19

Size

	Height	Weight
Male	6’0–6’6	180–240 lbs.
Female	5’10–6’4	140–200 lbs.

Life Span

Young Adult	12–28	
Mature Adult	29–38	
Middle-aged	39–55	
Venerable	56–70	+2d12

Professions

Beastmaster, Bounty Hunter, Corsair, Gladiator, Hunter, Martial Artist, Rogue, Spy, Warrior

Once quite numerous, the so called *beast-men* are now a dwindling race. There are several distinct sub-species of andamen, each created through numerous attempts at cross-breeding and magical experimentation. Andamen are always mammalian predators, with the most common being the lion-men, jackal-men (*gnolls*), wolf-men, leopard-men (*agioto*), tiger-men, and panther-men. Regardless of type, all andamen have humanoid, fur-covered bodies as well as the heads and visages of their animal counterparts. Many andamen display human hair growth in addition to their animal traits. While they possess sufficient manual dexterity for weapon use, andamen are also capable of attacking with claws and teeth.†

In the wilds, andamen often live in prides or packs of 4–20 individuals. They prefer plains and savannahs to other types of terrain and usually live in huts made of woven grass. As they are creatures of magical origin, andaman reproduction is erratic at best. While female andamen will usually give birth to a litter of 1–4 cubs each year, there is a 50% chance that each of the young will be an *animal*, not an *andaman*. Thus it is believed that the andamen are slowly breeding themselves into extinction.

Andamen are generally grim by nature, tending to be impassive unless aroused to anger. They are fiercely loyal to their companions and savage fighters—with or without weapons. Although andamen do not like the scent of nethermen, they bear no ill will toward the humanoid races. Like their bestial ancestors, they have no spell casting abilities whatsoever.

† Andamen may attack with one bite and two claw attacks when fighting unarmed. Neither boxing nor martial arts will increase the number of claw attacks possible.

Dwarf

DWARF

Racial Abilities

- +1 save vs. CON
- Infravision
- Language: Dark Tongue
- Talent: Mining, Stone Cutting
  - *Detect Unsafe Stonework* (save vs. INT)
  - *Identify Rocks And Minerals* (95%)

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
18	16	16	19	18	18	16	18

Size

	Height	Weight
Male	4'0-5'10	120-160 lbs.
Female	3'10-4'8	100-140 lbs.

Life Span

Young Adult	50–150	
Mature Adult	151–300	
Middle-aged	301–500	
Venerable	501–600	+10d6

Professions

Alchemist, Corsair, Hunter, Magician, Necromancer, Paladin, Priest, Rogue, Savant, Scholar, Shaman, Thaumaturge, Warrior

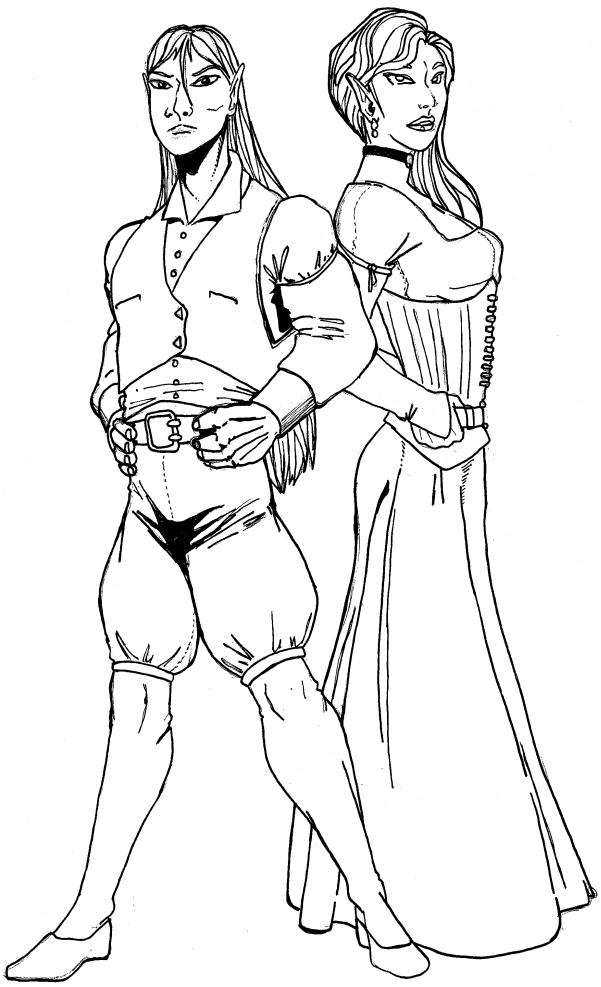
Dwarves are generally short and heavily built, with plain features and dark brown eyes. Skin color can range from tan to a ruddy reddish-brown or black while hair color can range from auburn to brown to black. As both males and females are bearded, facial hair is considered a mark of great distinction amongst these folk; the longer the beard, the better.

Like elves, dwarves are long-lived, and produce few offspring. They are dour and hard-working by nature, having little interest in merry making except when strong drink is available. Being superior miners and smiths, dwarves have a great liking for precious stones and metals. Any dwarf settlement will always have a good forge and at least one well-worked mine.

Dwarves are on fairly good terms with all the humanoid races except the nethermen who, being related to the goblin race, are regarded with great suspicion by dwarves. They are especially fond of the aesir, who have aided them in their wars against the trolls.

Elf

ELF



Racial Abilities

- +1 save vs. DEX, CHA, PER
- Infravision
- Language: Sylvan

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
16	19	18	15	18	16	18	19

Size

	Height	Weight
Male	5'0–6'2	120–160 lbs.
Female	5'0–6'0	90–130 lbs.

Life Span

Young Adult	150–250	
Mature Adult	251–600	
Middle-aged	601–800	
Venerable	801–900	+10d10

Professions

Bounty Hunter, Corsair, Druid, Enchanter, Hunter, Magician, Necromancer, Paladin, Priest, Rogue, Scholar, Shaman, Sorcerer, Spy, Thaumaturge, Warrior, Witch, Witch Hunter, Wizard

Elves are the eldest of the humanoid races and the most civilized of the sidhe (faerie folk). Elves are typically slender in build with fine features and bright green or blue green eyes. Skin color can range from pale white (high elves) to tan (wood elves) while hair color can range from golden yellow to light brown. The majority of elves are striking, truly statuesque in appearance, exhibiting a grace not generally found amongst the members of other races.

By human standards, elves have incredibly long life spans, with most living well past 800-900 years of age. In spite of their long life spans, elves are not prolific; it is rare for an elven couple to have more than one or two offspring. The low birth rate of elves has certainly contributed to the declining population of this ancient race.

Perhaps because of their remarkable life spans, elves rarely act in a rash or hasty manner (dark elves not withstanding). Few show any outward signs of emotion even when under great duress. It is said that an elf will never forget a kindly act and will never forgive an act of aggression until a measure of justice (or vengeance) has been gained. It is for this reason that elves have a great dislike for the nether folk, who are related to the traditional enemies of the sidhe, the goblins. Though elves and dwarves have little in common, there is no great animosity between the two races, nor are elves prejudiced towards any of the other humanoid groups.

Elves have a natural affinity for magic and many of their folk are members of the magical professions. High elves in particular often pledge themselves to a patron Deity or demigod, becoming Paladins.

There are a few areas where the elves are uncomfortable when discussing their history. One such blight is the existence of the so-called dark elves (or drow). The dark elves are not a separate race; they are a cult of sorts. The cult believes that all races are inferior to the elven kind and should not be tolerated. Their hatred of goblins and goblin kind is so extreme as to be nearly insane.

These elves have long since shunned the forests and woods and have taken to living underground. As such, they can have pale (almost albino) skin. Not using their normal vision (relying on infravision below the surface), they can take some time to adjust to the sun when they venture to the surface world (thus, they come out primarily at night).

Both the common elf and the drow look at the other with pity as a people that cannot see the obvious.

Gnome

NŌM

Racial Abilities

- +1 save vs. DEX
- +1 save vs. Poisons and Venoms
- Infravision
- Language: Dark Tongue
- Small Creatures
- Talent: Mining
  - *Detect Unsafe Stonework* (save vs. INT)

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
15	19	13	18	19	14	18	17

Size

	Height	Weight
Male	2'6 – 4'0	60–90 lbs.
Female	2'3 – 3'6	40–80 lbs.

Life Span

Young Adult	10–20	
Mature Adult	21–45	
Middle-aged	46–70	
Venerable	71–95	+5d4

Professions

Alchemist, Assassin, Charlatan, Corsair, Enchanter, Harlequin, Hunter, Mage, Necromancer, Priest, Rogue, Savant, Scholar, Shaman, Sorcerer, Spy, Thaumaturge, Warrior, Witch, Witchdoctor, Wizard

Gnomes are one of the two races known collectively as the wee-folk (i.e., along with halflings). Gnomes are rather flamboyant, tending to dress in more colorful garb. They are louder and more extraverted than their halfling cousins. With beards similar to dwarves, gnomes are often mistaken for dwarven children.

Gnomes appear to be related to either dwarves or halflings (perhaps both). They are insatiably curious creatures and will often excel at various scientific and magical pursuits—thus the listing of various magical professions they may undertake. Granted, the stereotype of the crazed gnome tinker working to create golems and machina is well known. But far more work as shopkeepers and typical, sane common folk in any sizable city.

Outside of human populations, gnomes are subterranean, living in caves and cavern complexes up to 100 feet below the surface. They prefer foothills to mountains; rolling hills to plains. Within human populations, they will often set up in nearby hills and live by the city without living in it. This is not universal by any means, as some cities have entire 'wee quarters' where gnomes, halflings, and the occasional dwarven family have built city-areas to their own scale (e.g., six feet ceiling heights, etc.)

Small Creatures

As small creatures, gnomes and halflings have a few adjustments that need to be made. More on this can be found in Chapter 3 and the BESTIARY.

Those that are more than 2 feet tall, and no more than 4 feet tall are considered *small creatures*. Small creatures calculate their hit points as normal, then multiply the result by ×¾ (round up).

> **Example**: a level 6 small Warrior with a Constitution score of 17 has 49 hp: 17 hp base + (6 × 6 hp) Highly Trained levels + (6 × 2 hp) Constitution bonus; the sum of 65 is then multiplied by ×¾ — 49 hp.

Any to-hit roll made against a small foe is made at a -2 penalty. Any to-hit roll made by a small combatant is made at a +2 bonus. As a result, two small foes fighting one another have these modifiers cancel out.

The Game Judge is encouraged to make common sense adjustments with such creatures. Just as an aesir character may find it difficult to hide in underbrush or a small crowd, a wee-folk character could theoretically disappear within these environs.

Halfling

HAF-ling

Racial Abilities

- +1 save vs. SPD
- +2 Climbing
- +2 Hiding (-2 penalty on Search check to locate)
- Infravision
- Small Creatures (see sidebar under Gnome)

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
14	18	14	18	18	19	18	18

Size

	Height	Weight
Male	2’5–3’4	60–100 lbs.
Female	2’1–3’0	50–90 lbs.

Life Span

Young Adult	12–19	
Mature Adult	20–35	
Middle-aged	36–80	
Venerable	81–110	+5d4

Professions

Beastmaster, Corsair, Hunter, Necromancer, Priest, Rogue, Scholar, Shaman, Spy, Warrior

Halflings are one of the two races known collectively as the wee-folk (i.e., along with gnomes). Halflings are subdued, tending to dress in plain clothing in order not to draw attention to themselves. They are quieter and far more introverted than their gnome cousins. Their proportions make it quite clear that although halfling adults are the same size as human children, they are certainly not children.

Halflings are most certainly related to gnomes and they may even be the same species, with only cultural and environmental variations to explain away their differences. Unlike gnomes, halflings tend to be content with a simple life, seeking various mundane and non-adventuring pursuits. Those halflings that do take up an adventuring career are more often than not among the roguish types. No halfling in recorded history has ever had the knack for spell-casting.

Halflings have their own settlements, but any sizable city will have a ‘wee-district’ with quarters and businesses built to scale. In their own towns and cities, these crafty folk will build their homes to blend into the environment.

Human

HŪ-mahn

Racial Abilities

- +1 save vs. one attribute (+1 per 3 levels *gained*)
- +10% experience points earned

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
18	18	18	18	18	18	18	18

Size

	Height	Weight
Male	4’0–6’8	80–300 lbs.
Female	4’0–6’4	70–200 lbs.

Life Span

Young Adult	14–25	
Mature Adult	26–40	
Middle-aged	41–65	
Venerable	66–80	+4d6

Professions

Humans may be members of any profession

Humans are the most common and populous of the humanoid races and are found throughout the known world. While the majority of humans tend to center around coastal cities, towns, and villages, scattered tribal groups and clans can be found living even in the furthest inland areas.

Humans often vary greatly in appearance with no mean or average features being apparent with regard to members of this race. Skin color can range from pale white to blue-black while hair color can range from white to yellow, red, brown, and black. Certain ethnic groups fall outside of the given ranges for height and weight.

The success of the human species is generally attributed to their ability to easily adapt to a wide range of terrains and climates. Though relatively short-lived, humans reproduce at a much faster rate than any of the other humanoid races and large families are relatively common.

Humans get along fairly well with most of the other humanoid races, but generally evidence a strong disliking for nether folk and, in some cases, a superstitious dread of the dark elves. Most of the other humanoid races get along reasonably well with humans, but tend to be baffled by the unpredictable emotional behavior of the human species.

Netherman

NEH-ther-mahn

Racial Abilities

- +1 save vs. STR, CON
- +1 save vs. SPD (+1 per 3 levels *gained*)
- Infravision †

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
18	16	18	18	15	15	14	18

Size

	Height	Weight
Male	5'10–6'2	150–225 lbs.
Female	5'6–5'10	120–145 lbs.

Life Span

Young Adult	14–28	
Mature Adult	29–40	
Middle-aged	41–55	
Venerable	56–65	+2d6

Professions

Assassin, Bounty Hunter, Corsair, Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Spy, Warrior, Witchdoctor

Nethermen are not a true race of beings, but are a cross between humans and goblins. Nethermen basically resemble humans in stature but have a tendency to be more muscular and less agile than their human cousins. Like goblins, their skin color can range from tan to yellow-green, brown, or black. Mottling, a fairly common characteristic of goblins, is generally not seen amongst nethermen. Nethermen also have the deep-set eyes of their goblin ancestors, and the same reverse eye coloration (i.e., black with white pupils). Infravision is very common.

Nethermen have fairly short life spans. As they are not a true species, fully 60% of both males and females are sterile. For this reason the race of nethermen, like the andaman, seems slowly headed towards extinction.

Generally speaking, the nether race has unfortunately inherited the worst traits of both their human and goblin ancestors. Although there are exceptions, most nethermen are prone to be violent, cruel, and cunning and have no great liking for any of the other humanoid races. As a race they have little talent for magic, most being skilled as Warriors, Spies, Rogues, and rarely Assassins. Certain tribes of nethermen have their own Shamans; their power animals will always be wolves.

† A netherman has a 95% chance of possessing this ability.

Selkie

SEL-kee

Racial Abilities

- +1 save vs. DEX, PER (only when under water)
- +1 save vs. SPD (+2 when under water)
- Swimming †
- Water Breathing (Limited) ‡

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
18	18	18	16	18	18	18	19

Size

	Height	Weight
Male	5'6–6'6	120–190 lbs.
Female	5'4–6'2	90–150 lbs.

Life Span

Young Adult	14–25	
Mature Adult	26–40	
Middle-aged	41–65	
Venerable	66–80	+2d8

Professions

Beastmaster, Corsair, Druid, Hunter, Necromancer, Priest, Rogue, Scholar, Shaman, Warrior, Witch

Like the nethermen, the selkies are not a true race as much as they are a cross between humans and tritons. While possessing certain amphibious adaptations, selkie are unfit for life beneath the waves and are sent to a harsh life among the land-dwellers.

Selkies are quite human in appearance having only a few traits of their aquatic heritage. The hands and feet are webbed like a triton's giving them great speed in the water. One of the most telling features of the selkies is their hair, with three-quarters of all selkies sporting the blue-green locks of the tritons. They possess fully developed lungs for breathing air as well as tiny gills along the neck that allow them to breath water for short periods of time. The gills become stronger with age and use, giving selkies progressively more time underwater.

Selkies are usually born into coastal settlements and rarely travel far from the refuge of the sea despite being able to survive indefinitely on dry land. Most selkies identify with the ocean and seek their livelihoods at sea. Capable of salvaging sunken wrecks, communicating with aquatic denizens, or scouting out reefs in shallow waters, they are invaluable additions to any ship's crew. Although extremely rare, selkies lack the reclusive nature of the tritons and often seek lives of adventure. A selkie trained in seamanship can demand three times what another sailor earns.

† All selkies can swim as if he or she had the skill; their swimming speed is equal to their running speed.

‡ A selkie can remain underwater for 20 minutes per point of Constitution, plus 20 minutes per level of ability before the gills tire and he or she needs to return to the surface.

Zephyr

ZEF-er

Racial Abilities

- +1 save vs. CHA, PER
- +1 save vs. DEX (+2 when flying)
- +1 to-hit (missile weapons)
- Flight †
- Keen Eyesight (fine details within 1 mile)

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
14	18	18	14	18	16	19	19

Size

	Height	Weight
Male	5'0–6'0	80–120 lbs.
Female	4'0–5'0	70–110 lbs.

Life Span

Young Adult	10–30	
Mature Adult	31–50	
Middle-aged	51–55	
Venerable	56–58	+2d6

Professions

Bounty Hunter, Corsair, Enchanter, Harlequin, Hunter, Necromancer, Priest, Rogue, Scholar, Shaman, Warrior

The zephyr are a winged race of humanoids. Zephyr are hollow-boned and slight of stature, being built for speed and maneuverability in the air. Compared to the other humanoid races, they are not strong. Skin color can range from gold to coppery brown while hair color can range from yellow to bright red. Zephyr literally have eyes like a hawk's.

An adult zephyr has a wingspan of over 20 feet. The wings themselves are remarkably flexible and can be folded flat against a zephyr's body (95% undetectable under a large cloak). One full minute is required in order to open and spread his or her wings from a folded position, and become airborne.

Though zephyr will sometimes live in civilized areas, most prefer living in aeries (i.e., nests made from elaborately-woven reeds and grass), far from the claustrophobic confines of human cities and villages. The life span of these humanoids is appallingly short, though they reach young adulthood at a fairly early age. Zephyr couples will usually produce only one child in their short lives.

Zephyr are typically high strung and sensitive by nature. They have no outright prejudices against other humanoid races and are, in turn, much admired for their beauty, grace, and singing voices. All zephyr have a peculiar loathing for reptiles and snakes, who, along with the naga (serpent-folk), are their greatest enemies.

Even though zephyr are unable to wear armor of any sort, they are renowned as Warriors—primarily for their skill with the short bow, javelin, and sling. Zephyr have little knowledge of magic.

† Zephyr can remain airborne for 1 hour per level of ability before needing to rest. Limited to ½ their normal encumbrance limit while in flight. Speed is ×2 while flying. Zephyr cannot fly if they have been wounded for more than ⅔ of their total hit points.

Professions

In Arcanum, there are 32 professions which may be used as player characters in the game (39 if professional variants are counted separately). Each profession has the feminine form listed below the class name. These terms are not universal (Game Judge's ruling)—women in these professions may prefer to use the masculine form. In the following section, each of these professions is described using the following format:

Single-classed / Dual-classed
Indicates whether this is a single-classed or dual-classed profession.

- **Single-classed**: the profession concentrates on a single area of expertise (e.g., combat, thievery, religion). Members of these professions tend to advance more quickly than dual-classed characters.

- **Dual-classed**: the profession has two distinct areas of expertise. When compared to single-classed characters, a greater number of experience points are needed in order to advance in level.

Combat Rating
Denotes the degree of fighting skill and training in which members of this profession engage (see Combat). The three ratings are Untrained, Skilled, and Highly Trained. The parenthetical which follows this rating indicates when additional attacks per combat round are acquired.

Alignment
Signifies the code of ethics or moral standards to which members of this profession generally adhere. Only Priests, Paladins, and Necromancers need be strictly concerned with alignment; players of other professions should use alignment as a guide to role-playing their game personas.

Minimum Attributes
A listing of the minimum attributes an individual must possess in order to be a member of this profession.

Special Abilities
A listing of the special abilities possessed by members of this profession.

Skills
This is the advancement table. It contains a listing of the various skills and abilities which members of this profession will already possess at level 1, as well as those they will naturally acquire as they advance. Characters may acquire additional extracurricular skills, but at the cost of experience points beyond those needed to advance (see Skills).

Changing Professions

It is assumed that acquiring a level 1 ability in any profession takes several years. It is not possible for a character to change professions unless the player of that character is willing to retire him or her from adventuring for three or more game years while the character learns their new profession.

Attacks

All characters in Arcanum are initially allowed a single attack per round. Skilled and Highly Trained characters will get additional attacks as they advance. This is indicated by the one or two numbers in parentheses following the combat rating listed with the profession. Untrained fighters do not get additional attacks; they have an em-dash (—) listed.

Example: an Enchanter's combat rating is Skilled (10). They have one attack per combat round at levels 1–9, and two attacks per combat round at levels 10+.

Example: a Warrior's combat rating is Highly Trained (5 /10). They have one attack per combat round at levels 1–4, two attacks per combat round at levels 5–9, and three attacks per combat round at levels 10+.

Combat Bonuses

Skilled and Highly Trained fighters receive bonuses to their to-hit rolls and damage dealt by successful attacks; untrained fighters do not. The bonus received by Skilled fighters is +1 per 3 levels; for Highly Trained fighters this is +1 per 2 levels.

Level	Skilled	Highly Trained
1		
2		+1 to-hit / damage
3	+1 to-hit / damage	
4		+2 to-hit / damage
5		
6	+2 to-hit / damage	+3 to-hit / damage
7		
8		+4 to-hit / damage
9	+3 to-hit / damage	
10		+5 to-hit / damage
11		
12	+4 to-hit / damage	+6 to-hit / damage
13		
14		+7 to-hit / damage
15	+5 to-hit / damage	
16		+8 to-hit / damage
17		
18	+6 to-hit / damage	+9 to-hit / damage
	+1 per 3 levels	+1 per 2 levels

Profession and Race Combinations

Profession	Single / Dual	Combat Rating	Valid Races										Spells
			A	An	D	E	G	Ha	H	N	S	Z	
Alchemist	Single	Untrained			●		●		●				
Assassin	Dual	Skilled					●		●	●			
Astrologer	Single	Untrained							●				Astrology
Beastmaster	Single	Highly Trained		●				●	●		●		
Bounty Hunter	Dual	Skilled		●					●	●		●	
Charlatan	Single	Skilled					●		●				Enchantment
Corsair	Dual	Skilled	●	●	●	●	●	●	●	●	●	●	
Druid	Single	Untrained				●			●		●		Elemental Magic
Enchanter	Dual	Skilled				●	●		●			●	Enchantment
Gladiator	Single	Highly Trained	●	●					●	●			
Harlequin	Single	Skilled					●		●			●	
Hunter	Single	Highly Trained	●	●	●	●	●	●	●	●	●	●	
Mage													
• Archimage	Dual	Untrained					●		●				Astrology and Enchantment
• Cabalist	Dual	Untrained					●		●				Astrology and High Magic
• Magus	Dual	Untrained					●		●				Astrology and Divine Magic
Magician	Single	Untrained			●	●			●				Enchantment
Martial Artist	Single	Highly Trained		●					●				
Monk	Dual	Skilled							●				Mysticism
Mystic	Single	Untrained							●				Mysticism
Necromancer	Single	Untrained	●		●	●	●	●	●	●	●	●	Black Magic
Paladin													
• High Paladin	Dual	Highly Trained			●	●			●				Divine Magic
• Low Paladin	Dual	Highly Trained			●	●			●				Low Magic
Priest	Single	Untrained	●		●	●	●	●	●	●	●	●	Divine Magic
Rogue	Single	Skilled	●	●	●	●	●	●	●	●	●	●	
Savant													
• Divine	Dual	Untrained			●		●		●				Divine Magic
• Mystical	Dual	Untrained			●		●		●				Mysticism
Scholar	Single	Untrained			●	●	●	●	●		●	●	(*Scholarly*)
Shaman	Single	Untrained	●		●	●	●	●	●	●	●	●	Low Magic
Sorcerer													
• Dark Sorcerer	Dual	Untrained				●	●		●				Sorcery and Black Magic
• Light Sorcerer	Dual	Untrained				●	●		●				Sorcery and Enchantment
Spy	Single	Skilled		●		●	●	●	●	●		●	
Thaumaturge	Dual	Untrained			●	●	●		●				Enchantment
Warrior	Single	Highly Trained	●	●	●	●	●	●	●	●	●	●	
Witch													
• Black Witch	Dual	Untrained				●	●		●		●		Elemental and Black Magic
• White Witch	Dual	Untrained				●	●		●		●		Elemental and Enchantment
Witch Hunter	Dual	Skilled				●			●				Mysticism
Witchdoctor	Dual	Untrained					●		●	●			Black Magic and Low Magic
Wizard													
• Dark Wizard	Dual	Untrained				●	●		●				High Magic and Black Magic
• Light Wizard	Dual	Untrained				●	●		●				High Magic and Enchantment

A = Aesir **D = Dwarf** **G = Gnome** **H = Human** **S = Selkie**
An = Andaman **E = Elf** **Ha = Halfling** **N = Netherman** **Z = Zephyr**

Alchemist

Feminine: *Alchemist*

Single-classed **Untrained** (—)

Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	12	—	—

Special Abilities

- Literacy (Background Skills)
- Locate Rare Earths
- Professional Alchemist
- Projection of Will

Skills

1	Analyze Mixtures	Horticulture
	Decipher	Naturalism
	Healing Arts	Read Magic (55%)
	Herb Lore	Weapon (×1)
	Herbal Remedies	
2	Alchemical Devices	Herbal Elixirs
3	Magical Mixtures	Toxic Powders
4	Philtres	
5	Venoms and Poisons	
6	Potions	
7	Alchemical Dusts	
8	Advanced Alchemical Equipment	
9	Advanced Alchemical Substances	
10	Essences	
11	Golems	Machina
12	Aqua Vitae and Homunculi	

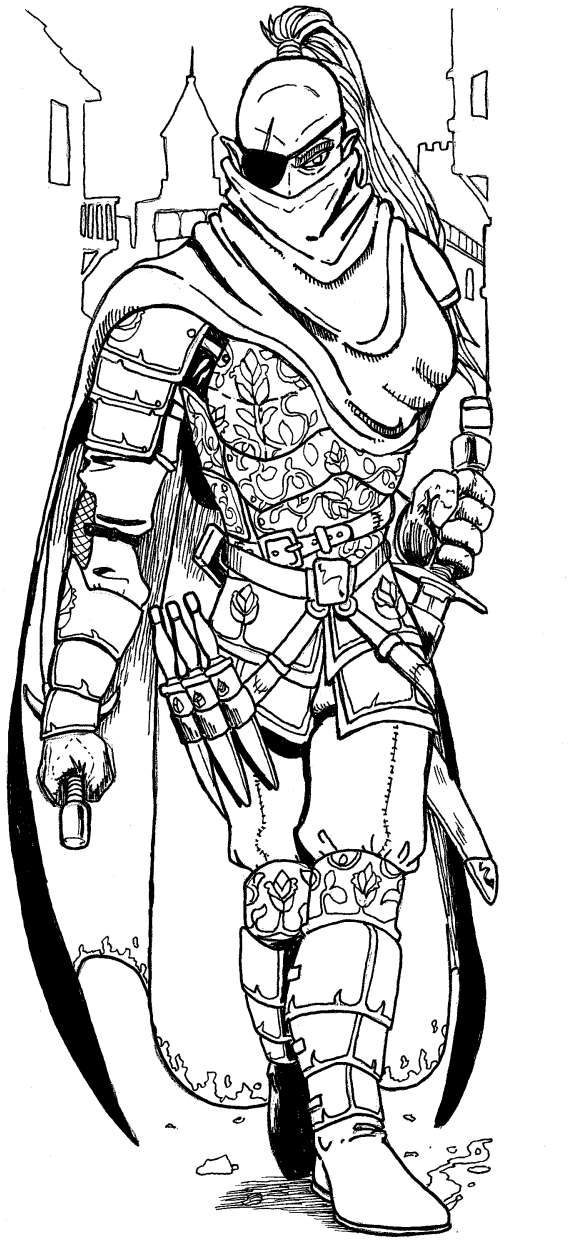
Alchemists are practitioners of the physical and metaphysical doctrines of the science known as Alchemy. Though Alchemists are not spell-casters, they are able to utilize scientific principles and the metaphysical ability known as Projection of Will to create substances which have magical properties.

All level 1 Alchemists are considered to have spent a minimum of seven years apprenticing under a qualified master. During this time, the aspiring Alchemist will have learned the basic skills involved in the preparation of ingredients, standard laboratory procedures, and such varied fields of study as metallurgy, horticulture, and naturalism. This preparation serves them well with an in depth and practiced knowledge of the process of creating various mixtures. Long hours will be spent studying the properties of herbs, metals, gemstones, the classification of animal ingredients, and the deciphering of magical and alchemical scripts. When the aspiring Alchemist can demonstrate the ability to utilize the properties of Rare Earths by Projection of Will, the apprenticeship is over and the former student will be prepared to pursue a career in the field of Alchemy.

All Alchemists possess the ability to locate the wondrous substances known as Rare Earths. Rare Earths are easily the most important of all the alchemical ingredients, as they are the substances upon which the Alchemist focuses his or her Will when performing an experiment. They are the catalysts that allow the Alchemist to unleash the innate powers of other ingredients.

Assassin

Feminine: *Assassin*



Dual-classed **Skilled** (8)

Alignment: any Evil (or Neutral if allowed)

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	14	12	—	12	—	—	10

Special Abilities

- +1 save vs. SPD
- +1 save vs. PER (+1 per 4 levels *gained*)
- Assassinate (35%; +3% per level *gained*)

Skills

1	Catwalk	Martial Arts I
	Evade Pursuit	Stealth
	Hide in Shadows	Weapon (×2)
2	Infiltrate	Weapon (×1)
	Tailing	
4	Toxic Powders	Weapon (×1)
6	Martial Arts II	
8	Venoms and Poisons	
10	Weapon (×1)	

Assassins are dual-classed Martial Artist–Spies who specialize in various covert activities and the killing of individuals for pay. Most Assassins are members of a secret society or cult, each group having its own territory or sphere of influence. Certain lawful evil religious sects are known to employ Assassins for their own dark purposes, and mercenary Assassins are sometimes found for hire in large cities and trading ports.

At the Game Judge's option, neutrally aligned groups or cults of Assassins may be allowed in the campaign. Members of such groups will have the same abilities as their evil counterparts, but will not work for pay. Instead, neutral Assassins will volunteer their services to such causes as they deem worthwhile, and may even work against evil Assassin cults and groups.

Because Assassins are both feared and hated by most other individuals, they must adopt the most secretive of ways simply to ensure their own survival. Reprisals from the families, friends, and associates of their victims are quite common, and rival cults of Assassins occasionally engage in deadly struggles over territorial disputes.

Fees for assassinations vary widely; the base fee can be calculated as follows:

- The cost of anything special needed for the job (e.g., bribes, equipment, forged papers).
- 50 gp per level of the mark (i.e., the individual or creature being targeted); half payable in advance.
- ×2 if the mark is to die in such a way as to appear natural.
- ×3 if the mark is an Assassin, Hunter of any type, or Spy.
- ×4 if the mark is a spell-caster of any type.

Astrologer

Feminine: *Astrologer*

Single-classed **Untrained** (—)

Alignment: as per Patron Deity

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	14	—	12

Special Abilities

- Literacy (Background Skills)
- Observatory
- Spell-casting (Astrology)

Skills

1	Chirography	Read Magic (100%)
	Linguistics	Weapon (×1)
	Magical Mixtures	
3	Decipher	
5	Scrolls	Inscribe Symbol
7	Ancient Lore	Runes
9	Minor Magic Items	
11	Rods, Staves, and Wands	
12	Greater Magic Items	

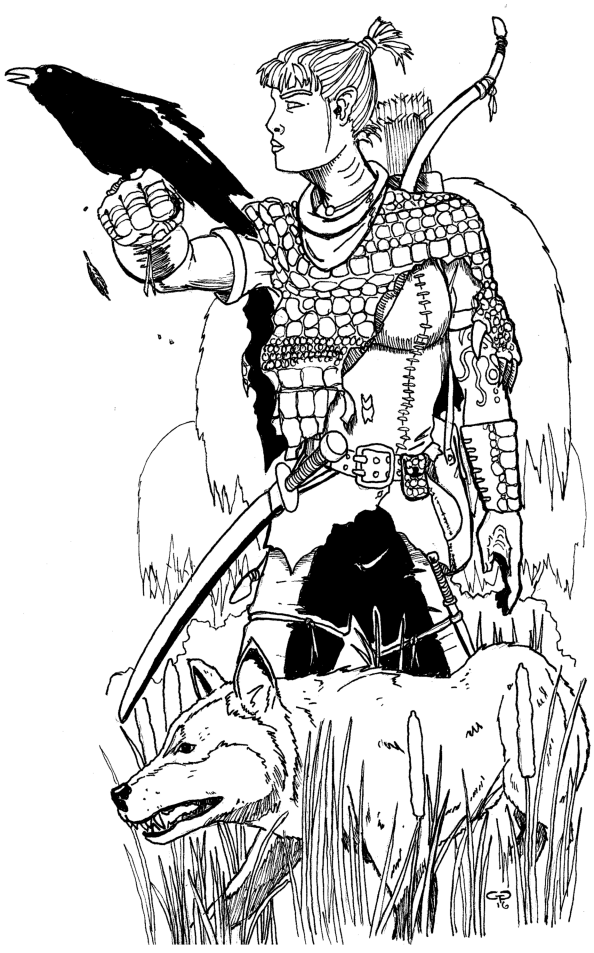
Astrologers are practitioners of the magical field of study known as Astrology, and are skilled in the arts of divination and interpretation of signs and events. Accomplished scribes and linguists, Astrologers are often sought after for their advice and counsel. They are perhaps the most scholarly members of the spell-casting professions.

All Astrologers have a patron sun or sky Deity from whom they derive both inspiration and magical power. Like Priests, Astrologers must adhere to the alignment of their patron Deity or suffer the loss of their spell-casting powers. Unlike Priests, however, Astrologers need not be directly associated with a church or religious group, and may forego a position as a religious functionary in favor of the independent pursuit of their studies. Astrologers may also revere other star or sky Deities as long as such entities are associated with the Astrologer's patron Deity.

Because they are also trained as scribes, Astrologers are skilled in the making of scrolls and may learn any extracurricular spell which utilizes inscriptions (e.g., the High Magic spells Sigil and Talisman) at the usual cost in experience points.

Beastmaster

Feminine: *Beastmistress*



Single-classed **Highly Trained** (6, 12)

Alignment: any Neutral

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
12	—	—	—	—	12	15	—

Special Abilities

- Animal Languages
- Influence Animals
- Sign

Skills

1	Evade Pursuit	Stalking
	Read Tracks	Survival
	Snares	Weapon (×2)
2	Weapon (×1)	
4	Herb Lore	
8	Herbal Remedies	
10	Weapon (×1)	

Beastmasters are an unusual class of characters that possesses the ability to communicate with, influence, and control many types of animals. It is said that some Beastmasters acquire their abilities by chance; lost or abandoned in the wilds, a child will occasionally be raised by animals, and thus learn their ways. Most, however, learn their skills from another Beastmaster, for it is the way of these individuals never to reveal their secret lore except by passing it down from father to son or mother to daughter.

Like most wild animals, Beastmasters are usually neutral in alignment. Though often on good terms with Hunters, Shamans, Druids, and occasionally Witches, Beastmasters generally have little liking for men and women of civilized aspect. Individuals who hunt animals purely for sport are particularly despised by Beastmasters; they will usually retaliate if animals who live in their own domains are killed for such purposes. While Beastmasters have no qualms about traveling to civilized areas, most prefer to make their home in the wilds.

Bounty Hunter

Feminine: *Bounty Huntress*

Dual-classed **Skilled** (9)

Alignment: any (most are Chaotic)

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
14	12	—	12	10	—	—	12

Special Abilities

- Assassinate (20%; +3% per level *gained*)
- Waylay (35%; +4% per level *gained*)

Skills

1	Hide in Shadows	Tailing
	Read Tracks	Tracking
	Stalking	Traps
	Stealth	Weapon (×3)
2	Interrogate	Snares
4	Decipher	Infiltrate
10	Weapon (×1)	

Bounty Hunters are dual-classed Hunter–Spies who track down and capture or kill individuals for pay. While the more notorious of these characters will often work as paid killers, most Bounty Hunters prefer the option of taking their prey alive due to the additional money which live prisoners usually command.

Though many Bounty Hunters are loners, this need not be the case for all members of this class. If a Bounty Hunter desires, he or she will seldom have any trouble locating partners to assist in this profitable line of work. As Bounty Hunters are often hired to carry out the same type of missions that other characters take on as a matter of course such as hunting down a menacing monster or individual, capturing an especially elusive Rogue, many have no qualms about working with a group of adventurers for a share of the prize.

As their profession often requires taking actions that are outside the boundaries of the law, Bounty Hunters are usually of Chaotic alignment. The majority of Bounty Hunters will take almost any job if the money is right, though some of these individuals prefer to pick and choose whom they will hunt.

Bounty hunting fees vary widely; the base fee can be calculated as follows:

- The cost of anything special needed for the job (e.g., bribes, equipment, forged papers).
- 50 gp per level of the mark (i.e., the individual or creature being targeted); half payable in advance.
- ×3 if the mark is an Assassin, Hunter of any type, or Spy.
- ×4 if the mark is a spell-caster of any type.†

† Some Bounty Hunters will only take this kind of work if they are desperate for money, and will otherwise recommend that a Witch Hunter be hired instead.

Charlatan

Feminine: *Charlatane*

Single-classed **Skilled** (—) †

Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	12	—	—	14	10	—	—

Special Abilities

- Detect Conjuration (20%; +5% per level *gained*)
- Detect Illusion (20%; +5% per level *gained*)
- Jack-of-all-Trades
- Literacy (Background Skills)
- Spell-casting (Enchantment)

Skills

1	Con	Read Magic (55%)
	Legerdemain	Thieves' Cant
	Magical Mixtures	Weapon (×1)
	Oratory	
5	Toxic Powders	
7	Philtres	
9	Scrolls	

Charlatans are Magician–Rogues who possess little in the way of true magical ability (thus, they are considered single-classed). Generally speaking, most Charlatans have more than enough intelligence for magical study, but lack the dedication or willpower to excel in any one magical field.

As a result, these individuals never advance beyond level I spells in any school of magic. Instead, they become dabblers in multiple schools. In this respect, Charlatans may acquire spells well beyond the scope of other spell-casters. Freed from having to concentrate on any one field, a Charlatan can develop many talents.

All Charlatans begin with the same abilities as a Magician. Their unusual knack for learning disparate skills, however, will cause them to diverge from this baseline rather quickly thanks to their Jack-of-all-Trades ability.

A Charlatan's magical skills are different from those possessed by other spell-casters. Although they gain the ability to cast an additional spell per level (just as other spell-casters do), Charlatans are incapable of casting any spell at greater than level I. Such spells are always cast at level 1 ability (i.e., if the effect of the spell is variable, based on the level of the caster, the Charlatan will cast this spell as if he or she were level 1 regardless of his or her actual level of ability). This limitation is not applicable when casting spells from a scroll or magic item.

Because of their unusual talents, many Charlatans find employment in traveling sideshows, where they may easily pick up new performing skills. Others work as mountebanks and con-men, sometimes taking on rogues or highwaymen as partners

† Despite being Skilled fighters, Charlatans do not gain any additional attacks per combat round as they advance.

Corsair

Feminine: *Corsair*

Dual-classed **Skilled** (8)

Alignment: any Neutral or Evil

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
12	12	—	—	10	—	—	—

Special Abilities

- Backstab
- Professional Sailor
- Waylay (35%; +4% per level *gained*)

Skills

1	Appraise Treasure	Swimming
	Basic Seamanship	Thieves' Cant
	Street Fighting	Weapon (×2)
2	Weapon (×1)	
4	Any Thieving or Combat Skill (×1)	
6	Weapon (×1)	
7	Any Thieving or Combat Skill (×1)	
8	Navigation	
10	Any Thieving or Combat Skill (×1)	
12	Cartography	

Corsairs are dual-classed Rogue–Warriors who ply their trade upon the oceans and waterways of the world. As the buccaneers of the sailing world, they are the scourge of merchants and sea traders alike; their vessels have even been known to raid small coastal villages and towns on occasion.

Though lacking in the finer points of combat, the Corsairs' relentless and unorthodox style of swordplay generally makes them the equal of most Highly Trained fighters, Because they are almost always on the water, however, Corsairs tend to avoid using metal armor or shields, and have little expertise in riding or mounted combat (player Corsairs can, of course, learn such skills if they so desire).

Like Rogues, Corsairs are usually neutral or evil in alignment. Most pirate crews will mainly consist of outcasts such as low level Corsairs, Rogues, Warriors, escaped slaves and disgruntled sailors. A fair percentage of any pirate crew will usually be composed of individuals taken as captives from plundered ships, or shanghaied from coastal villages and port cities. In the latter case, the ship's captain will send a press gang, 6–12 of the burliest crew members armed with clubs, out to prowl the portside bars and taverns, looking for a few drunk but hardy men to shanghai. By the time the luckless drunkards awaken, the ship will have set sail, and they will be off to the start of a new career as pirates.

Corsairs need not be restricted to adventuring solely on the high seas. River piracy, island exploration and searches for buried treasure are just a few of the options available to both player and non-player characters. Corsairs may also be employed as smugglers, fences for stolen treasure, kidnappers, or as crewmen, navigators or pilots on any ocean or river going vessel.

Druid

Feminine: *Druidess*

Single-classed **Untrained** (—)

Alignment: any Neutral

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	14	14	—

Special Abilities

- Animal Languages
- Language: Sylvan
- Literacy (Background skills)
- Pass Without Trace
- Shape Change: Animal (3× per day)
- Spell-casting (Elemental Magic)

Skills

1	Herb Lore	Survival
	Read Magic (100%)	Weapon (×1)
3	Herbal Remedies	
5	Herbal Elixirs	
7	Runes	Scrolls
9	Rods, Staves, and Wands	
12	Greater Magic Items	

Druids are practitioners of Elemental Magic and have a great reverence for all living things. Most worship the Old Gods (or the powerful spirit beings known as the True Elementals) and are generally contemptuous of the workings of civilized men. For this reason, Druids will only live in wilderness areas, solemnly tending their sacred groves and erecting great stone monuments and temples to their ancient gods.

In some places, Druids may also serve as priests and advisors to a powerful tribe or clan of barbarians, offering guidance and protection to their followers. Though the vast majority of Druids are neutral in alignment, it is said that lawful evil cults of Druids exist in certain regions. These Black Druids, as they are sometimes called, are greatly feared and are rumored to engage in the most grisly practices, including human sacrifices and a variety of dark and sinister rituals.

Enchanter

Feminine: *Enchantress*

Dual-classed **Skilled** (10)
Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	14	—	—	12	—	14	12

Special Abilities

- Artist
- Literacy (Background skills)
- Musician
- Spell-casting (Enchantment)

Skills

1	Legerdemain	Read Magic (100%)
	Magical Mixtures	Weapon (×1)
	Oratory	
3	Acting	
5	Acrobatics I	Philtres
6	Ancient Lore	
8	Acrobatics II	Potions
9	Scrolls	
10	Minor Magic Items	
12	Rods, Staves, and Wands	

Enchanters are dual-classed Harlequin–Magicians. They are among the most unusual of the many classes of spell-casters. Through their unique studies, these individuals are able to acquire a number of aesthetic talents and skills.

Enchanters may find work as traveling minstrels, bards, storytellers, performers, and so forth. Amongst certain high elf, wood elf, zephyr, and human gypsy clans, members of this profession are said to be fairly common. Throughout most of the world, however, they are quite rare.

Stories about darker Enchanters abound throughout human cultures, likening these masters of illusions to such creatures as sirens and gwylion. They are accused of tricking people out of fortunes, terrorizing towns out of spite, and luring the unsuspecting to their doom. These accounts are hardly indicative of the profession as a whole, but serve to tarnish the reputation of all who follow this calling.

Gladiator

Feminine: *Gladiator*

Single-classed **Highly Trained** (6, 12)
Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
14	12	10	—	—	—	—	—

Special Abilities

- +1 save vs. STR
- +1 save vs. CON (+1 per 3 levels *gained*)

Skills

1	Boxing	Wrestling
	Weapon (×3) †	
2	Any Combat skill (×1) ‡	
3	Any Combat skill (×1) ‡	
4	Weapon (×1)	
6	Any Combat skill (×1) ‡	
8	Weapon (×1)	
9	Any Combat skill (×1) ‡	
10	Any Combat skill (×1) ‡	
12	Weapon (×1)	

Gladiators are professional fighters trained in a variety of weapon and weaponless combat techniques. As they are trained primarily in the art of close-quarters combat, Gladiators are initially restricted from gaining proficiency in any missile weapon except the throwing net; they may learn how to use other missile weapons after attaining level 2. Gladiators may not wear any type of armor that is heavier or more restricting than studded leather while wrestling or boxing without incurring the standard non-proficiency penalty for all attacks and maneuvers.

Most Gladiators come from the lower ranks of society, many having formerly been either slaves, prisoners of war, or convicted felons. Though some individuals become Gladiators by choice, the majority of these fighters are sold into the arena simply because they are considered expendable. Those who live long enough to attain level 1 status may be rewarded with their freedom or they may not. Successful Gladiators are often able to buy their freedom, though some elect to continue fighting in order to gain greater wealth or prestige.

Gladiators may be of any alignment, and may seek other means of earning a living once outside the arena. Not surprisingly, Gladiators who have been forced to fight in the arena often return to their former professions, becoming mercenary soldiers, thieves, or—ironically—slavers. Those skilled in Animal Training may work as animal handlers for an arena, traveling circus, etc.

Players should discuss their Gladiator character with the Game Judge prior to the start of play and choose their background, or current status, according to their preference.

† A Gladiator may not select any missile weapons, other than a throwing net, with these three Weapon skill choices. They may learn such missile weapons with Weapon skills acquired at level 2 and higher.

‡ The Gladiator may select Acrobatics I, Acting, Animal Training, Knife Throwing, or Oratory instead of a Combat skill. Gladiator Actors cannot use the Impersonation element of that skill.

Harlequin

Feminine: *Harlequin*

Single-classed **Skilled** (9)
Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	14	—	—	12	—	14	12

Special Abilities

- Select one: Artist *or* Musician
- Many Masks

Skills

1	Acrobatics I	Music
	Acting	Oratory
	Juggling	Weapon (×2)
	Legerdemain	
2	Any skill (×1)	
3	Knife Throwing	
4	Any skill (×1)	
6	Acrobatics II	
8	Any skill (×1)	
10	Any skill (×1)	
12	Any Performing skill (×1)	

Harlequins are actors and performers of exceptional versatility. They are most often found working with repertory groups or with traveling stage troupes, circuses, etc. Those who prefer to work alone will often seek employment as storytellers, minstrels, or jugglers, performing in market places and other areas where crowds of people are likely to gather. Less talented members of this profession will even work as jesters or Court fools, but only if they are in desperate need of money—Harlequins generally think themselves superior to such clownish performers.

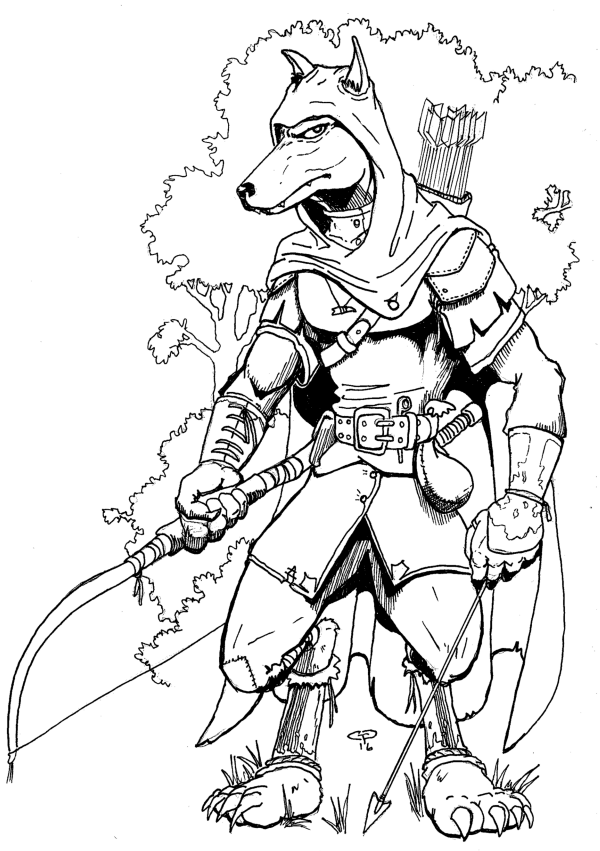
In addition to their acting talents, Harlequins possess a number of different abilities, including Acrobatics, Juggling, and Legerdemain. The coordination which Harlequins develop as a result of their acrobatic training also allows them to become quite adept at almost any Dexterity-related skill, such as those associated with Rogues.

Because Harlequins are familiar with acting, costuming and make-up, they are able to impersonate various types of characters with a great degree of skill. Harlequins will often go to great lengths to obtain costumes and props which may be used for such purposes.

When working for a repertory group or stage troupe, a Harlequin can usually command 1–10 gp per level of ability for a single performance. Harlequins of great renown can often command up to ten times the usual fee depending on the size and reputation of the repertory group with which they are performing.

Hunter

Feminine: *Huntress*



Single-classed **Highly Trained** (6, 12)
Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
12	12	—	12	10	—	—	14

Special Abilities

- +1 save vs. PER (+1 per 3 levels *gained*)
- Animal Languages

Skills

1	Archery I	Scouting
	Archery II	Stalking
	Camouflage	Survival
	Hunting	Tracking
	Read Tracks	Weapon (×2) †
	Riding	
2	Snares	
8	Herb Lore	
10	Herbal Remedies	

Hunters are Highly Trained fighters, skilled in the arts of tracking, woodlore and survival. Though found in both civilized and uncivilized areas, the best Hunters are often those who hail from barbarian, nomadic, or tribal clans.

Hunters generally will not wear metal armor of any sort, the lighter types of leather armor, furs and hides being preferable for purposes of speed and stealth. For the same reasons, these individuals generally prefer to carry only such equipment as they deem absolutely essential to their needs.

With their riding, woodlore and combat skills, Hunters may seek work in a variety of vocations. Those not already associated with a tribal group or clan may hire out as mercenary scouts, using their specialized talents to locate and observe the movements of enemy troops in wilderness areas. As most Hunters are accustomed to long periods of hard riding, some find work as couriers, carrying messages over great distances on horseback. Still others work as guides or trappers, the latter selling pelts and skins to traders from more civilized areas.

Hunters from civilizations that have not discovered the bow and arrow or the domestication of animals cannot take full advantage of the skills offered to the Hunter. It is suggested that such primitive Hunters replace Archery I and II with proficiency and Weapon Specialization in a ranged weapon with which they are familiar. Riding may be replaced with Swimming. All replacement options should be cleared with the Game Judge.

† One of the two weapons a Hunter starts with must be the short bow.

Dual-classed **Untrained** (—)
Alignment: variable

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	12	—	12

Special Abilities

- Literacy (Background skills)
- Spell-casting (Astrology, plus one other)
- Variable

Skills

1	Chirography	Read Magic (100%)
	Magical Mixtures	Weapon (×1)
3	Linguistics	
5	Decipher	Inscribe Symbol
7	Ancient Lore	Scrolls
9	Minor Magic Items	
11	Rods, Staves, and Wands	
13	Greater Magic Items	

Magi are dual-classed spell-casters whose primary field of study is Astrology. Their secondary field is either Divine Magic, Enchantment, or High Magic. All possess the same basic skills, but differ substantially in motivation, alignment and special abilities.

Archimage

Feminine: *Archimaga*

Alignment: any
Special Abilities
• Observatory
• Spell-casting (Astrology and Enchantment)

A Mage whose secondary field is Enchantment is known as an Archimage. Archimagi may be of any alignment and need not serve a patron Deity.

Cabalist

Feminine: *Shekhinist*

Alignment: any Good (per Patron Deity)
Special Abilities
• Evoker
• Observatory
• Spell-casting (Astrology and High Magic)

A Mage whose secondary field is High Magic is known as a Cabalist. Their devotion to a patron Deity gives Cabalists an advantage when employing spells of Evocation (Evoker).

Mage

Feminine: *Maga*

Magus

Feminine: *Maga*

Alignment: any Good (per Patron Deity)
Special Abilities
• Conversion
• Spell-casting (Astrology and Divine Magic)
• Turn Undead

A Mage whose secondary field is Divine Magic is known as a Magus. Like Priests, Magi are able to turn undead, and possess the ability to convert others to their faith; unlike other Magi, they cannot set up an observatory. Magi often serve in the capacity of Astrologer–Priests.

Magician

Feminine: *Magician*

Single-classed **Untrained** (—)

Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	12	—	12

Special Abilities

- Detect Conjuration (20%; +5% per level *gained*)
- Detect Illusion (20%; +5% per level *gained*)
- Literacy (Background skills)
- Spell-casting (Enchantment)

Skills

1	Magical Mixtures	Weapon (×1)
	Read Magic (100%)	
3	Toxic Powders	
5	Philtres	
7	Potions	
9	Minor Magic Items	Scrolls
11	Rods, Staves, and Wands	
12	Greater Magic Items	
13	Magical Weapons and Armor	

Magicians are practitioners of Enchantment, a field of magical study most closely associated with illusion and conjuration. As Magicians are single-classed characters, their choice of spells is initially quite limited, especially when compared to dual-classed spell-casters such as Wizards, Sorcerers, and Witches.

There are advantages, however, to the Magician's single-classed status; with only one field of study, magicians are able to progress upwards in level of ability at a much more rapid rate than their dual-classed rivals. As specialists in the field of Enchantment, Magicians are also the only individuals capable of learning the most powerful spells of illusion and conjuration.

Magicians may be of any alignment and may earn their living by any number of means. Like Charlatans, novice Magicians may seek work in traveling shows, though few will pursue such a career for any great length of time. Because they are skilled in the mixing of powders and other magical substances, Magicians will occasionally work with Alchemists or Thaumaturges, either as assistants or as full partners. High level Magicians sometimes even open their own shops, selling magical and alchemical wares of all sorts.

Martial Artist

Feminine: *Martial Artist*

Single-classed **Highly Trained** (6, 12)
Alignment: any (most are Neutral)

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
10	14	12	—	10	12	—	—

Special Abilities

- +1 save vs. SPD (+1 per 3 levels *gained*)
- +1 save vs. WIL, PER

Skills

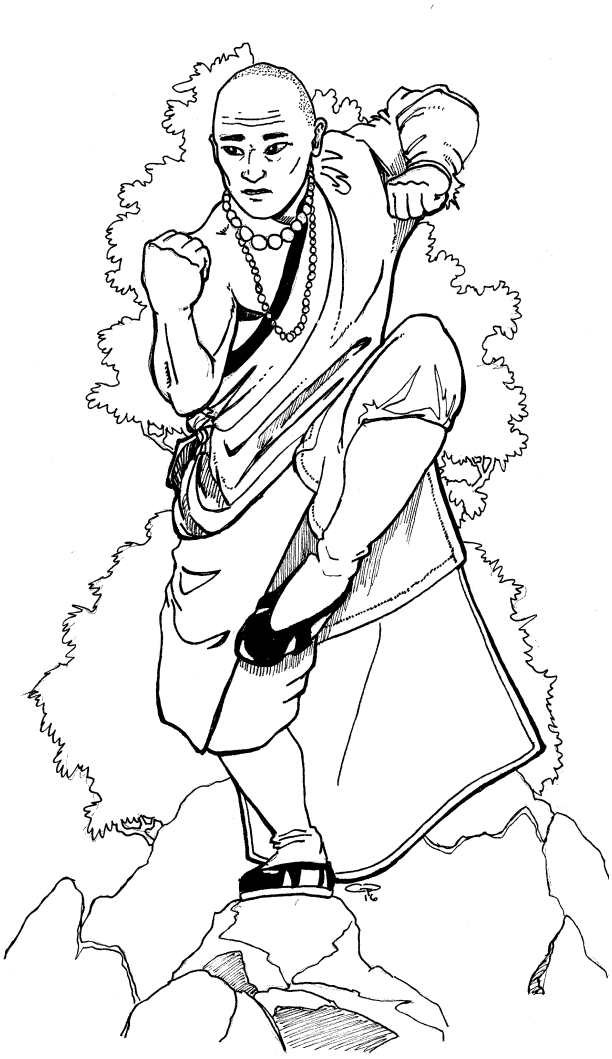
1	Acrobatics I	Stealth
	Martial Arts I	Weapon (×2)
2	Weapon (×1)	
4	Martial Arts II	
6	Any Combat or Performance skill (×1)	
8	Paired Weapon	
10	Weapon (×1)	

Martial artists are practitioners of the ancient arts of weaponless combat and self-defense. They may be of any alignment, though the majority of these individuals tend to be Neutral in nature.

All Martial Artists acquire their abilities by studying under a skilled master, who will either have been a Monk or a Master Martial Artist. Initial training is both long and rigorous, often taking seven or more years to complete. In order to develop speed, reflexes, and acrobatic ability, the young trainee is made to practice a number of difficult techniques and maneuvers; the hands and feet are toughened gradually, balance and stability are developed, and the initiate learns to move with both swiftness and power. Once these studies have been mastered, the initiate will be acknowledged as a level 1 Martial Artist.

Monk

Feminine: *Nun*



Dual-classed **Skilled** (9)

Alignment: as per monastic order

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
10	14	12	—	14	15	—	—

Special Abilities

- +1 save vs. SPD, WIL
- +1 save vs. PER (+1 per 3 levels *gained*)
- Literacy (Background skills)
- Spell-casting (Mysticism)

Skills

1	Acrobatics I	Stealth
	Martial Arts I	Weapon (×2)
	Read Magic (55%)	
4	Martial Arts II	Weapon (×1)
6	Archer I	
10	Archery II	
12	Zen Archery	

Monks are dual classed Martial Artist–Mystics whose studies combine the arts of weaponless combat with the mental and magical disciplines of Mysticism. Like Mystics, Monks generally tend to have little interest in worldly affairs or the acquisition of large sums of money. Most are reclusive by nature, spending much of the earlier part of their careers in monasteries, studying under a high level Mystic or Monk.

There are many different orders of Monks, ranging in alignment from lawful evil to lawful good. Each order has its own purpose and occasionally even its own cult-like set of religious beliefs. Certain orders serve as the guardians of a temple or shrine while others act as the disciples and protectors of a powerful Mystic or Priest.

In some lands, monasteries run by martial orders of Monks serve as schools or training centers for the martial arts. Acceptance into such places is said to be a difficult task, often involving the undertaking of some rigorous test or ordeal. Most of these monasteries are located in mountainous regions or similarly isolated areas, far from the distractions of civilization. It is also known that certain monastic orders are devoted exclusively to the training of Assassins, but the location of such monasteries is (understandably) always shrouded in secrecy.

Monks who have successfully mastered their studies are usually free to leave their former masters and do as they wish. Many travel to far off lands, either on pilgrimages to holy places, in search of further knowledge, or in pursuit of new adventures.

Mystic

Feminine: *Mystic*

Single-classed **Untrained** (—)

Alignment: any (most are Neutral)

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	15	—	12

Special Abilities

- +1 save vs. INT
- +1 save vs. WIL (+1 per 3 levels *gained*)
- +1 save vs. PER (+1 per 3 levels *gained*)
- Literacy (Background skills)
- Spell-casting (Mysticism)
- Turn Undead

Skills

1	Herb Lore	Weapon (×1)
	Read Magic (100%)	
3	Herbal Elixirs	Herbal Remedies
5	Holy Items	
7	Scrolls	
9	Rods, Staves, and Wands	
11	Greater Magic Items	

Mystics are practitioners of Mysticism, a magical doctrine of mental and physical disciplines which teaches mastery over the inner powers of mind and body. Like Priests and Monks, Mystics have little interest in the material world, or such mundane things as wealth and possessions. Instead, Mystics seek to expand the boundaries of their knowledge and understanding, and to attain the highest possible degree of consciousness.

It is for this reason that most Mystics prefer to live in secluded regions, far from the distractions of the civilized world. Often times, Master Mystics will take residence upon a mountain top or in a desert where they may live lives of quiet contemplation. Some Mystics will build small shrines in out of the way places; some may even accept low level Monks or other Mystics as pupils. Others prefer to travel, gaining insight and knowledge from the world around them and such individuals and creatures as they may chance to encounter.

While Mystics may be of any alignment, the majority of these spell-casters tend to adopt a basically neutral outlook, especially as pertains to other living things. Certain Mystics of good or neutral alignment will even go so far as to forswear the use of physical force against any living creature. These individuals will use no weapon save the staff, and will only use it to parry or protect themselves from physical harm. Mystics who take such an oath receive a +10% bonus on all experience points earned without resorting to physical violence against living creatures. This stricture in no way prohibits the use of spells or the employment of physical force against non-living creatures, such as undead, demons, devils, and spirit beings. Mystics who take an oath of non-violence must remain true to their word. In life or death situations, these Mystics may use force to attempt to stun or drive off an adversary, but not to cause serious harm or death. Breaking or violating an oath of non-violence will cause a Mystic to lose his or her spell-casting powers for anywhere from one week to a year (Game Judge's ruling).

Unlike Priests, practitioners of Mysticism do not derive their spell-casting powers from a patron Deity or demi-god. Instead, Mystics and Monks are able to focus their inner powers of body and mind (called ki) to create spell-like effects. Even so, all Mystics have deep personal beliefs and must remain true to them. Failure to do so may cause the loss of the Mystic's spell-casting abilities (Game Judge's ruling for duration based upon the seriousness of the transgression).

Necromancer

Feminine: *Necromancer*

Single-classed **Untrained** (—)

Alignment: Lawful Evil or Chaotic (Evil)

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	—	—	—

Special Abilities

- +1 save vs. death (+1 per 2 levels *gained*) †
- +1 save vs. CHA ‡
- Literacy (Background skills)
- Patron of the Lower Planes
- Spell-casting (Black Magic)
- Turn Undead

Skills

1	Read Magic (100%)	Weapon (×1)
2	Toxic Powders	
5	Venoms and Poisons	
7	Scrolls	
9	Minor Magic Items	Necromantic Rituals
12	Rods, Staves, and Wands	
13	Advanced Necromantic Rituals	
	Greater Magic Items	

Necromancers are practitioners of Black Magic and are among the most evil of spell-casters. Most have a morbid fascination for death and spend much of their time in graveyards, burial grounds, and catacombs, seeking to commune with creatures and beings from the lower planes. Though limited in the types of spells which they may initially learn, Necromancers may gain great power, but only through the most dangerous and vile means.

Although Necromancers cannot be brought back to life if slain, they will always return to un-life on the thirteenth day after their death as one of the following types of creatures. The Game Judge may choose an undead form if circumstances of the death or character would warrant it, otherwise roll 1d20 + level of ability:

Roll	Result	Roll	Result
1–5	Skeleton	**28–29**	Mummy (Sahu)
6–10	Zombie	**30–31**	Wraith
11–15	Ghoul	**32–33**	Vampire
16–19	Barrow Wight	**34–35**	Spectre
20–23	Phantom	**36+**	Lich (Yatu)
24–27	Ghost		

- Skeleton and zombie results can be interchanged based on the condition of the body at death.
- Phantom results mean the necromancer rises as a Phantom of their level at death. These levels fade at a rate of 1 level per day unless the necromancer can drain life from a victim voluntarily.
- The type of ghost will be determined by the level of the necromancer at death, or randomly.
- Mummy results are only valid if someone has prepared the body to be a mummy. Otherwise, 28 = Ghost, and 29 = Wraith.

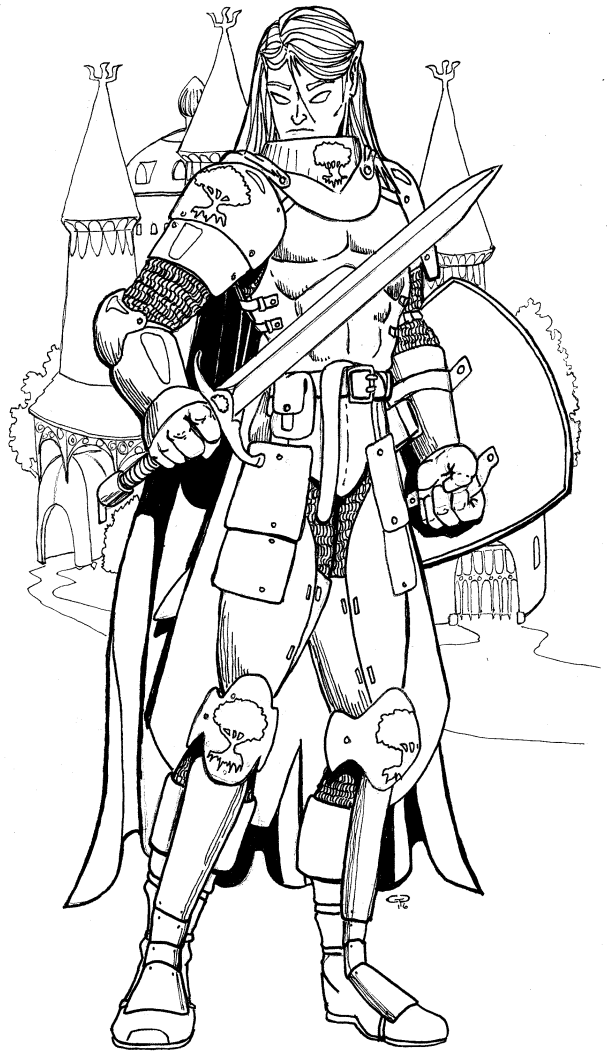
Necromancers who return as a Willful undead creature will have the same abilities that they had in life, but will be unable to advance in level or earn experience points until they seek out and slay those responsible for their demise. The only way to stop a slain Necromancer from returning in this fashion is to perform a successful exorcism (Divine Magic, level IV) upon his or her body immediately following the Necromancer's death. Only one attempt at this ritual is allowed.

† All death-type spells, as well as the special attacks from the undead

‡ With respect to either demons or devils (depending on the nature of the Necromancer's patron)

Paladin

Feminine: *Palatine*



Dual-classed **Highly Trained** (6, 13)

Alignment: Lawful Good or Lawful Evil

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
12	—	—	—	12	14	—	—

Special Abilities

- +1 save vs. combat-related effects
- Armored Spell-casting
- Immune to Fear
- Literacy (Background skills)
- Power Animal (Low Paladins Only)
- Spell-casting (Divine Magic or Low Magic)

Skills

1	Mounted Combat I	Read Magic (55%)
	Mounted Combat II	Weapon (×3)
4	Weapon (×1)	
8	Weapon (×1)	
12	Weapon (×1)	

Paladins are spiritual warriors sworn to carry out the will of a patron deity or spirit here on the material world. They live by strict codes of honor to their calling (although evil Paladins show no honor to those not affiliated with their church or religion) and hold their offices with pride. A Paladin's life centers around devotion to his or her patron and any action undertaken at the deity / spirit's behest will be performed in deadly earnest.

In Arcanum, Paladins are the only profession that can cast spells and wear armor. Both abilities are granted by the Paladin's patron deity or spirit in return for a solemn oath of loyalty and service. Paladins are dual-classed Priest–Warriors or Shaman–Warriors, depending on their individual beliefs and backgrounds.

High Paladins (Priestly) serve a deity and cast Divine Magic spells. Low Paladins (Shamanistic) follow the spirits, will often choose a totem spirit (Power Animal) and cast Low Magic spells.

Paladins are the only class of characters who may lose all their abilities (i.e., all combat bonuses, spell-casting, and all non-background skills) if they—in any way—fall short of their pledge to champion the cause of their patron deity. For this reason, a Paladin may never, in word or deed, betray the basic principles of his or her faith. Neither may a Paladin retreat from battle, or shirk any call to action put forth by his or her god. Such calls may be received through an omen, a vision, or through a representative of the Paladin's patron Deity (e.g., Priest, Monk, Shaman, the deity's avatar; Game Judge's ruling).

Even the slightest failure to observe these principles will cause the Paladin's deity to decrease his or her powers accordingly. Penalties may range from a temporary loss of some or all of the Paladin’s combat bonuses (for a minor transgression), to the temporary loss of one or more levels of ability (for a fairly serious offense), to the temporary loss of spell-casting and combat capabilities (for a very serious offense). Only total betrayal of the cause will bring about the permanent loss of a Paladin's powers. In other instances a Paladin may regain any temporarily lost abilities by redress (e.g., avenging or making amends) or by taking on a quest or some other great challenge as a way to atone for the transgression.

Priest

Feminine: *Priestess*

Single-classed **Untrained** (—)

Alignment: as per Patron Deity

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	12	—	—

Special Abilities

- Convert
- Literacy (Background skills)
- Spell-casting (Divine Magic)
- Turn Undead

Skills

1	Any Arts and Sciences skill (×1)	
	Read Magic (100%)	Weapon (×1)
3	Holy Items	Theology
5	Magical Mixtures	
7	Scrolls	
9	Rods, Staves, and Wands	
12	Golems	
13	Greater Magic Items	
	Magical Weapons and Armor	

Priests are practitioners of Divine Magic and are completely devoted to their patron Deity and religious beliefs. Priests almost always consider their actions as inspired or directed in some way by their Deity and will constantly work to further the ideas and philosophy of their particular religion. Occasionally, Priests will join bodies of armed men and adventurers in order to bring the teachings of their patron Deity to outlying or uncivilized areas. Priests will also assist or lead campaigns directed at peoples or groups whose practices they consider contrary or harmful to their church or religion.

Priests may be of any alignment but must be of the same alignment as their patron Deity. Because a Priest's spell-casting abilities emanate from his or her patron deity, these individuals must remain true to their alignment at all times. The undertaking of any action that is contrary to the Priest's alignment will always result in the reduction of spell-casting abilities. Up to four spells may function poorly—or not at all—for minor transgressions; major transgressions can result in far more serious consequences (Game Judge's ruling). The Priest may be required to take on a quest as penance for his or her unfaithfulness.

Rogue

Feminine: *Rogue*

Single-classed **Skilled** (8)

Alignment: any (most are Neutral or Evil)

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	12	10	—	10	—	—	—

Special Abilities

- +1 save vs. PER
- Backstab
- Waylay (35%; +4% per level *gained*)

Skills

1	Con	Stealth
	Hide in Shadows	Thieves' Cant
	Lock-picking	Traps
	Pick-pocket	Weapon (×3)
	Scaling Walls	
3	Any Skill (×1)	
6	Any Thieving Skill (×1)	Weapon (×1)
8	Any Skill (×1)	
9	Any Thieving Skill (×1)	
12	Weapon (×1)	

Rogues are the subtlest of felons and are adept in a variety of covert and illegal activities. As their minimum attribute requirements might suggest, these individuals are a cut above the more common variety of thieves and hoodlums in both ability and intelligence.†

Rogues may specialize in any number of criminal vocations depending upon the skills they choose to acquire as they progress upwards in level of ability. Rogues who choose to become proficient in riding and mounted combat skills may work as highwaymen or bandits, plying their trade along roads, caravan trails, etc. Those who choose to gain combat expertise may work as armed robbers, muggers, or paid enforcers for a crime syndicate. Rogues who prefer less violent occupations may acquire skills more suitable for use as smugglers, forgers, fences, or con artists.

Although most Rogues are neutral or evil in alignment, a small number of these individuals are basically of good heart. This may explain how, despite the fact that thievery is generally considered a disreputable profession, the greatest Rogues have all had an inexplicable talent for endearing themselves in the hearts of the general populace.

† Non-player character Rogues—common thieves—may have attributes and skills which are significantly lower than what is shown here (i.e., attributes can be as low as ⅔ the minimums shown here; each skill is reduced by up to 30%—1d10 × 3%).

Savant

Feminine: *Sapere*

Dual-classed **Untrained** (—)

Alignment: variable

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	14	14	—	—

Special Abilities

- Literacy (Background skills)
- Turn Undead
- Variable

Skills

1	Read Magic (100%)	Weapon (×1)
	Related Skill (×4)	
3	Holy Items	Related Skill (×2)
5	Related Skill (×2)	
7	Related Skill (×1)	Scrolls
9	Minor Magic Items	Related Skill (×1)
11	Related Skill (×1)	
	Rods, Staves, and Wands	
13	Greater Magic Items	Related Skill (×1)

Savants are dual-classed individuals who combine the virtues of the Scholar profession with the practice of either Divine Magic or Mysticism. These learned men and women dedicate their lives to the attainment of knowledge; they spend their time immersed in study or contemplating the mysteries of their respective faiths.

Divine Savant

Alignment: as per Patron Deity

Special Abilities

- Convert
- Spell-casting (Divine Magic)

Related Skills (Divine Savant)		
Analyze Mixtures	Drafting	Horticulture
Ancient Lore	Healing Arts	Inventing
Art	Herb Lore	Music
Cartography	Herbal Elixirs	Naturalism
Chirography	Herbal Remedies	Theology

Divine Savants are students of the Arts and Sciences who pursue their studies as a method of glorifying their Patron Deity. Most are associated with a temple in which they perform a variety of services (e.g., copying and translating texts, inscribing scrolls, classifying species, making maps, serving as clergy). Divine Savants derive their spell-casting ability from their Patron Deity.

Mystic Savant

Alignment: any

Special Abilities

- Spell-casting (Mysticism)

Related Skills (Mystic Savant)		
Ancient Lore	Herbal Remedies	Read Tracks
Archery I	Internal Alchemy	Stalking
Archery II	Martial Arts I	Survival
Healing Arts	Martial Arts II	Zen Archery
Herb Lore	Naturalism	
Spell (×2) Elemental Magic		
Spell (×2) Low Magic		

Mystic Savants tend to shun civilization. Some will live in the wilderness as hermits (taking residence in a secluded cave, woodland, or grotto); others become wanderers and seekers of truth. They do not usually have an affiliation with a temple; they dedicate their lives to a more personal goal (e.g., enlightenment, inner peace, harmony with nature). Mystic Savants derive their spell-casting ability from focusing their ki energy.

Scholar

Feminine: *Scholar*

Single-classed **Untrained** (—)

Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	14	12	—	—

Special Abilities

- Literacy (Background skills)
- Scholarly

Skills

1	Any Arts and Science Skill (×6)
	Weapon (×1)
2	Any Skill (×2)
3	Any Skill (×1)
4	Any Skill (×1)
5	Any Skill (×1)
6	Any Skill (×2)
7	Any Skill (×1)
8	Any Skill (×1)
9	Any Skill (×2)
10	Any Skill (×1)
11	Any Skill (×1)
12	Any Skill (×2)

Scholars are learned individuals who can acquire a wide variety of skills and abilities. Though they may initially be proficient only in the arts and sciences, Scholars of the third level of ability and above may choose to acquire any skills they desire. These learning professionals acquire skills at an astounding rate. Scholars may, of course, also acquire additional skills by expending experience.

Because of the wide range of abilities available to Scholars, these individuals may seek employment in any number of fields. If employed as a tutor, a Scholar may command up to 200 gp per level of ability to teach an individual any skill which the Scholar has acquired (except magic). Scholars may also work as historians, researchers, cartographers, scribes, inventors, or in practically any field in which they have gained expertise.

Shaman

Feminine: *Wisdom*

Shamans are practitioners of Low Magic, a field of study based upon the earliest and most primitive forms of spirit and sympathetic magic. Among their own people, Shamans are both feared and respected, usually serving in the capacity of Wizard–Priests.

Though generally considered to be the most primitive of magic users, Shamans possess certain powers and abilities which are beyond the scope of other spell-casters (e.g., Power Animal, See Into Spirit Realm, Spirit Binding).

Single-classed **Untrained** (—)

Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	15	—	14

Special Abilities

- +1 save vs. PER (+1 per 3 levels *gained*)
- Literacy (Background skills)
- Power Animal
- See Into Spirit Realm
- Spell-casting (Low Magic)
- Spirit Binding

Skills

1	Herb Lore	Weapon (×2)
	Read Magic (100%)	
3	Herbal Remedies	Survival
5	Toxic Powders	Venoms and Poisons
7	Magical Mixtures	Read Tracks
9	Runes	Stalking
10	Minor Magic Items	
11	Rods, Staves, and Wands	
12	Greater Magic Items	
	Magical Weapons and Armor	

Sorcerer

Feminine: *Sorceress*

Dual-classed **Untrained** (—)

Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	14	12	—	—

Special Abilities

- Literacy (Background skills)
- Spell-casting (Sorcery, plus one other)

Skills

1	Magical Mixtures	Read Magic (100%)
	Naturalism	Weapon (×1)
3	Herbal Elixirs	
5	Toxic Powders	
7	Potions	Scrolls
9	Alchemical Dusts	Minor Magic Items
10	Rods, Staves, and Wands	
11	Greater Magic Items	
12	Machina	
	Magical Weapons and Armor	

Sorcerers are dual-classed spell-casters who approach the study of magic from a scientific and analytical point of view. Their major field of study is Sorcery, with their secondary field being either Enchantment or Black Magic.

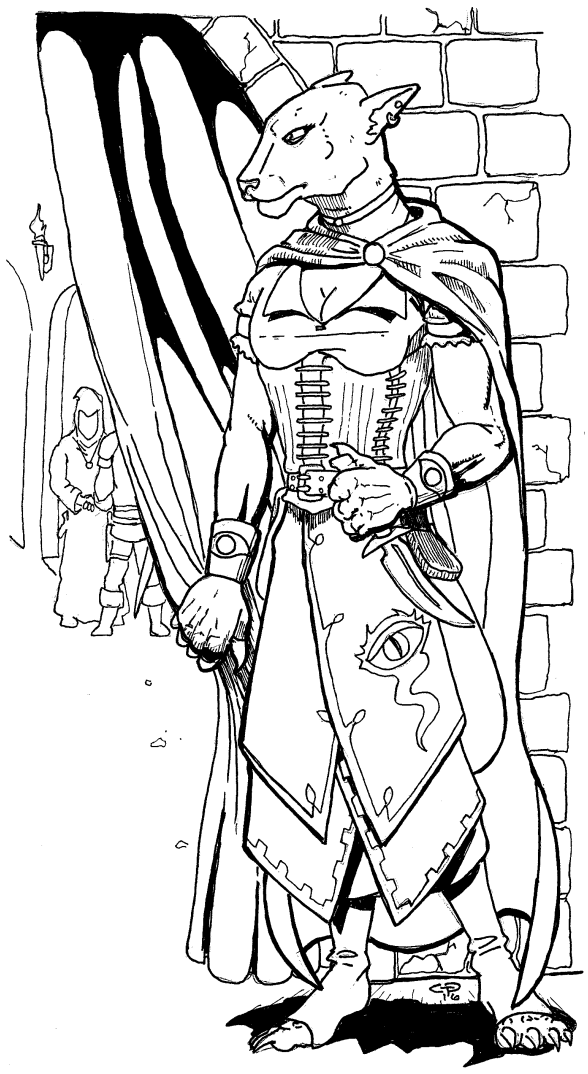
Though Sorcerers may be intrigued by the mysteries of ritual and Divine Magic, they are generally much more interested in the theory and natural laws which cause spells to function. To these spell-casters, all magical phenomena can be explained in scientific terms (e.g., illusions are refracted light, levitation is the relaxation of gravity, summoning spells are the selective application of the principles of inter-dimensional travel). Even such arcane magic as curses and conjurations are viewed by Sorcerers as primary examples of the laws of association and contagion.

To this end, Sorcerers will rarely associate with Witches, Druids, or especially Shamans (whom they see as both primitive and unscientific). Alchemists, Astrologers, and Magicians are viewed in a more favorable light. Sorcerers are generally fascinated, if somewhat baffled, by Wizards, Priests, and Mystics.

Alignment is rarely of concern to Sorcerers; most of these spell-casters tend to be somewhat skeptical of the standard concepts of good and evil or law and chaos. As a result, many Sorcerers adopt only such ethics and moral standards as suits their needs or ignore such considerations altogether. Sorcerers of this type (Chaotic) are often among the most dangerous and unscrupulous of characters, offering their services to the highest bidders in exchange for wealth, influence, and power. Non-sorcerers tend to refer to these individuals as either Dark Sorcerers (i.e., practitioners of Black Magic), or Light Sorcerers (practitioners of Enchantment). Sorcerers find these labels amusing at best.

Spy

Feminine: *Spy*



Spies are specialists in the practice of subterfuge, espionage and undercover operations. Secretive by nature, most Spies use various aliases and disguises to keep their true identities from being discovered. As specialists, Spies can generally find lucrative employment in any large city. Many important individuals, nobles and government officials regularly utilize Spies as informants. Through their association with such individuals, Spies may themselves come to gain great power and influence. Still, it is said that the best Spies are those who are unknown save for the results of their work.

Single-classed **Skilled** (9)

Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	12	—	—	12	—	10	14

Special Abilities

- +1 save vs. PER (+1 per 2 levels *gained*)
- Waylay (25%; +4% per level *gained*)

Skills

1	Acting	Scaling Walls
	Evade Pursuit	Stealth
	Hide in Shadows	Tailing
	Lip Reading	Weapon (×2)
	Lock-picking	
3	Decipher	Traps
	Infiltrate	
6	Interrogate	Forgery
12	Weapon (×1)	

Thaumaturge

Feminine: *Thaumaturge*

Dual-classed **Untrained** (—)
Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	12	—	12

Special Abilities

- Literacy (Background skills)
- Spell-casting (Enchantment)

Skills

1	Analyze Mixtures	Read Magic (100%)
	Horticulture	Weapon (×1)
	Magical Mixtures	
2	Herb Lore	
3	Toxic Powders	
4	Philtres	
5	Herbal Elixirs	
6	Venoms and Poisons	
7	Potions	
8	Alchemical Dusts	
9	Minor Magic Items	
10	Advanced Alchemical Substances	
	Advanced Thaumaturgic Equipment	
11	Rods, Staves, and Wands	
12	Golems	Greater Magic Items
13	Aqua Vitae and Homunculi	

Thaumaturges are dual-classed Magician / Alchemists and practitioners of the esoteric field of study known as Thaumaturgy. Though related in certain respects to the more traditional discipline of Alchemy, the practice of Thaumaturgy entails the use of magic to replicate the most advanced alchemical procedures.

As Thaumaturges are essentially Magicians, they do not generally comprehend the concept of Projection of Will and do not use Rare Earths in their operations. Instead, they employ the cantrip Thaumaturgic Enchantment, a level I Enchantment spell restricted to members of this profession. This spell duplicates the Alchemist's ability to utilize Rare Earths, though in a somewhat less effective manner. This spell can not be used to replace the mineral component of an alchemical product.

Because the philosophical differences between Alchemy and Thaumaturgy are so extreme, practitioners of these two fields of study will never work with each other on alchemical or magical operations.

Thaumaturges are hampered, to a degree, by unorthodox methods. Their techniques do offer some advantages. Due to the fact that they can activate mixtures via magic, they are capable of performing as many operations per day as they are capable of casting spells; some operations will still be limited by the time required to complete, of course.

Warrior

Feminine: *Warrior*

Single-classed **Highly Trained** (5, 10)
Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
12	—	—	—	—	—	—	—

Special Abilities

- +1 save vs. STR (+1 per 3 levels *gained*)
- Professional Soldier

Skills

1	Any Combat Skill (×3) † Weapon (×4)
2	Weapon (×1)
3	Any Combat Skill (×1)
4	Any Skill (×1)
5	Any Combat Skill (×1)
6	Weapon (×1)
7	Any Combat Skill (×1)
8	Any Skill (×1)
9	Any Combat Skill (×1)
10	Weapon (×1)
11	Any Combat Skill (×1)
12	Any Skill (×1)

Warriors are the most common of the Highly Trained fighting professions and are found in most types of civilized and uncivilized cultures. As they are single-classed characters specializing only in combat, Warriors advance rapidly in level of ability and can gain multiple attacks at an earlier stage than other Highly Trained fighter classes.

Warriors may be of any alignment. Depending on their choice of additional skills, they may choose to earn a living by any number of means. Those who acquire thieving skills may work as brigands or pirates, taking on Rogues, Corsairs or Charlatans as partners in crime. Individuals who choose to become proficient in woodlore may work as trappers, traders, or even scouts. Warriors who concentrate mainly on acquiring combat skills and training may seek employment as mercenary or enlisted soldiers, and may advance in rank as shown.

Rank of Warrior	
Level 1	Private, Infantryman, Soldier, etc.
Level 3	Corporal, Sergeant
Level 5	Lieutenant, Captain
Level 7	Major, Colonel
Level 9	Commander, General, Marshal

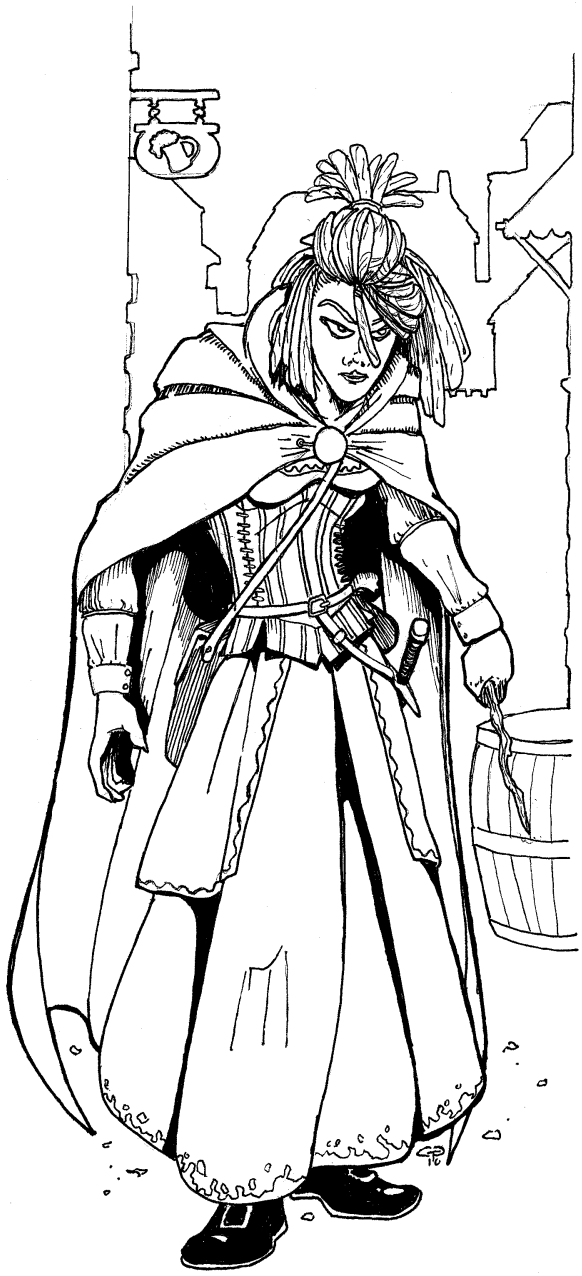
At least initially, player Warriors should be proficient in the type of weapons most commonly used in their native lands. Non-player character Warriors should generally be equipped only with weapons and armor which accurately reflect the culture, degree of civilization, climate, and terrain of their country or territory. In most instances, it should be possible to identify the nationality of NPC Warriors by the type of equipment, weapons and / or armor that they wear.

Because the earliest part of a Warrior's training focuses on weapon skills, these individuals are initially restricted from gaining proficiency in any of the weaponless combat techniques (e.g., Boxing, Wrestling, Martial Arts I and II). This restriction applies only to level 1 Warriors; once level 2 is attained,they may acquire any skill desired.

† At level 1, a Warrior cannot take the skills Boxing, Wrestling, or Martial Arts (I or II). From level 2 forward, these skills are available.

Witch

Feminine: *Witch* †



Dual-classed **Untrained** (—)

Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	14	14	—	—

Special Abilities

- Literacy (Background skills)
- Pass Without Trace
- Spell-casting (Elemental Magic, plus one other)

Skills

1	Herb Lore	Read Magic (100%)
	Herbal Remedies	Weapon (×1)
3	Herbal Elixirs	
5	Philtres	Venoms and Poisons
7	Potions	
9	Runes	Scrolls
10	Minor Magic Items	
11	Rods, Staves, and Wands	
12	Greater Magic Items	

Witches are powerful dual-classed spell-casters who practice Elemental Magic. Popularly depicted as being evil in nature, Witches may be of any alignment. Good Witches (i.e., White Witches) practice Enchantment as their secondary school; Evil Witches (i.e., Black Witches) practice Black Magic. Neutrally-aligned Witches may practice either, but most favor Enchantment.

Because of their reputed association with Black Magic, Witches have been persecuted—even hunted—by superstitious folk and certain religious orders. It is for this reason that Witches tend to distrust individuals of Lawful alignment and will rarely associate with these types.

Most Witches prefer the surroundings of woods, forests, and wilderness areas and seldom remain within the confines of a city or large town for any great length of time. While many of these individuals are loners by nature, large groups of covens have been known to meet on certain occasions (e.g., changing of season, new moon). Traditionally, White Witches form covens of seven individuals, while Black Witches form covens of thirteen individuals.

† Although it is common for some people to use the term Warlock for a male Witch, the term "Witch" is actually gender neutral. According to Witches, a Warlock is a Witch who has been cast out of his or her coven and is no longer in good standing. Thus, being called a Warlock is often considered insulting.

Witch Hunter

Feminine: *Witch Huntress*

Dual-classed **Skilled** (10)

Alignment: any (most are Chaotic)

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
12	12	—	—	12	14	—	10

Special Abilities

- Literacy (Background skills)
- Spell-casting (Mysticism)

Skills

1	Read Magic (55%)	Tailing
	Read Tracks	Tracking
	Stealth	Weapon (×2)
4	Weapon (×1)	
10	Weapon (×1)	

Witch Hunters are dual-classed Hunter–Mystics and are perhaps the most unusual individuals of the fantasy world. Though some of these characters may be associated with a church or religious group, most prefer to work independently, accepting only such work as they see fit.

Because Witch Hunters are themselves spell-casters, they may not wear armor of any sort. They may operate alone or with a group of adventurers, depending upon the preference of the individual Witch Hunter. It should be noted that members of this profession are generally regarded with distrust by most types of spell-casters, who will occasionally hire Bounty Hunters or Assassins to hunt them down. Witch Hunters of great renown are sometimes referred to by spell-casters as Wizard Hunters, Priest Hunters, etc., depending on the type of spell-caster the Witch Hunter in question seems to prefer stalking. Such pseudonyms are by no means intended to be complimentary, but are basically meant to brand the Witch Hunter according to his or her reputation.

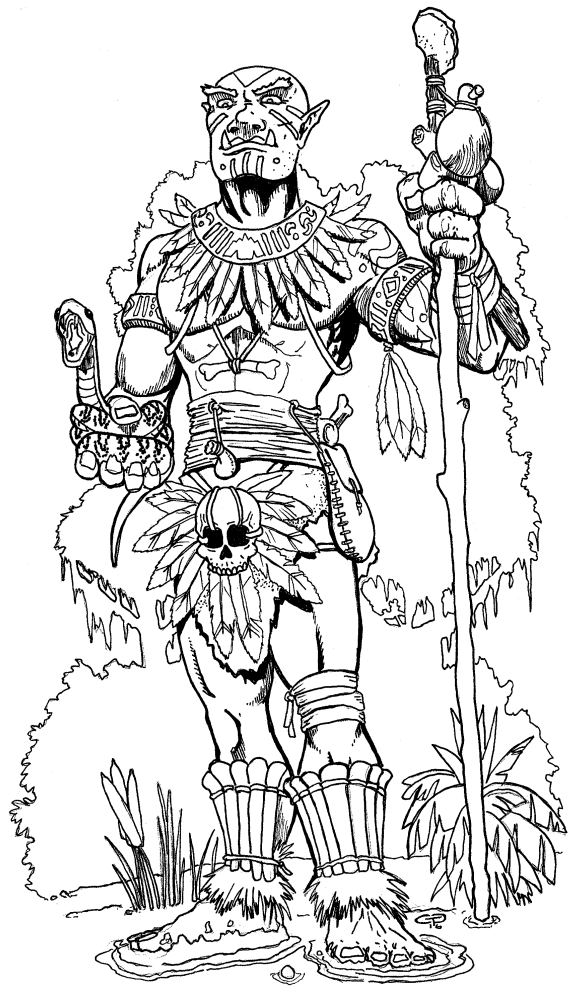
Like the majority of Bounty Hunters, most Witch Hunters are chaotic by nature. Unlike their mercenary counterparts, however, a professional Witch Hunter will often specialize in the hunting of spell-casters where fees are maximized.

Witch Hunters who work for a church or religious group will generally either waive their usual fee or accept only a small portion of the bounty and donate the rest to charity. The baseline fees can be calculated as follows:

- The cost of anything special needed for the job (e.g., bribes, equipment, forged papers).
- 50 gp per level of the mark (i.e., the individual or creature being targeted); half payable in advance.
- ×3 if the mark is an Assassin, Hunter of any type, or Spy; or if the mark is a spell-caster of any type.

Witchdoctor

Feminine: *Witchdoctor*



Dual-classed **Untrained** (—)

Alignment: any Evil

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	12	—	12

Special Abilities

- Patron of the Lower Planes
- See Into Spirit Realm
- Spell-casting (Black Magic and Low Magic)
- Spirit Binding (Limited)

Skills

1	Herb Lore	Weapon (×2)
	Read Magic (100%)†	
3	Survival	Toxic Powders
5	Venoms and Poisons	
7	Magical Mixtures	
9	Runes	
11	Minor Magic Items	
13	Rods, Staves, and Wands	

Witchdoctors are dual-classed practitioners of Black and Low Magic (a Necromancer-Shaman). Like Necromancers they are evil in nature, and must declare allegiance to either the race of demons or the race of devils in order to acquire magical ability.

Though Witchdoctors are practitioners of Low Magic, their abilities in this area are quite limited. They are unable to cast any of the more advanced and powerful spells from this field. Neither are Witchdoctors able to obtain the services of a Power Animal, consequently rendering them unable to bind spirit forms to their physical selves. They can, however, bind spirits to inanimate objects using a limited form of this ability.

† The Witchdoctor does not have Literacy as a standard skill; however, due to the influence of his or her patron, they may understand and use magical scripts at the 100% skill level. Literacy may be acquired as a extra-curricular skill if desired.

Wizard

Feminine: *Wizard*

Dual-classed **Untrained** (—)

Alignment: any

Minimum Attributes

Str	Dex	Spd	Con	Int	Wil	Cha	Per
—	—	—	—	12	14	—	—

Special Abilities

- Literacy (Background skills)
- Spell-casting (High Magic, plus one other)

Skills

1	Magical Mixtures	Weapon (×1)
	Read Magic (100%)	
3	Toxic Powders	
5	Philtres	
7	Potions	Scrolls
9	Minor Magic Items	
10	Rods, Staves, and Wands	
11	Greater Magic Items	
	Magical Weapons and Armor	
12	Aqua Vitae and Homunculi †	
	Golems	

Wizards are dual-classed spell-casters and practitioners of the more traditional forms of ritual magic. Their primary field of study is High Magic and they may choose either Enchantment or Black Magic as their secondary field. Like Sorcerers, non-Wizards often apply a prefix to the profession (Dark or Light) depending upon the nature of the Wizard in question.

Though Wizards may be of any alignment, most tend to adopt a code of ethics and abide by it with a certain degree of self-discipline. This is probably due to the nature of High Magic, an arcane body of magical lore whose origins are said to predate the dawning of mankind. Steeped in ancient tradition, the study of this field allows Wizards to learn what are perhaps the most potent magics known to man: the spells of evocation, and the words of power and command.

Through the use of the spells of evocation, Wizards may seek to enlist the aid of spirit beings, demons, or devils, as they desire. Wizards may employ these supernatural allies to attain power such as few spell-casters can hope to exceed, though not without certain risks; only the most disciplined Wizards can avoid the temptation to play one race of beings against the other in order to gain greater power. Needless to say, such endeavors run a degree of risk commensurate with the level of the creatures being evoked.

Wizards seldom have any great difficulty earning a living, as their peculiar magical talents generally make them much in demand (especially in civilized areas). At the lower levels of ability, it is not uncommon to find these individuals working with a group of adventurers or as mercenaries, protecting caravans, trading vessels, or wealthy merchants. High level Wizards may find extremely lucrative jobs working as advisors to nobles, government officials or even members of royalty.

† A Wizard is not an Alchemist; thus, he or she cannot create Aqua Vitae but may (with the aid of an Alchemist) work with Homunculi.

Alignment

There are four different primary alignment designations: Lawful Good, Neutral, Chaotic, and Lawful Evil. These alignments exist along the Law–Chaos axis (Lawful, Neutral, Chaotic) and along the Good–Evil axis (Good, Neutral, Evil). The Game Judge is free to use all nine combinations, if desired.

Lawful Good

Lawful Good (LG) characters are committed to upholding the laws, traditions, and values of either a patron deity, a religious order, or a political faction. Honor, truth, justice and mercy are the highest ideals of lawful good individuals. Straying from the path of righteousness is deemed a betrayal of the cause and is grounds for expulsion or excommunication from the political or religious order.

Neutral

Neutral (N) characters generally choose to remain uncommitted with respect to most political and religious causes. Most Neutrals are Lawful only with respect to upholding and maintaining their own beliefs.

Chaotic

Chaotic characters may lean towards Good (CG), Evil (CE), or Neutrality (CN). Chaotic Neutral characters often make such determinations on the fly, depending on their appraisal of a situation. The best of these are loners or individualists. The worst lack any sort of conscience or morality, living only to cause disorder and chaos (e.g., demons).

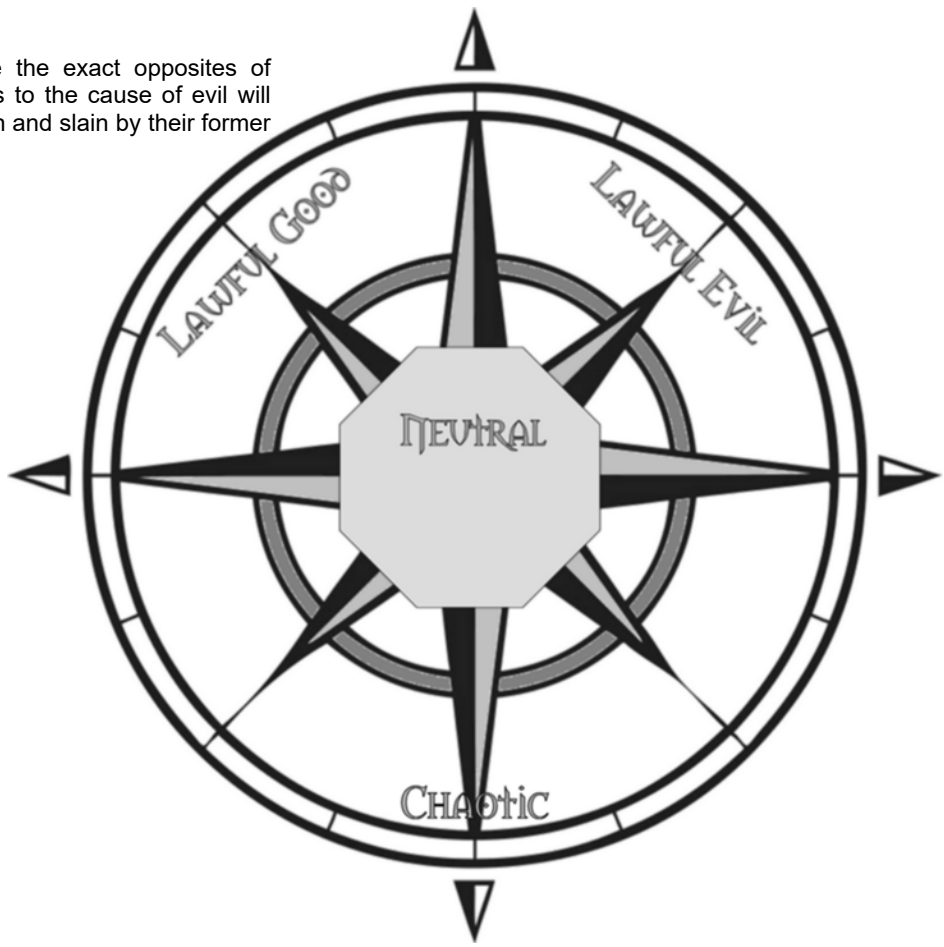
Lawful Evil

Lawful Evil (LE) characters are the exact opposites of Lawful Good individuals. Traitors to the cause of evil will almost assuredly be hunted down and slain by their former comrades (e.g., devils).

Changing Alignment

As can be seen by the definitions of the various types of alignments, Lawful Good and Lawful Evil individuals are committed to their chosen cause. Betraying such a trust has serious—possibly dire—consequences.

On the other hand, Neutral or Chaotic individuals generally need fear no reprisals from a change in alignment unless they are members of the clergy. Those who derive their spells from a higher power will lose spell-casting abilities and face the wrath of their former Patron.

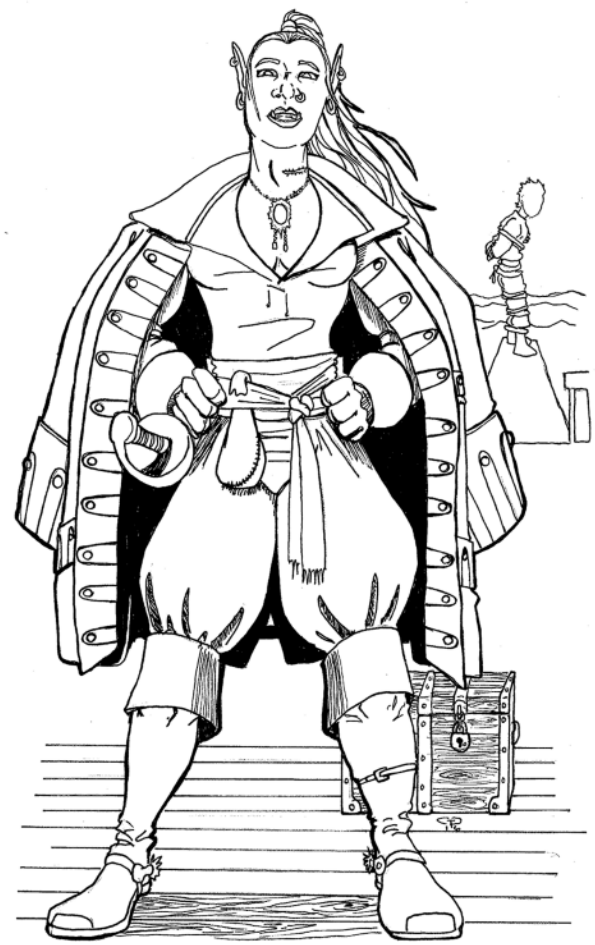


Background

A character's background is an important factor in the determination of the type of secondary skills and contacts a character will have acquired during his or her pre-game career. All player characters should review the following section and choose a background for their character, keeping in mind that improbable background and profession combinations (e.g., Barbarian Alchemist) should be avoided (or at least cleared with the Game Judge). Select two skills from the list provided as skills learned in the character's early (pre-game) career.

Contacts

Contacts are simply non-player characters that the individual has met at some time prior to the start of his or her actual game career. These shop owners, minor officials, friends, etc. serve to give the character a place of belonging within the game world, and to root the character with a past. The Game Judge should create a few NPC contacts for each player as soon as possible.



Aristocrat

Aristocrats are familiar with the finer or gentler aspects of civilization and are generally able to read and write. They are familiar with the social graces and amenities of the upper class. Add +40 to the character's Wealth die roll. Aristocrats may not have Street Fighting, Streetwise, or any Woodlore skills at level 1.

- **Contacts**: all types of aristocratic folk, clergy, artisans, etc. Little or no contacts with those of low social standing.
- **Skills**: Craft, Diplomacy, Language, Literacy.

Barbarian

Barbarians have been raised in barbaric, primitive cultures (e.g., nomad, hill-men). The predominant terrain with which the individual is familiar (e.g., desert, forest, jungle, steppes, tropical island, tundra) should be noted.

- **Contacts**: members of other tribes, Druids, scouts, Shamans, traders, trappers, etc.
- **Skills**: Barter, Craft, Hunting, Riding, Sign, Survival, Swimming.

City Dweller

City folk are familiar with most of the basic aspects of life in a large city or township. The type of city (e.g., capitol, seaport) and its location should be determined according to the campaign.

- **Contacts**: all types of character classes, members of guilds, merchants, etc.
- **Skills**: Craft, Drinking, Gambling, Haggling, Language, Literacy, Streetwise.

Outcast

Outcasts have formerly associated with beggars, criminals, enemies of the church or state, escaped slaves, thieves, etc.

- **Contacts**: black market, corrupt officials and sentinels, underworld, etc.
- **Skills**: Craft, Drinking, Gambling, Streetwise, Street Fighting, Thieves' Cant.

Villager

Villagers have been raised in smaller settlements (e.g., hamlet, township, village). The type of village (e.g., farming, fishing) should be noted.

- **Contacts**: craftsmen, peddlers, local villagers of various types, village magistrate, etc.
- **Skills**: Barter, Basic Seamanship, Craft, Haggling, Language, Riding, Swimming.

Renown

Renown is the measure of a character's fame and reputation. As an optional feature, the Renown rating gives the players and the Game Judge an idea of how well-known any given character is in his or her world and can be used as a reaction die roll.

All level 1 characters start with a Renown rating of 1–4 points. This reflects the young character's relative inexperience and modest reputation. Any time a character performs a truly valiant, heroic, sinister, or notable deed, his or her Renown increases by 1-6 points (roll 1d6 or Game Judge's ruling). The more successful the character becomes, the more his or her Renown grows.

It is possible to have a Renown rating above 100. This is because, when an individual is far from home, it is fair to adjust Renown by ×¾, ×½, or even ×¼! A character's Renown may temporarily revert to 0 (zero) if he or she is traveling through desolate or uncivilized areas.

When a character is introduced to individuals or intelligent creatures of any sort, or whenever someone speaks his or her name, the Game Judge should roll percent dice. If the result is less than or equal to the character's Renown rating, the individuals or creatures will have heard of the character (or at least be aware of his or her reputation). Their reaction is then determined by the Game Judge's evaluation of that reputation:

- if the character is a renowned warrior, only a fool—or an individual seeking to gain Renown—would cause trouble.
- if the character is renowned holy man, only the most evil of individuals would accost him or her without reason.
- And so on. What an individual is famous for is easily as important as how famous they are.

On the other hand, a high Renown rating can work against characters like Assassins, Rogues, Spies, and other such individuals who prefer to maintain a degree of anonymity. It is possible to lose up to one-half of one's Renown rating by suffering an embarrassing defeat or setback at the hands of a lesser known individual; or by performing some action which brings about a loss of prestige, casts shame upon one's self or companions, etc.

Worse still, a particularly humiliating or scandalous incident can increase an individual's Renown by up to ×2! This increase is not a good thing, however, as the Renown is fame of the unfavorable sort. In such cases, the unfortunate individual becomes very well-known as a coward, a cad, a laughing stock, or whatever seems most appropriate (Game Judge's ruling). While such incidents can be quite damaging to one's reputation, it is usually possible to restore a good name through noble or courageous deeds (Game Judge's ruling).

Conversely, an individual of comparatively little reputation increase their Renown by ×2 or ×3 with the successful undertaking of legendary feats, epic quests, etc. Alas, such fame is often fleeting: between 10–100% of the newly acquired Renown will be lost within a month, as people forget about the hero of the day (Game Judge's ruling).

Attributes

Players are allowed to choose the attribute scores for their characters by dividing 2d6+100 points between the eight mental and physical attributes: Strength, Dexterity, Speed, Constitution, Intelligence, Will, Charisma, and Perception. Players may divide these points as desired with the following limitations:

- **Absolute Minimum**: attributes may not be assigned a score of less than 6.
- **Professional Minimum**: attributes may not be assigned a score below the chosen profession's minimum.
- **Racial Maximum**: attributes may not be assigned a score above the chosen race's maximum. After all attributes are assigned, roll 1d10 for each attribute that was assigned the racial maximum. If a 10 is rolled, the attribute remains at the racial maximum; otherwise, it is reduced by 1 point. Points lost this way cannot be reassigned.

Physical Attributes

Strength (Str)

Represents the character's physical power and capacity for lifting or carrying. Strength is the determining factor whenever a character is attempting to break free from any physical restraint by the use of force.

Dexterity (Dex)

Represents the character's agility, coordination, and deftness. Dexterity is the determining factor whenever a character is attempting to dodge an attack (magical or physical), climb, or perform any action which requires coordination. Individuals with scores of 18+ may attempt to dodge device-propelled missiles and missile spells.

Speed (Spd)

Represents the character's speed afoot and reaction time. While many game systems have a standard rate of movement for humans and humanoids, it is unrealistic to assume that all such individuals run or move at the same rate. Thus, in Arcanum, a character's Speed can range from 6-18 (modified for race). Speed is the determining factor in any chase situation and as a measure of a character's reaction time in combat.

Optionally, a save vs. SPD may be substituted for any save vs. DEX when dodging or eluding an attack (magical or physical). When exercising this option, the character is considered to be attempting to flee from the threat in question (i.e., moving away from the attack); as such, the individual cannot attack the following combat round.

Constitution (Con)

Represents the character's physical toughness, health, conditioning, and endurance. Constitution is the determining factor whenever a character is subjected to poison, lack of food or water, harsh climatic conditions, physical stress, or death-magic.

Mental Attributes

Intelligence (Int)

Represents the character's powers of reason and his or her ability to retain information and knowledge. Intelligence is the determining factor whenever a character is attempting to decipher writings, comprehend languages, etc.

Will (Wil)

Represents the character's mental toughness, willpower, faith, and wisdom. Will is the determining factor whenever a character is attempting to resist control or influence-type spells, torture, interrogation, bribes, etc.

Charisma (Cha)

Represents the character's persuasiveness and presence (not appearance). A save vs. CHA may be used as a reaction die roll (success indicates a favorable reaction), as a leadership roll (when a character is attempting to persuade or command individuals without threats or violence), and as a morale check for individuals under the character's command.

Perception (Per)

Represents the character's degree of sensory awareness (e.g., sight, hearing, touch, taste, smell, etc.). A save vs. PER is used whenever a character is attempting to locate hidden objects, hear noises, detect invisible presences, etc. A save vs. PER may also be used as a determinant in surprise situations.

Non-Player Characters

The rules for attributes listed in this section are not applicable to non-player characters (e.g., normal townsfolk, villagers, animals, monsters). For non-player characters and creatures adjust these rules as follows:

- **Attribute Points**: the Game Judge does not need to roll for a number of attribute points. Instead, the Game Judge may assign an NPC attributes with any number of points desired.
- **Absolute Minimum**: the absolute minimum rule does not apply to NPCs. If desired, the Game Judge may assign scores below 6 to emphasize the heroic nature of player characters.
- **Professional Minimum**: when creating a minor NPC, the Game Judge may use scores as low as 2 points below the professional minimum. This should only be done when creating a character that is a common or lowly version of the archetype (e.g., a rogue as a common thief).
- **Racial Maximum**: the Game Judge need not check to see if an attribute assigned the Racial Maximum will hold; it will. The Game Judge should not assign an attribute a score above the Racial Maximum.

Bonuses for High Attributes

Individuals and creatures who possess high scores in certain attributes receive bonuses, as follows:

Strength

Strength provides a bonus to the damage dealt by the character's melee attacks. Although this bonus does not normally apply to missile weapons, the Game Judge may allow the bonus damage to apply if the weapon has been specifically designed to take advantage of the character's Strength.

Example: a long bow can be fashioned so as to require a strength of at least 17 in order to use it. Any creature struck by an arrow from that bow will take an additional +2 damage.

Dexterity

Dexterity provides a bonus on all to-hit rolls in combat; this includes both melee and missile weapon attacks. The following dexterity-based skills receive a bonus on chance of success:

Assassinate, *Lock-picking*, *Pick-pocket*, *Snares*†, *Stalking*, *Traps* †, and *Waylay*

Example: Assassinate chance of success is 35%; +3% per level *gained*. A level 6 Assassin (Dex 17) has a 60% chance of success: 35% + (5×3%) levels *gained* + (10%) Dexterity.

Constitution

Constitution provides a bonus to the number of hit points a character receives each level as they advance. This bonus applies to all levels from 1–12; after level 12, all characters receive a fixed number of hit points and Constitution no longer applies.

Example: Highly Trained characters have a number of hit points equal to their Constitution score; +6 per level, + Constitution bonus per level (up to level 12). A level 6 Warrior (Con 17) has 65 hit points: 17 + (6×6) levels + (6×2) Constitution.

	STR	DEX		CON
Score	Dmg	To-Hit	Skills	HP
15	+1	+1	+5%	+1
16	+1	+1	+5%	+1
17	+2	+2	+10%	+2
18	+3	+2	+15%	+3
19	+4	+3	+20%	+4
20	+5	+3	+25%	+5
21	+6	+4	+30%	+6
22	+7	+4	+35%	+7
23	+8	+5	+40%	+8
24	+9	+5	+45%	+9
25	+10	+6	+50%	+10

† Applies to set and disarm checks. See Perception.

Intelligence

The following Intelligence-based skills receive a bonus on chance of success:

Analyze Mixtures, *Camouflage*, *Decipher*, *Hide in Shadows*, *Read Magic*, and *Survival*

The modifier is the same as the Dexterity Skills modifier.

Example: Camouflage chance of success equals 65%; +5% per level *gained*. A Hunter (Int 17) acquires this skill at level 2; at level 6 chance of success is 95%: 65% + (4×5%) levels *gained* + (10%) Intelligence.

Charisma

Four Charisma-based skills receive a bonus on chance of success:

Acting, *Con*, *Infiltrate*, and *Oratory*

Example: Acting skill has a chance of success equal to 85%; +1% per level *gained*. An Enchanter (Cha 17) acquires this skill at level 3; at level 6 chance of success is 91%: 85% + (3×1%) levels *gained* + (3%) Charisma.

CHA	Acting	Con	Infiltrate	Oratory
15	+1%	+5%	+1%	+5%
16	+1%	+5%	+1%	+5%
17	+2%	+10%	+2%	+10%
18	+3%	+15%	+3%	+15%
19	+4%	+20%	+4%	+20%
20	+5%	+25%	+5%	+25%
21	+6%	+30%	+6%	+30%
22	+7%	+35%	+7%	+35%
23	+8%	+40%	+8%	+40%
24	+9%	+45%	+9%	+45%
25	+10%	+50%	+10%	+50%

Perception

High Perception allows a character to detect the presence of invisible objects and / or creatures as long as they take time to examine their surroundings. The following perception-based skills receive a bonus on chance of success:

Forgery, *Read Tracks*, *Snares* †, *Tailing*, *Tracking*, and *Traps* †

The modifier is the same as the Dexterity Skills modifier.

Example: Forgery chance of success equals 45%; +5% per level *gained*. A Spy (Per 17) acquires this skill at level 6; at level 6 chance of success is 55%: 45% + (0 × 5%) levels *gained* + (10%) Perception.

PER	Invis.
15	9%
16	9%
17	18%
18	27%
19	36%
20	45%
21	54%
22	63%
23	72%
24	81%
25	90%

† Applies to detection checks. See Dexterity.

Hit Points

The following system is used to determine hit points:

- All characters start with a number of hit points equal to their Constitution score.

From levels 1–12…

- Add +2 hp per level to all Untrained fighters (e.g., most spell-casters, common folk).
- Add +4 hp per level to all Skilled fighters (e.g., Harlequins, Rogues, Spies).
- Add +6 hp per level to all Highly Trained fighters (e.g., Hunters, Gladiators, Warriors).
- Add any bonus for high Constitution at each level (including level 1).

After level 12…

- Add +1 hp per level (no Constitution bonus)

Example: a level 6 Warrior with a Constitution score of 17 has 65 hp: 17 hp base + (6 × 6 hp) Highly Trained levels + (6 × 2 hp) Constitution bonus.

Example: a level 6 Wizard with a Constitution score of 9 has 21 hp: 9 hp base + (6 × 2 hp) Untrained levels + (6 × 0 hp) Constitution bonus.

Healing

Individuals heal naturally at the rate of 1 hit point per level per day. Total rest doubles this rate. A variety of spells and substances may be used to speed up the healing process.

Saving Throws

a.k.a. Saves

All saving throws—saves—are made by rolling 1d20. For creatures of any kind, all saves are rolled against an attribute (e.g., save vs. DEX is used whenever an individual or creature is attempting to dodge or elude; save vs. WIL is used for any attempt at resisting influence). In all cases where a save is required, a roll of 11+ indicates a success. Thus, the average individual has a 50% chance of success on any save (i.e., 1–10 failure; 11–20 success).

This simple rule makes it easy for the Game Judge to determine saves for any non-player character or monster that needs to be added to an adventure at any moment.

There are several factors which can modify saves.

Attribute Scores

Those with attribute scores above or below average receive bonuses or penalties on their saves as follows:

Score	Penalty	Score	Bonus
—	—	13	n/a
1	−9	14	n/a
2	−8	15	+1
3	−7	16	+1
4	−6	17	+2
5	−5	18	+3
6	−4	19	+4
7	−3	20	+5
8	−2	21	+6
9	–1	22	+7
10	n/a	23	+8
11	n/a	24	+9
12	n/a	25	+10

Those with attribute scores of — (meaning the individual has no score in that attribute) will either automatically succeed or automatically fail such saves (Game Judge's ruling).

Game Judges Ruling

The Game Judge may modify any and all saves as they see fit based on the prevailing circumstances.

Magic

Some magic items and spells can raise or lower attribute scores (impacting saves). Some magic items may grant save bonuses equal to their bonus or penalty rating (e.g., +1 armor may grant an equal bonus on any save vs. CON).

Life and Death

If an individual is wounded and reduced to zero or less hit points, he or she is unconscious. The Game Judge rolls a secret save vs. CON for the character.

- Success indicates he or she will regain consciousness in 1–4 minutes and will survive. Upon regaining consciousness, the individual will have 1 hit point. He or she will be weak and unable to move or cast spells until some type of healing can be obtained.

- Failure indicates he or she will perish in 1–4 minutes.

Only the Game Judge knows the condition of an unconscious individual. Some spells can be used to make such a determination, and individuals skilled in the healing arts can diagnose the subject. As an optional rule, any character reduced to -10 hit points is automatically dead.

Individuals who have been slain may be restored to life by magic. There is no limit to the number of lives an individual may have, though returning from the dead is not always possible: most such spells require the subject to save vs. CON in order for the spell to work. Only two such chances are allowed! If both fail, the subject's soul departs the material plane for good.

Saves for Inanimate Objects

When determining saving throws for inanimate objects (e.g., clothing, devices, jewelry) use the same system of saves employed for creatures, with the following modifiers:

Common Sense

This is the most important modifier to consider. If a centuries-old scroll is hit by a fireball, or a two-ton earth elemental tramples a crystal ball, the results should be obvious. If there's a shadow of doubt, or any reasonable extenuating circumstance, roll a save and apply the standard non-proficiency penalty (i.e., divide the result in half).

Conversely, items that, by their nature, seem as though they should be immune or highly resistant to a particular mishap can be automatically spared. Again, if there is doubt, roll the save and double the result.

Magic

Magic items are treated as superior-quality goods. If applicable, give a bonus to magical items, armor, weapons, etc. equal to their bonus rating (e.g., a +3 sword saves as a superior quality item with a +3 bonus applied to the roll).

Quality

Inferior goods are prone to fall apart; especially when you need them. To simulate this, divide save results in half for such goods.

Superior quality goods will last longer. To simulate this, double save results for such goods. The Game Judge may apply a larger multiplier for Masterwork items (×3, ×4, etc.).

Encumbrance

Encumbrance is an important factor in the game; it can affect movement rates of individuals, animals, wagons, etc.

Maximum Encumbrance

Race	Maximum Encumbrance
Aesir	20 lbs. × Strength
Andaman	12 lbs. × Strength
Dwarf	12 lbs. × Strength
Elf	8 lbs. × Strength
Gnome	5 lbs. × Strength
Halfling	5 lbs. × Strength
Human	10 lbs. × Strength
Netherman	12 lbs. × Strength
Selkie	10 lbs. × Strength
Zephyr	5 lbs. × Strength

Individuals carrying one-half of their calculated maximum encumbrance limit or more have their Dexterity, Speed, and movement rate reduced by 50%.

Individuals may carry twice their normal maximum encumbrance limit only if the articles being carried can be slung over the shoulders and are reasonably balanced. Even so, the length of time which such a load can be carried is limited to a number of minutes equal to the individual's Constitution score. Once this limit has been reached, the individual must rest for a period of at least five minutes before resuming movement. Individuals carrying more than their normal maximum encumbrance limit have their Dexterity, Speed, and movement rate reduced by 75%. The individual cannot dodge, run, etc.

Calculating Encumbrance

Keeping a strict account of each character's gear and belongings would be both tedious and undesirable. In general, the following rule applies to encumbrance: Basic Equipment does not count towards encumbrance. Included in this category are:

- An individual's clothing
- A two-handed weapon or two one-handed weapons
- Approximately Strength × 2 lbs of miscellaneous gear, as long as it is carried in packs, pouches, scabbards, sheathes, etc.
- Most types of armor. Heavier armor, when worn, counts as follows: chain mail is 10 lbs.; splint, scale, and plate mail armor is 20 lbs.; plate armor is 40 lbs.. When carried, these values are at least double. See Appendix A.
- Any article or object which is extremely bulky or unbalanced (such as a large chair, a tapestry, a large chest, etc.) should be considered to be encumbering (equal to maximum encumbrance), regardless of its actual weight. Game Judges and players should use common sense in any case where this type of encumbrance is a factor.

Wealth

Before any character can start play, it is necessary to determine his or her current financial status. The measure of success which the character has had in his or her career (prior to the start of actual game play) is simulated by rolling percentile dice on the following table (if the character has the Aristocrat background, add +40):

Roll	Result
01–10	Down and Out
11–50	Making Ends Meet
51–90	Prospering
91–00	Flourishing

- **Down and Out**: things have not been going very well so far in the character's career. Assets total 1d10+20 gp.
- **Making Ends Meet**: up until now the character has been managing to get by. Assets total 2d10+50 gp.
- **Prospering**: so far things have been going pretty well for the character. Assets total 10d10+100 gp.
- **Flourishing**: things have been going very well so far in the character's career. Assets total 10d10+200 gp.

Assets may be divided up between equipment and money as the character sees fit, simulating the possessions which the character has managed to acquire prior to the start of game play.

This table may be used to determine the wealth of high level characters and NPCs by multiplying the asset total by the character's level of ability. See also the wealth system in the Mentor's section.

Money

Arcanum assumes a common rate of exchange for coins minted from platinum, gold, silver, and copper:

10 copper pieces (cp)	=	1 silver piece (sp)
10 silver pieces (sp)	=	1 gold piece (gp)
10 gold pieces (gp)	=	1 platinum piece (pp)

Arcanum coins are quite small, weighing only one pound per 100 coins†. Game Judges should feel free to add coins with different shapes, sizes, and / or denominations if they like (e.g., a Gold Crown might be 1 pound per 30 coins and trade as the equivalent of 5 gp). Most tribal groups and clans will not employ currency, using barter and trade as their sole means of exchange.

†80 modern U.S. Quarter Dollar coins weigh one pound.

Experience Points

Characters progress in level of ability through worthy deeds which may take the form of heroic or villainous acts, discoveries, personal sacrifices, or successful completion of a given task. These deeds grant experience points (XP).

- Slaying or defeating an enemy (individual or creature) grants 100 XP per level of the enemy (+1 XP per hit point the enemy had). If the enemy was exceptionally powerful or dangerous the Game Judge may increase this reward. No XP should be awarded for the defeating of weak or helpless foes.

- Avoiding or deactivating a trap, figuring out a riddle or puzzle, overcoming an obstacle or hazardous situation, or making a discovery of note is worth 100–1,000 XP (Game Judge's ruling).

- Saving, rescuing, or aiding an individual or creature is worth 100 XP per level of the individual receiving the aid. To qualify as aid, it should substantially help the recipient.

- The acquisition of gold or treasure grants 1 XP per 10 gp worth of valuables acquired. The Game Judge may reduce the XP awarded for large treasure hordes—sometimes gold is its own reward.

- Turning undead, demons, devils, etc. grants 100 XP per level of the turned creature.

- Converting an individual to the character's faith grants 100 XP per convert regardless of level.

- Inscribing a scroll grants 100 XP.

- Creating a magic item grants 1,000 XP (+1 XP per 10 gp of the item's value).

- Concocting magical or alchemical mixtures grants 50 XP per level of the operation. Completing a single operation more than three times in one day grants no additional XP.

Level	Operation
1	Herbal Remedies
2	Holy Items
	Magical Mixtures
3	Alchemical Devices
	Herbal Elixirs
4	Philtres
5	Toxic Powders
	Venoms and Poisons
6	Necromantic Rituals, Potions
	Potions
7	Alchemical Dusts
8	Advanced Alchemical Equipment
	Advanced Alchemical Substances
	Advanced Necromantic Rituals
9	Essences
	Golems
	Machina
10	Aqua Vitae and Homunculi

- Influencing an individual or creature without the use of magic grants 100 XP per level of that individual or creature. This includes the use of the skills Con, Diplomacy, Influence Animal, Oratory, etc.

- Binding a spirit into service grants 100 XP per level of the spirit.

- During periods of relative inactivity, characters may gain experience points through study and / or practice. The amount of XP that can be earned this way is:

    - Study and / or practice without an instructor grants 10 XP per day (times the level of the character).

    - Studying and / or practicing at a school or university grants 20 XP per day (times the level of the character).

    - Studying and / or practicing with a Master grants 10 XP per day (times the level of the Master). In order to qualify as a Master, the individual must be of at least level 8, and at least 5 levels more than the student.

- Game Judges who wish to improve the quality of role-playing in their games may award a +10% XP bonus for good role-playing. This simple rule improves the game by giving an incentive to think instead of hacking away at everything the character sees.

See also page **107** (for notes on *when* to award experience), and page **250** (for notes on adjusting the amount of experience awarded for combat, based on the relative difficulty of the encounter).

Character Progression

The number of XP needed to advance is based the single- or dual-classed nature of the profession. When characters have accumulated enough experience, they spend it to attain the next level.

Level	Single-classed	Dual-classed
1	0	0
2	2,000	3,000
3	4,000	6,000
4	8,000	12,000
5	16,000	24,000
6	32,000	48,000
7	65,000	97,500
8	125,000	187,500
9	250,000	375,000
10	250,000	375,000
11	250,000	375,000
12	250,000	375,000
+1	*250,000*	*375,000*

No character may advance more than one level per month of game time. The sudden acquisition of vast amounts of experience or treasure cannot raise a character more than one level. Extra XP should be allowed to be spent on new skills in order to prevent it from being wasted.

Sample Character

LeAnne is creating a new character. After speaking with the Game Judge, she has a decent idea as to the campaign's tone.

Step 1: Choose Race — she decides she wants to play a dwarf—but she wants to go against the stereotypical gruff and sourly type.

Step 2: Choose Profession — looking at the professions available to a dwarf, she is caught between the idea of a dwarf Priest or Paladin. Comparing the two, she decides that a Paladin best suits her desired play style!

Step 3: Choose Alignment — Paladins are always Lawful in alignment. Not wanting to play a villain, she selects Lawful Good as her character's alignment.

Step 4: Choose Background — her dwarven Paladin needs a background; something to help define him—or her—prior to taken the oath of a Paladin. Looking over the various backgrounds, she decides that her character came from a small village where he or she learned to Barter and a Craft skill. Thinking it over, LeAnne decides her Paladin was initially trained as a *Jeweler* who worked with semi-precious stones.

LeAnne records the various traits her character has as a result of being a dwarf, a Paladin, and a villager.

Step 5: Calculate Starting Renown — the Game Judge instructs LeAnne that starting renown is random in this campaign. She rolls a d4 and gets a 1; her dwarf paladin is not very well known at all.

Step 6: Assign Attributes — this is one of the most important set of decisions that can be made in character creation. The first thing LeAnne does is roll 2d6 for the number of points she has for attributes. She rolls a total of 105 points, for just a bit below the mean.

The next thing she does is to figure out the minimum costs to be a Paladin. She has read the rules for assigning attributes and knows that a minimum of 6 points must be spent on any attribute, and her choice of Paladin necessitates some additional minima. Her minimums are:

STR	12	**INT**	12
DEX	6	**WIL**	14
SPD	6	**CHA**	6
CON	6	**PER**	6

This comes to a total 68 of her available points; she has 37 points remaining. She knows she wants more strength, so she ups this to 16 (33 points remaining). She wants to be fairly agile, and so spends another 9 points here to give her character a dexterity score of 15 (just shy of the dwarf maximum; 24 points remaining). Speed she raises to a somewhat average level of 10 (20 points remaining). As a warrior-type, constitution is important, and so this is raised to 15 (11 points remaining).

Intelligence and Will can remain where they are. She wants a charming character and so spends 6 of her remaining points to raise this to 12 (5 points remaining). The last points go into perception making this an 11.

Step 7: Calculate Hit Points — the hit points for LeAnne's Paladin are calculated as:

+ 15	Constitution score
+ 6	Highly Trained
+ 1	Constitution Bonus

For a total of 22 hit points.

Step 8: Calculate Saves — saves are calculated from the attributes. But the race needs to also be taken into account. Dwarves all get a +1 bonus on CON saves. She records the various save bonuses on her character sheet.

Step 9: Calculate Maximum Encumbrance — maximum encumbrance for a dwarf is 12 × the strength score. With an impressive strength of 16, her character has a maximum encumbrance rating of 192 pounds.

Step 10: Determine starting wealth — LeAnne rolls percentile dice on the starting wealth chart, resulting in a 37: *Making Ends Meet*. She will start with 1d20+50 gold pieces (gp) of equipment and coin. She rolls a d20 and gets a 17 for a total of 67 gp.

Step 11: Equip the character — wanting to play a Paladin that works with minimal equipment, she decides her character has a short sword (6 gp), wooden shield (5 sp), hard leather armor (type II; 5 gp), 3 sets of inexpensive clothes (low boots, cloth breeches, cloth tunic, and a cloak; 17 sp each). She purchases a money pouch (1 sp) to hold the 50 gp and 4 sp she has remaining.

Looking over the equipment lists she cannot think of anything else she wants. The Game Judge reminds her that she is a Paladin and skilled in mounted combat; a horse might not be a bad idea. LeAnne thought she could not afford such things; but she notes that a riding horse costs 25 gp. Add to that a saddle (10 gp) and saddlebags (1 gp), she still has 14 gp and 4 sp to rub together.

Step 12: Appearance, history, etc. — speaking with the Game Judge, she discovers that the campaign will be initially in the southern parts of the campaign map. There is a region labeled "The South Coast" that looks good. She decides this is where her character is from – a small village along the coast near some place known as "The Darkwood" and a mountain range called "The Heavenly Spires."

LeAnne thinks about a name for her character and decides she likes the name *Galla* for a female dwarf. The Game Judge agrees that the name is good, but asks for a surname. She reminds the Game Judge about her family being jewlers and comes up with the name *Stonecutter*. And with that, *Galla Stonecutter* is born!

And so on…

Galla Stonecutter is ready to play… but there are more things that can be added to the character sheet such as a physical description, a fully developed personality, notes on her family, and so on. Feel free to use this character as a PC, NPC in your next campaign!

Arcanum Character Sheet

Strength 16	**Mods:** +2 damage per attack (melee) **Encum:** 192 lbs. **Save vs.:** +1	**Intelligence** 12	**Mods:** **Save vs.:** +0
Dexterity 15	**Mods:** +1 to-hit rolls **Save vs.:** +1	**Will** 14	**Mods:** **Save vs.:** +0
Speed 10	**Mods:** **Save vs.:** +0	**Charisma** 12	**Mods:** **Save vs.:** +0
Constitution 15	**Mods:** +1 HP per level +1 save (Dwarf) **Save vs.:** +2	**Perception** 11	**Mods:** **Save vs.:** +0

Name:	Galla Stonecutter
Race:	Dwarf
Profession:	Paladin
Level: 1	**XP:** 0
Background:	Villager
Place of Birth:	The South Coast
Alignment:	Lawful Good

Age: 167 years	**Gender:** Female
Ht.: 4'2"	**Wt.:** 128 lbs.
Eyes: Grey	**Hair:** Black

Personality:

Distinguishing Features:

Protection 2

Armor / Protection: Hard Leather Armor; Wooden shield

Hit Pts 22

WEAPONS CARRIED		Range			
Weapon	**Damage**	**Min.**	**Eff.**	**Long**	**Notes**
Short Sword	1d8				+2 dmg (strength)

COMBAT STATS	
Total To-Hit Mod:	+1 (Dex) *
Total Dmg Mod:	+2 (Str) *
No. of Attacks:	1 per round
Weapon Proficiencies:	
Lance, Battle Axe, Short Sword, Javelin	

* additional +1 with proficient weapons

Notes:

MAGIC ITEMS
1.
2.
3.
4.
5.
6.
7.

LANGUAGES	
Dark Tongue	

RENOWN	1

Place of Residence: The Heavenly Spires

Rent / Tariffs / Expenses: per month

SKILLS / ABILITIES
Dwarf
– +1 save vs. CON
– Infravision
– Language: Dark Tongue
– Talent: Mining / Stonecutting
– Detect unsafe stonework (vs. INT)
– Identify Rocks and Minerals (95%)
Background
– Barter
– Craft (Jewler)
Paladin
– [1] Mounted Combat 1
– [1] Mounted Combat 2
– [1] Read Magic (55%)
– [1] Riding (included in MC1)
– [1] Weapon (Lance; included in MC2)
– [1] Weapon (Battle Axe)
– [1] Weapon (Short Sword)
– [1] Weapon (Javelin)

POSSESSIONS / WEALTH

Item	Location	Notes
3x Simple Clothes		Low boots, cloth breeches and tunic;
		Cloak
Money Pouch		
Short Sword		
Wooden Shield		
Hard Leather Armor		
Riding Horse		
Saddle		
Saddle bags		

FRIENDS / ALLIES / CONTACTS

Name	Profession (Lvl)	Residence / Notes

ENEMIES / RIVALS / FOES

Name	Profession (Lvl)	Residence / Notes

Spell College(s) **Grimoire**

Divine Magic

SPELL	Dur.	Range	Save	Type	Description
Level 1					
Armor of Faith	10 min	T	None	Static	+1 protection and +1 combat
Blessing	10 min	T	None	Static	+1 on all saves
Charisma	10 min	P/T	None	Static	Charisma increased by +1d4
Circle of Light	10 min	100 ft	None	Static	20 ft diameter brilliant light; dispells darkness spells
Detect Magic	1 min	10 ft	None	Static	Divines the presence of magic
Divine Light	Instant	100 ft	Dex ½	Variable	Bolt of light dealing 1d4 damage; double damage to demons and devils
Faith Healing	Instant	P/T	None	Variable	Heals 4 hit points
Omen	Instant	P	None	Static	Divines the wisdom of a course of action
Protection from Evil	1 min	P	None	Static	Evil creatures must save vs. Wil to approach within 10 feet of caster
Purify Food & Drink	Instant	10 ft	None	Variable	Purifies 1 man/day worth of rations

Skills

Chapter 2

Acquiring Skills

All beginning characters possess a number of skills and abilities related to their background and chosen profession. The level these skills were acquired is always considered to be level 1. As the character advances in level, they will automatically acquire new skills per his or her Profession.

Extracurricular Skills

Additional skills beyond those that are taught and acquired as a normal part of advancing in level may be acquired. These extracurricular skills cost experience points (XP). The exact number of XP is listed with the section where that skill resides, or with the specific skill.

A player may set aside XP as desired in order to create an XP pool from which new skills may be purchased; otherwise deduct the XP as each new skill is acquired. A player may never lower a character's level of ability in order to obtain a new skill.

The total number of extracurricular skills an individual can acquire is limited to the individual's Intelligence score. Any skill which is within the purview of the profession and background of the character (Game Judge's ruling) does not count toward this limit. Learning a skill which is not associated with a character's profession requires the services of a trained professional—a skilled instructor. Such instruction will take the maximum listed time to learn.

Because the acquisition of a new skill takes time, a character may never spend XP to acquire more than one skill per month of game time. Certain skills may take longer than a month to learn as indicated.

The chance of success for extracurricular skills is based on the level at which the character acquired them.

Early Acquisition

Skills related to the character's profession do not require XP expenditures or outside instruction. As the character advances, these skills are acquired as a natural part of the advancement process.

If a player wishes his or her character to acquire a skill early (i.e., at a level prior to when the skill is normally acquired), this does require an XP expenditure, and may require outside instruction (Game Judge's ruling).

The chance of success for skills acquired early is based upon the level at which the character actually acquired the skill, not the level at which they would normally have acquired the skill.

Prerequisites

Certain skills have prerequisites which must be acquired before the skill in question can be learned. In all such cases, the prerequisite skill or skills must be learned first. In other words, a skill and its listed prerequisite skills cannot be learned at the same time.

If a skill and its prerequisite are granted at the same time as the normal part of the advancement for a character, the skills are considered to have been learned in order and this rule has not been violated.

Chance of Success

From the perspective of skill use—meaning the chance of success—there are three types of skills: save, percent, and N/A skills.

Save Skills

Save skills are skills that, when used, the player will roll a saving throw against the primary attribute associated with that skill. If the save is successful, the use of the skill was a success. If the save fails, the use of the skill was a failure. All modifiers and adjustments that apply to saves (i.e., attributes, Game Judge's ruling, Magic, etc.) apply to the rolls made for save skills. Save skills do not improve as a character advances unless the character has a skill or ability which improves their relevant save.

Percent Skills

Percent skills are skills that, when used, the player will roll percent dice against a calculated chance of success. If the roll is equal to or less than the percent chance of success, the use of the skill was a success. If the roll is greater than the percent chance of success, the use of the skill was a failure. High attribute scores can impact Dexterity, Intelligence, Charisma, and Perception based skills. The Game Judge can also assess any situation and apply modifiers to the chance of success as desired.

Most percent skills improve as the character advances in level. Because of this, it is very important to make note of the level of the character when the skill or ability is acquired. Such skills have a base percent chance of success, and an adjustment made each level of ability gained. The level a skill is acquired is the baseline. The character has gained zero levels since acquiring the skill, and so the baseline percent chance of success is used. Each additional level is a level gained and will improve the chance of success when using the skill.

N/A Skills

N/A skills require no skill roll; success is assumed. If the Game Judge feels a particular task falls under the skill, but not within the *defaults* of the skill, a skill roll can be called for (with bonuses or penalties applied).

Automatic Failure

A natural (unmodified) roll of 1 on a d20 when attempting to use a save skill is an automatic failure. No matter what bonuses a character has, the skill has failed. The Game Judge may rule that any character with a score of 25 in the relevant attribute does not need to roll, avoiding this rule. A natural (unmodified) roll of 96–00 on a d% when attempting to use a percent skill is an automatic failure. No matter what bonuses a character has, the skill has failed.

Automatic Success

A natural (unmodified) roll of 20 on a d20 when attempting to use a save skill is an automatic success. No matter what the penalties a character has, the skill succeeded. A (natural) unmodified roll of 01–05 on a d% when attempting to use a percent skill is an automatic success. No matter what penalties a character has, the skill has succeeded.

Types Of Skills

In Arcanum, all character skills are divided into the following categories:

- **Common Abilities**: Abilities which all characters possess to some degree.
- **Background Skills**: Skills learned as a result of the character's upbringing.
- **Arts and Sciences**: Skills learned through formal study.
- **Combat Skills**: Weapon and weaponless fighting skills.
- **Performing Skills**: Skills used by entertainers of various sorts.
- **Thieving Skills**: Skills generally associated with Rogues.
- **Woodlore Skills**: Skills associated with Hunters as well as those raised in primitive or barbarian cultures.
- **Special Skills**: Skills learned solely through one's profession.

Skill Index

The following is a complete, alphabetical listing of all of the nearly 150 skills and special abilities.

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Judging Skills

In addition to the basic rules and notes listed in this chapter, Chapter 3 has more information on how to use skills within the game, including how to apply modifiers to skill success rolls, compare skills that use different success roll methods, etc.

Common Abilities

There are many things a character can do that are not associated with trained, learned skills. These common abilities are pseudo-save-skills; each requires a save vs. the most appropriate attribute (either listed below, or determined by the Game Judge). Each of these abilities can be used regardless of a character's chosen profession.

In all cases, the Game Judge may modify any save—not just common ability saves—based on his or her ruling as to the degree of difficulty for any attempted maneuver.

Brawling

Brawling is the default skill used when making an unarmed attack with no other applicable skill (e.g., boxing, martial arts, wrestling). There is no save made for a Brawling attack; the normal procedure for combat is used. All Brawling attacks suffer the standard non-proficiency penalty on the to-hit roll. Damage is as per attack type (e.g., fist, kick, improvised weapon)

Climbing

Climbing is the default skill used when attempting to climb a tree, scale a low-lying wall, traverse some rocks, etc. Climbing may be considered to be an automatically successful, but time consuming, form of movement.

If the Game Judge rules that a particular climb is dangerous, a save vs. DEX may be used. Failure may indicate a slip or a fall (Game Judge's ruling).

Floating

Floating is the default skill used when a non-swimmer attempts to remain afloat in deep water. A floating check is a save vs. DEX, and is made once per combat round (minute) while the character is in deep water. Failure indicates the individual will drown in 1–2 combat rounds unless help is forthcoming.

Hiding

Hiding is the default skill used when non-rogue (or rogue-type) characters attempt to remain unnoticed. In general, no skill check is needed by the hidden individual; the check is made by the individual attempting to locate them (see *Searching*). Common sense must prevail here: if the hiding place is a good one, it may work.

Leaping

Leaping is the default skill used when non-acrobatic characters attempt to jump over obstacles. All characters have some ability to leap, as long as they are relatively unencumbered. In general, no skill check is needed. If the distance to be covered is within the character's capabilities, the jump is automatically successful. Leaping distances are:

- Horizontal Leap† (long-jump): Dexterity ÷2 feet.
- Vertical Leap (high-jump): Dexterity ÷3 feet.

Modify leaping distances by -33% for gnomes and halflings; -25% for aesir and dwarves; +25% for andamen and elves.

If the distance is at the edge of what the character could accomplish (leaping distance ±10%), the Game Judge may allow or require a save vs. DEX in order to make the jump.

Moving Silently

Moving Silently is the default skill used when non-rogue (or rogue-like) characters attempt to skulk about without making noise. In general, the check is a save vs. DEX to determine if the character made any noises which could be heard. Failure does not indicate that the sound was, in fact, detected (see *Searching*). The Game Judge should make this check so that the player (and character) are not sure if they have succeeded or not.

Searching

This is the default skill used anytime a character is attempting to find, locate, detect, or otherwise perceive something that is not obvious around him or her. The check is a save vs. PER.

To detect invisible objects or individuals requires an exceptional score in Perception. The chance of success for such a search is a special case and handled with a percent roll (see Attributes).

Individuals who are actively searching for signs of a possible ambush are allowed a save vs. PER to detect hidden persons or creatures.

Individuals who are actively searching for hidden or concealed doors, lost items, or other miscellaneous items may use the same procedure. The Game Judge should award bonuses and penalties based on the degree of difficulty in finding any item.

Individuals who do not possess tracking skills may still be able to detect the presence of tracks or trails. If the Game Judge determines that such a possibility exists, he or she may allow a player a save vs. PER (with modifiers) to locate such tracks. Actual tracking should never be possible through the use of this default technique.

† This assumes a running start of 5–10 feet (at least). If this is not the case, use the distances for vertical leaps instead.

Background Skills

Background skills are those abilities characters learned as children, perhaps as a part of their culture or environment, well prior to the start of their professional careers. Most are relatively simple to acquire, hence the low XP cost. All characters have two of these skills as a part of their background. The time needed to acquire a background skill is variable (Game Judge's ruling).

Rule of Thumb: one month per 50 XP needed.

Barter
Cost to Acquire: 100 XP
Chance of Success: save vs. WIL

Characters with bartering skills will be able to trade any type of goods and always receive fair compensation for them. Success indicates the individual makes an additional 10% profit on the exchange (unless the other party has also made a successful Barter or Haggling check). This skill is the sales side of a transaction; see Haggling for the purchase side. A contest of skill may be needed (i.e., highest successful roll wins).

Basic Seamanship
Cost to Acquire: 200 XP
Chance of Success: n/a

Characters with this skill will be able to pilot any type of small craft, such as canoes, rafts, and small sailing vessels.

Craft / Knowledge
Cost to Acquire: 200 XP
Chance of Success: n/a

This skill represents a basic knowledge and familiarity with a specific field. This can include vocational training (e.g., gem cutting) or any of the various other mundane pursuits a professional may pursue. Each time this skill is acquired, it represents another body of knowledge.

Craft skills have a physical element (e.g., Clothier, Farmer). **Knowledge** skills are more cerebral in nature (e.g., History, Religious Doctrine).

Drinking
Cost to Acquire: 100 XP
Chance of Success: special

This skill represents a tolerance or resistance to alcohol or another intoxicant (chosen when this skill is chosen). Characters with this talent receive a +1 bonus on any save vs. CON made as a result of imbibing the chosen intoxicant. Each time this skill is acquired, it can be applied to a new intoxicant, or used to increase the bonus or a previous intoxicant by +1. Individuals are limited to a total tolerance from all intoxicants equal to their Constitution score.

Note: see Addiction for some sobering information on the potential abuses of this skill.

Gambling
Cost to Acquire: 50 XP
Chance of Success: special

This skill represents the ability to understand the probabilities involved in games of chance, and to read the people one is playing against. Characters with this talent receive a +1 bonus on any d20 die rolls (or a +5% bonus on any d% die rolls) made with respect to gambling.

Haggling
Cost to Acquire: 100 XP
Chance of Success: save vs. CHA

Characters with haggling skills will be able to purchase any type of goods and never overpay for them. Success indicates the individual pays 10% less than fair market price (unless the other party has also made a successful Barter or Haggling check). This skill is the purchase side of a transaction; see Barter for the sales side. A contest of skill may be needed (i.e., highest successful roll wins).

Language
Cost to Acquire: 500 XP
Chance of Success: n/a

It is assumed that all individuals are able to communicate in the language of their native land—the spoken language. All humanoids are considered to be bi-lingual: humans will know their native language and one related tongue, dialect, or geographically adjoining language; non-humans will know their native language and one neighboring human language.

Characters with this skill have the ability to speak (and if they are Literate, read and write) an additional language. Each time this skill is acquired, it represents a new language. The languages available are up to the Game Judge and are dependent upon the campaign setting.

There is a language, Thieves' Cant, which is generally restricted to Corsairs, Rogues, and other underworld types. It has its own listing under Thieving Skills.

Literacy
Cost to Acquire: 500 XP
Chance of Success: n/a

It is assumed that all individuals are able to communicate in the language of their native land—the spoken language. Reading and writing, on the other hand, are not considered skills automatically possessed as written materials are extremely scarce before the invention of the printing press. As such, literacy is a skill that must be acquired; illiteracy is the default state.

Certain backgrounds (e.g., aristocrat) allow this skill to be taken. Members of certain professions are always literate (as this is a trait required for them to do their jobs): all spell-casters, alchemists, savants, and scholars.

Characters without this skill must save vs. INT whenever they attempt to make sense of written material (e.g., a sign, bill, letter) written in a language they speak; other written materials cannot be comprehended at all.

Riding
Cost to Acquire: 100 XP
Chance of Success: n/a

Characters with riding skills can handle a horse or burro under most normal conditions (e.g., not in mounted combat).

Without this skill, a character must save vs. DEX each time they exceed a trotting speed. Failure indicates they have been dismounted.

Sign
Cost to Acquire: 250 XP
Chance of Success: n/a

This is a special language used by primitive cultures. The language is not spoken; it involves the use of hand signs and gestures. Primitive tribes, even those that speak different languages or dialects, can communicate via this ancient practice.

Streetwise
Cost to Acquire: special
Chance of Success: n/a

Characters with streetwise receive a +2 bonus on any save vs. CHA when dealing with outcasts, toughs, thieves, and other underworld types.

This skill cannot be acquired through the expenditure of XP. To get this skill, a character must either grow up among such outcasts, or spend at least two months living under such tutelage.

Swimming
Cost to Acquire: 50 XP
Chance of Success: n/a

Characters with swimming need not fear drowning in deep water under most circumstances (e.g., under normal, calm conditions).

Arts and Sciences

Arts and sciences are skills which can only be developed through study, tutelage, and / or association with educated folk. Those who do not have access to these skills—by nature of their background or profession—will require at least six months of training.

Analyze Mixtures
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: 50% (+5% per level *gained*)

Characters with this skill can determine the nature of any magical or alchemical mixture by subjecting it to a series of tests. An alchemical test kit is required for such analysis, and a time period of 1–10 minutes.

Ancient Lore
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: save vs. INT

Characters versed in ancient lore are able to determine the veracity of any reputed legend or tale, are familiar with most ballads and epic poems, and can determine the authenticity of ancient artifacts, books, scrolls, and devices. They can always determine the approximate value of jewelry, books, old coins, etc. (margin of error equals ±10%). They may be employed as historians, librarians, museum curators, etc.

Art
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a

Characters with this skill are trained in drawing, painting, sculpting, and / or other forms of artistic endeavor. When this skill is first acquired, roll percentage dice on the table below to assess the character's raw talent.

Each level the character advances, there is a chance they will also advance into the next category of artistic talent.

Roll	Result
01–12	Amateur
13–22	Fair
23–77	Promising
78–91	Talented
92–00	Very Talented
—	Master

For Enchanters, treat all rolls of 01–77 as Promising.

- **Amateur**: Your work is lifeless, and devoid of any great skill. Each level you advance, there is a 25% chance you will improve and advance to Fair.
- **Fair**: Your work is not great. You may develop into a true artist. Each level you advance, there is a 50% chance you will improve and advance to Promising.
- **Promising**: Your work shows some ability, although there is not yet great demand for it. Each level you advance, there is a 75% chance you will improve and advance to Talented.

- **Talented**: Your work is good, and you are starting to gain some demand for it. Each month, there is a 50% chance of being offered a commission for a portrait, bust, or other standard work by a wealthy admirer. A standard work takes 2–5 weeks to complete, and commands a fee of 100–1,000 gp. You receive a +1 bonus to Charisma with regard to those who know your work. Your next level you will automatically improve and advance to Very Talented.

- **Very Talented**: Your work is fine, and demand is growing. Standard works of yours (see above) command 2× normal fees. You may be commissioned to create large murals, statues, or other major works (at an corresponding increase in completion time and fees; Game Judge's ruling). You receive a +2 bonus to Charisma with regard to those who know your work. Each level you advance, there is a 10% cumulative chance you will improve and advance to Master. If you die, this chance—ironically—increases by +50%.

- **Master**: Your work is great, and demand is amazing—especially among the wealthy and the nobility. Standard works of yours (see above) command 10× normal fees. You may be commissioned to create large murals, statues, or other major works (at an corresponding increase in completion time and fees; Game Judge's ruling). Each month, there is a 25% chance of being offered a commission for a master-work; such work requires at least a year to complete. Should you accept such a commission, your artistic reputation will grow (i.e., each completed master-work increases the multiple for your fees by +1). You receive a +4 bonus to Charisma with regard to those who know your work (or have heard of you; see Renown).

Cartography

Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a

Characters trained in cartography can accurately map any type of terrain, and avoid becoming lost in the terrain or area being mapped. Those with this skill are the only individuals capable of mapping fjords, coastlines, mountain ranges, etc. Cartographers should be given at least a 50% chance of determining the nature of any sort of strange or unusual map. The type of information which can be gleaned from such a map is up to the Game Judge. Anyone who wishes to work as an explorer will need this skill.

Chirography

Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a

This is the skill of making accurate copies of written text, maps, and any other sort of non-magical writing. The time required is approximately 30 minutes per page of writing. The chirographer need not be familiar with the language of the original; copying such texts takes twice as long.

Individuals who possess this skill, and the skill Read Magic at 100%, may use them to copy any sort of magical writing (e.g., scroll, codex) with only a 1% chance of failure.

Diplomacy

Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a

Characters with this skill are trained in negotiating with relatively intelligent individuals, and are especially adept at dealings with aristocrats, clergy, nobility, etc. The character receives a +4 bonus on any save vs. CHA in an applicable situation.

Drafting

Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: save vs. INT

This is the primary skill of architects and engineers. Those with this skill can design most types of structures including bridges and fortifications. Underground construction can be planned and supervised by the draftsman with chances of a cave-in occurring being limited to 5%. Once within a structure, the draftsman will be likely to notice sloping passageways, unsafe stonework, weak wooden structures, etc. as long as he or she examines the area in question for a minimum of five minutes.

If a draftsman has access to the plans of a structure, he or she can determine any structural weaknesses which might result due to a design flaw, the locations of unsafe passages, weak spots in walls or ceiling, and so on. It is possible, with such plans, to determine where likely secret doors, concealed passages, and other hidden elements may exist. This is not an infallible method of locating such things; it merely allows the character to know where those elements could be built without jeopardizing structural integrity. A typical dungeon map may qualify as a set of plans (Game Judge's ruling).

Healing Arts

Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a (Diagnosis: save vs. INT)

Healers can diagnose the exact nature of an ailment or affliction with a save vs. INT (e.g., disease, insanity, poison, lycanthropy).

Healers can also create salves, ointments, and unguents with minor healing properties. Such preparations take a full day to prepare, require 50 gp in materials, and will heal 1d4+1 hit points when used. Preparations like this can be used to reduce the chances of infection or disease from serious wounds to no more than 1%.

Horticulture

Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: special

This is the skill of working with plants. A horticulturist can grow almost any type of plant from seeds or cuttings. Most plants take 3–12 weeks to grow from seeds, or 2–8 weeks from cuttings. The chance of success (i.e., for the plant to grow to maturity) is 75% when starting from seeds, and 95% when starting with cuttings. Skilled individuals also have a 95% chance of success when transporting a plant from one location to another, or when transporting cuttings over great distances.

Internal Alchemy

Prerequisites: Spell-casting (Mysticism)
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a

Internal Alchemy involves the observance and practice of various ancient physical and mental disciplines, the result of which is the extension of one's life by upwards of 50%. Individuals with this skill will typically look younger than they actually are, and will maintain their full mental and physical prowess throughout their life.

Inventing

Prerequisites: Profession (Scholar); Drafting
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: Intelligence score ×3% (+5% per level *gained*)

Inventing is a combination of many skills—thus, the very restrictive prerequisites. Costs in this field are high due to the great number of tools required, and the volume of materials needed:

- A workspace (minimum 2,000 square feet)
- A small forge — 500 gp
- Various tools (e.g., anvils, clamps and vices, glass-working tools, measuring devices, metal-working tools, pulleys, saws, winches, etc.) — 1,000 gp

Cost in materials for each project is in addition to the listed expenses (final cost is the Game Judge's ruling). There are two types of inventions which an inventor may work on:

- **Mundane Devices**: these are inventions which utilize knowledge and technology available to someone in ancient times. The player needs to provide the Game Judge a rough sketch of the invention (e.g., a list of the required materials and a brief description of the item's purpose and use). The Game Judge then determines the cost of the materials needed, and the base number of weeks needed to complete the project.

  Simple inventions take 1–4 weeks. Fairly complex inventions take 5–8 weeks. Complex (or very large) inventions take 10–16 weeks.

- **Arcane Devices**: these are inventions which utilize principles that would be considered magical by an individual in ancient times; as such, from a game perspective, they require the assistance of magic in order to function. The procedure for creating these devices is the same as for Mundane Devices; however the services of a professional spell-caster and a list of magical spells and / or properties is also required.

  The time to create arcane devices is double the time listed for Mundane Devices, above. Chance of success suffers a penalty of -2% for each level of spell and / or magical property needed to complete the effect (e.g., an Arcane Device which requires three level I spells or properties, two level II spells or properties, and a level III spell or property, suffers a penalty of -20%).

Success for any invention indicates it works as planned. Failure indicates back to the ol' drawing board!

Unless the Game Judge rules otherwise, characters in this game have no idea what electricity, gun powder, steam engines, etc. are. Any invention based on modern concepts or substances cannot be attempted unless a magical equivalent can be justified.

Linguistics
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a (Decipher: save vs. INT)

Linguistics is the study of languages and their relationships. Individuals with knowledge in this field may learn one new language each level (starting with the level this skill was first acquired).

Linguists can, with a save vs. INT, identify the origin of an unknown language or script, or decipher a piece of writing. Deciphering unknown writings requires a minimum of one hour per page. Individuals with this skill are often employed as scribes, interpreters, tutors, etc.

Music
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a

Characters with this skill are trained in musical theory, singing, playing an instrument, composing, and / or other forms of musical endeavor. When this skill is first acquired, roll percentage dice on the table below to assess the character's raw talent.

Each level the character advances, there is a chance he or she will also advance into the next category of musical talent.

Roll	Result
01–12	Amateur
13–91	Promising
92–00	Talented
—	Virtuoso

For Enchanters, treat all rolls of 01–91 as Promising.

- **Amateur**: You are a hack. Each level you advance, there is a 75% chance you will improve and advance to Promising.
- **Promising**: You have some talent. You know how to play one instrument. You receive a +1 bonus to Charisma while performing. Each level you advance, there is a 50% chance you will improve and advance to Talented.
- **Talented**: You are talented. You know how to play two instruments. You receive a +2 bonus to Charisma while performing. Each level you advance, there is a 10% cumulative chance you will improve and advance to Virtuoso. A save vs. CHA will determine if a listener pays for your drinks if performing at a tavern or inn.
- **Virtuoso**: You are a master. You know how to play three instruments (+1 instrument per level *gained*). You receive a +4 bonus to Charisma while performing; and a +2 bonus to Charisma otherwise with respect to those who have heard you perform. A save vs. CHA will determine if a listener pays for your drinks, food, and / or a night's lodging. Your performances have a magical effect which mimics the spell Emotional Influence (Mysticism, level III) on all listeners within 100 feet. Magical instruments work at +1 effectiveness when you play them. If you are not a bard, you should have been.

Naturalism
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: save vs. INT

Naturalists are trained to identify species of plant or animal native to the continent upon which they reside. They can determine if the plant or animal has any outstanding features or abilities. Naturalists may be able to expand their geographical sphere of knowledge through exploration, the acquisition of books on plants and animals, etc.

Naturalism may be used as a substitute for Herb Lore as a prerequisite for other skills.

Navigation
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a

This skill allows individuals to plot a course for any sea-going vessel by observing the night sky. Navigators have no more than a 1% chance of becoming lost at sea.

Read Magic
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: 55% or 100% (+5% per level *gained*)

This skill is the ability to read, decipher, and comprehend magical writings of all sorts. When this skill is learned, it is acquired at either 55% (e.g., non-spell-casters, or professions where spell-casting is a secondary skill), or 100% (e.g., professional spell-casters). In either case, the skill progresses at +5% per level *gained* thereafter.

This skill allows the individual to use the special properties of magic items with no penalty. It also allows an individual to cast a spell from a scroll or magical tome. A spell-caster cannot usually fail at this. The maximum chance of success for non-spell-casters is 100%; -5% per level of spell (e.g., a level IV spell has a maximum 80% chance of success).

Individuals with this skill understand the basic concepts of magic. They are able to employ magic items that have spell powers with a successful skill check. Failure indicates either a failure to cast, or a backfire (50% chance of either mishap occurring).

Theology
Cost to Acquire: 2,000 XP (six months of study)
Chance of Success: n/a (Identify: save vs. INT)

Theology is the study of religions, their histories, customs, doctrines, belief structures, rituals, etc. Characters versed in this field are familiar with the various religions, orders, and factions practiced on the continent upon which they reside. Theologians may be able to expand the geographical sphere of their knowledge through exploration, acquisition of books on religion, etc. Theologians can identify holy items and religious artifacts by making a save vs. INT.

Combat Skills

Combat skills include a variety of fighting techniques and styles. While Skilled and Highly Trained fighters may learn combat skills as a result of their profession, others can only acquire such skills through training with a skilled instructor. Each of these skills takes 1–3 months of study to develop.

Many of these skills are associated with specific weapons or weapon types. As noted, the skill will also include proficiency with that particular weapon. As these skills are associated with the combat system, most of them will not have a chance of success listed, but will instead modify how some aspect of the combat system operates.

Archery I

Cost to Acquire: 1,000 XP
Includes: Weapon (long bow) *or* Weapon (short bow)

Characters with this skill are experts with either the short or long bow. Archers suffer no to-hit penalties when firing at long range with their chosen weapon. Range penalties do apply if the archer attempts to fire while moving or on horseback. This skill may be taken twice in order to become an expert in both short and long bows.

Archery II

Prerequisites: Archery I; Weapon (short bow); Riding
Cost to Acquire: 1,000 XP

Archers with this skill are experts at horse archery. This is the ability to fire a short bow (but not a long bow) from horseback. Horse archers suffer no range penalties when firing from horseback.

Blind Fighting

Prerequisites: Perception 12+
Cost to Acquire: 1,000 XP

Blind fighters have the uncanny ability to seemingly know what is around them even while blinded, enshrouded in darkness, mists, etc. When engaged in hand to hand, or in the immediate vicinity of an opponent, the blind fighter may make a save vs. INT. Success indicates the blind fighter may attack and defend without penalty. Failure indicates the blind fighter is aware of a presence but all normal penalties apply. This skill only applies in melee combat; moving hurriedly—without pause to check surroundings—negates this skill.

Boxing

Cost to Acquire: 1,000 XP
Includes: Weapon (cesti)
Restriction: boxers cannot wear metal armor (type IV and above) while using this skill.

Base hand (fist) damage is 1d4 for a boxer. Boxers double the number of attacks they may perform each combat round while fighting unarmed. Parrying is allowed against unarmed opponents; against armed opponents if cesti are worn.

Subdual attacks (a.k.a., knockouts) are possible under the specific hit rule.

Command

Cost to Acquire: 500 XP

Command is the ability to organize and lead groups of fighters into battle. Commanders are limited to lead a number of fighters equal to their Charisma score (×2 per level *gained*). The benefits of being under such leadership—as opposed to being a disorganized group of fighters—is up to the Game Judge to determine.

Martial Arts I

Cost to Acquire: 2,000 XP
Restriction: martial artists cannot wear metal armor (type IV and above) while using this skill.

Those who practice these ancient arts may employ the following maneuvers:

- **Kata**: those with martial arts skill receive a +1 bonus on any attempt to dodge (+1 per 3 levels *gained*).
- **Hand Strike**: those with martial arts skill have a base hand (chop) damage of 1d4. They double the number of attacks they may perform each combat round while fighting unarmed. Parrying is allowed against unarmed opponents, armed opponents, claws, bites, etc.

  Subdual attacks are possible under the specific hit rule.
- **Kick**: those with martial arts skill may kick once per combat round instead of making another type of attack. A kick attack can be a standard attack (base kick damage is 1d6), or it can be a sweep (a successful hit means the target must save vs. DEX or be knocked to the ground).

  Subdual attacks are possible under the specific hit rule. The effects of a successful subdual kick lasts 50% longer than those accomplished with the hand strike.
- **Throw**: those with martial arts skill may attempt a throw after any successful parry. A throw counts as half of a doubled hand strike routine, and requires the usual to-hit roll. Success indicates the opponent has been grabbed, and must save vs. DEX or suffer being thrown. A throw cannot be attempted against a creature whose weight Is greater than the attacker's encumbrance capacity ×3.

Martial Arts II
Prerequisites: Martial Arts I
Cost to Acquire: 1,000 XP
Restriction: martial artists cannot wear metal armor (type IV and above) while using this skill.

Those who practice these ancient arts may employ the following advanced maneuvers:

- **Advanced Kata**: those with advanced martial arts skill may dodge even device-propelled missile weapons with a successful save vs. DEX.

- **Breaking Blow**: those with advanced martial arts skill can use a hand strike, kick, or head-butt to break through a wooden door or plank, up to 2 inches thick (+2 inches per 3 levels *gained*).

  Breaking Blow requires a full minute of concentration prior to use, making it practically impossible to use in melee. More than one use may be needed to create a human-sized opening in a door or enclosure (Game Judge's ruling).

- **Knife Hand**: those with advanced martial arts skill can use their hand as a weapon capable of piercing even plate armor. Treat armored opponents as unarmored, and allow magical armor to provide protection equal to its magical bonus value only.

  Knife Hand may be used against creatures immune to non-magical weapons; unlike standard hand strikes, it can only be employed once per attack. Base damage for a knife hand is 1d6. Knife Hand be used for subdual attacks under the specific hit rule.

- **Jump Kick**: This skill allows the martial artist to strike a target up to 5 ft. (+½ ft. per level of ability) above the ground by jumping and kicking in a simultaneous motion. Damage and attack frequency are as per a standard kick.

Mounted Combat I
Cost to Acquire: 1,000 XP
Includes: Riding

Cavalrymen are able to fight from horseback without loss of combat effectiveness. Without this skill, a fighter must accept the standard non-proficiency penalty when fighting from astride any steed. Such individuals have a 50% chance to be dismounted while fighting each combat round. Mounted Combat I is not horse archery; cavalrymen cannot accurately use a bow while moving at greater than trotting speed. A save vs. DEX at +2 can be used to avoid a dismount under exceptional circumstances (e.g., when hit with a lance).

Mounted Combat II
Prerequisites: Mounted Combat I
Cost to Acquire: 1,000 XP
Includes: Weapon (lance)

Advanced cavalrymen are proficient in the use of the lance, and receive a +1 to-hit bonus when fighting astride any steed. Additionally, advanced cavalrymen with the Animal Training skill can break and train any animal or monster that may be employed as a steed.

Siege Weapons
Cost to Acquire: 1,000 XP

Those with this ability are proficient in the firing, operation, and maintenance of siege weapons (e.g., ballista, catapult).

Street Fighting
Cost to Acquire: 500 XP

Street fighting is the skilled form of the Common Ability Brawling. This skill removes the penalties associated with unskilled unarmed combat. Street fighting is not the same as boxing, martial arts, or wrestling in style or effectiveness.

Weapon
Cost to Acquire: 1,000 XP

This is the skill representing basic training and proficiency in a specific weapon (or in the use of shields), chosen when the skill is acquired. This skill allows a fighter to use the selected weapon without incurring the standard non-proficiency penalty. This skill may be taken multiple times. Each time it is taken, it provides basic training and proficiency in a new weapon.

Weapon Specialization
Prerequisites: Weapon (in which to specialize)
Cost to Acquire: 2,000 XP

A specialist is one who has trained beyond just basic use of the weapon allowing them to hit more often and deal more damage than typical fighters. They are masters. The fighter must already be proficient with its use. When this skill is acquired, the fighter gains a combat bonus of +1 to-hit / damage with the weapon.

This skill may be taken multiple times. Each time it is taken, it either provides specialization in a new weapon, or grants an additional +1 combat bonus on to-hit and damage rolls for a weapon with which the fighter is already a specialist. No weapon can be granted a bonus greater than +3 to-hit / damage via this use of the skill. The number of *weapons* a fighter may specialize in is based upon their combat rating.

- Unskilled fighters are limited to 1 specialized weapon.
- Skilled fighters are limited to 2 specialized weapons.
- Highly Trained fighters are limited to 3 specialized weapons.
- Warriors have the ability Professional Soldier which allows them to have any number of specialized weapons (each specialized weapon is still limited to +3 to-hit / damage).

Wrestling

Cost to Acquire: 2,000 XP
Restriction: wrestlers cannot wear metal armor (type IV and above) while using this skill.

Wrestlers are skilled in grappling, restraining, and knock-down tactics. Wrestlers may also employ the following maneuvers:

- **Escape**: wrestlers can escape from any hold or restraining maneuver by making a save vs. DEX.

- **Hold**: wrestlers may execute a hold maneuver utilizing their strength, skill, leverage, and quickness. Many types of holds exist; rather than define each, this system states that a wrestler may execute a hold via the specific hit rule. Success indicates the target has been immobilized, or otherwise incapacitated. Once executed, a hold may be utilized to cause pain, forcing the target to save vs. WIL or surrender.

  A hold restrains a non-wrestler completely; they may attempt to escape a hold with a save vs. STR, suffering a penalty equal to the number of levels the wrestler has gained since acquiring this skill. Wrestlers may attempt to break a hold using the escape maneuver (above).

- **Takedown**: a takedown is a maneuver allowing the wrestler to throw and / or bring down an opponent. A takedown uses the specific hit rule. Success indicates the target has been knocked to the ground; the target is considered to be restrained (see *Hold*).

  At the wrestler's option, the throw may be a slam (which is illegal in competition) causing an opponent to save vs. CON or be incapacitated; treat this as an application of the specific hit rule.

  A takedown requires both skill and strength. It may be attempted against any creature not weighing more than the wrestler's encumbrance capacity ×2. The Game Judge may limit the target of a takedown to bipedal creatures.

Zen Archery

Prerequisites: Archery I; Archery II; Will 12+
Cost to Acquire: 2,000 XP
Restriction: this skill can only be taught by a Zen Archer who is a practitioner of Mysticism.

Zen Archers are able to fire their bows from any position, while running, or even while falling, without any loss of effectiveness or penalty.

Additionally, they can mentally visualize the location of any target hidden by darkness, smoke, mist, illusion, invisibility or any type of camouflage that does not impede actual line-of-fire (e.g., a wall, trees). With this mental image, they can attack and suffer no to-hit penalties. A blind individual could function as a skilled archer with this talent.

Performing Skills

Performing skills include many skills associated with Harlequins; other professions require a tutor in order to learn a skill in this group. Each of these skills takes 1–3 months of study to develop.

Acrobatics I

Cost to Acquire: 2,000 XP
Chance of Success: 95% (except Scaling Walls)
Restriction: acrobats cannot wear metal armor (type IV and above) while using this skill.

Acrobats may perform the following acrobatic maneuvers:

- **Leaping**: this maneuver allows the acrobat to leap the following distances:

  - **Drop**† (down): 10 feet (+2 feet per level *gained*)—maximum of Dexterity ×3 feet

  - **Horizontal Leap**‡ (long-jump): 10 feet (+1 foot per level *gained*)—maximum of Dexterity ×2 feet

  - **Vertical Leap** (high-jump): 4 feet (+¼ feet per level *gained*)—maximum of Dexterity ÷2 feet

  Note: if the distances calculated for horizontal and / or vertical leaps are less that the values for the Common Ability Leaping, use the Leaping values instead.

- **Pratfall**: this maneuver is the ability to avoid damage from a sudden fall. The maximum safe falling distance is 10 feet (+2 feet per level *gained*). An acrobat can attempt to land on his or her feet (-25% penalty). An attempted pratfall which exceeds the distance limit reduces the chance of success by ×½ (or worse). Wearing metal armor does not entirely negate this maneuver, but will reduce the chance of success by ×½.

- **Scaling Walls**: as per the Thieving skill (including chance of success).

Acrobatics Limitations

The chance of success for any Acrobatics I or II feat is 95%—as long as the acrobat stays within the limitations of his or her abilities (as defined by the maneuver, or established by the Game Judge). Exceeding these capabilities will either reduce the chance of success by ×½ (in the case of single feats), or cause an automatic failure (in the case of stunts).

Many feats with Acrobatics will automatically fail if the acrobat is wearing metal armor (type IV and above). If the Game Judge rules that the feat still has a chance of success, metal armor should reduce the chance of success by ×½ (or worse).

† A drop is the distance an acrobat can jump down without taking damage.
‡ This assumes a running start of 5–10 feet (at least). If this is not the case, use the distances for vertical leaps instead.

Acrobatics II

Prerequisites: Acrobatics I
Cost to Acquire: 2,000 XP
Chance of Success: 95%

Advanced acrobats may perform the following acrobatic maneuvers:

- **Tightrope Walking**: acrobats can traverse up to 10 feet of rope (+10 feet per level *gained*) without losing their balance. If a pole of at least six feet in length is used for balance, the distance is doubled. Tightrope walking at greater than half normal movement is not possible; nor is it possible to walk a tightrope with an incline of greater than 45 degrees. This maneuver includes any and all feats capable of being performed via the skill Catwalk (Thieving Skills).

- **Vaulting**: using a pole of at least six feet in length, the acrobat can use this leverage to vault up to 8 feet in height (+1 foot per level *gained*)—maximum Dexterity ×1 feet. Vaulting requires a running start of approximately 25 feet.

- **Team Acrobatics**: advanced acrobats can, along with other advanced acrobats, perform feats requiring more than one individual: human pyramids, human ladders, etc. With this maneuver, other physically intensive skills can be performed in tandem, as long as each has the individual skill and possess advanced acrobatics.

  Example: juggling could be performed together as long as both had the skill. What skills can be performed together in this manner is entirely up to the Game Judge.

- **Stunt**: this maneuver is the premier ability of advanced acrobatics. Stunts allow an acrobat to combine up to three acrobatic maneuvers of any type. A single success roll is made, determining the success of the entire stunt. A stunt is the only way to perform more than one acrobatic maneuver in a single combat round.

  As long as none of the chosen maneuvers is especially time-consuming (e.g., traversing 50 feet of tightrope) the entire combination of moves can generally be performed within one combat round.

  As long as none of the individual parts what make up the stunt are beyond the acrobat's capabilities, the stunt has the standard 95% chance of succeeding. If this is not the case, the stunt will automatically fail. If the stunt fails for any reason the part at which the failure occurred can be determined with a 1d3 (1d6÷2). Depending upon which part failed, the consequences will vary considerably (Game Judge's ruling).

  Example: an acrobat performs the following stunt:

  1. Leaps from a high balcony, grabbing a chandelier...
  2. ...swings across the room, hurling himself through a window, and...
  3. ...lands safely on the ground, 10 feet below.

Acting

Cost to Acquire: 1,000 XP
Chance of Success: 85% (+1% per level *gained*)

Actors can use their skills for a number of purposes:

- **Deception**: acting may be used to bluff, gain sympathy, or even lie one's way out of trouble. A clever actor can find numerous opportunities to use this particular talent.

- **Entertainment**: actors can, through skillful recitation of verse or anecdotes, gain acceptance by strangers, and possibly even earn a free meal, a night's lodgings, etc. Experienced actors may earn more substantial fees.

- **Impersonation**: actors can use a considerable range of talents which allow the individual to assume the appearance and mannerisms of nearly anyone. A make-up kit and / or costuming may be needed to complete the illusion. Simply impersonating a type of individual (e.g., a Wizard, a city magistrate) requires minimal familiarity (e.g., casual observation). Impersonating a specific individual requires first-hand knowledge (e.g., close observation for at least one hour) before the attempt is made. Close acquaintances of the subject impose a -25% penalty on the acting check.

Animal Training

Cost to Acquire: 1,000 XP
Chance of Success: 95%

Animal trainers can train any type of animal (wild or domestic; and certain species of semi-intelligent monsters). Animal trainers cannot train animals or monsters which are of a higher level than they. For this reason, most prefer to train creatures while they are young. A number of weeks is required to tame the creature, allowing it to become accustomed to the trainer. This initial period varies:

- **Domestic** (or Docile) **Animals**: 18 weeks (+1 week per level of animal). Subtract a number of weeks equal to the trainer's Charisma score.

- **Wild Animals**: 24 weeks (+1 week per level of animal). Subtract a number of weeks equal to the trainer's Charisma score.

- **Monsters**: 30 weeks (+1 week per level of the monster). Subtract a number of weeks equal to the trainer's Charisma score.

Success indicates the creature has been conditioned to the trainer's voice and will approach when called. Failure indicates that another check may be made after another week. If this second roll is also a failure, the animal is considered untrainable. Trained animals or monsters may be taught to obey simple commands (e.g., stay, attack, fetch). Each command requires one month of training. When training an animal or monster, a minimum of four hours each day is required. If more than two days are missed in a given week, that week does not count.

Trained animals or monsters are worth at least 100 gp per level of the creature. Each command the creature has been taught will increase its worth by +100%. Monsters must be semi-intelligent (e.g., hippogriff, griffon, winged horse, hippocampus, roc).

Juggling
Cost to Acquire: 1,000 XP
Chance of Success: 95%

Jugglers can handle 3 reasonably balanced objects (+1 object per level *gained*) weighing no more than five pounds each for an indefinite amount of time. Jugglers are also proficient with throwing hand held items—not including weapons—and can catch thrown missiles with a successful skill check. Failure indicates the juggler is automatically hit, however. Jugglers may throw up to one-half the number of items they can juggle in a single combat round. Using this aspect of juggling requires one combat round to prepare.

Knife Throwing
Cost to Acquire: 1,000 XP
Chance of Success: n/a

Knife throwers specialize in the use of knives balanced for throwing. The superior accuracy of knife-throwers is well known; those who acquire this skill receive a +1 bonus on to-hit rolls with the weapon. At ranges of less than 20 feet, their deadly accuracy allows them to call the location of the throw. Minimum size of a called target is 2 inches diameter; the thrower must accept the standard non-proficiency penalty (they do still receive their +1 bonus on the shot, above). Success on a vital area (e.g., throat, heart) deals double damage, and forces the victim to save vs. CON or be incapacitated by the wound.

Legerdemain
Cost to Acquire: 1,000 XP
Chance of Success: 90% (+1% per level *gained*)

Characters with this ability can perform the minor feats of magic of which sideshow magicians are capable:

- **Sleight of Hand**: Card tricks, shell game (i.e., find the hidden ball), palming (i.e., concealing small items in the hand), and so on. Mountebanks can earn a living cheating at games of chance (there is a cumulative 2% chance of arousing suspicion each time the cheater wins (check each opponent, each round of play).

- **Ventriloquism**: Ventriloquists can throw their voice up to 5 feet per level *gained*.

Oratory
Cost to Acquire: 1,000 XP
Chance of Success: 45% (+5% per level *gained*)

Orators can draw forth emotional responses within an audience through invective, gestures, and picturesque speech. Orators must decide beforehand what response he or she is attempting to illicit. Failure indicates the audience has reacted in the exact opposite way (or has been moved in some unexpected direction; Game Judge's ruling). Some possible responses are:

- **Antipathy** (opposite: sympathy): the audience becomes very angry towards a subject designated by the orator. The subject is seen as a threat, nuisance, affront to all good minded people, etc. There is a 50% chance the audience becomes so angered as to be incited into riot, or violence to the subject. Otherwise, there is shouting and milling about with no action.

- **Boredom** (opposite: fascination): the audience is lulled into a mild stupor and made quite apathetic and disinterested in a subject designate by the orator. While most often thought of as the bane of performers, causing boredom has practical applications. This response has a five minute time limit after which the audience grows restless and leaves—which may be the exact response the orator is looking for.

  Failure indicates unfavorable fascination: the audience jeers the orator, verbally abusing him or her. Each minute the orator continues, the audience may become hostile (10% cumulative chance) pelting the orator with fruit, garbage, rocks, or whatever is handy. If the orator does not leave, the audience will run them out of town.

- **Fascination** (opposite: boredom): the audience is very attentive and fascinated with the orator or a subject designated by the orator. This response requires the orator be in costume, wearing make up (e.g., the white face used by mimes), or using a prop (e.g., a deck of cards, juggler's pins or balls). Fascination requires a fair amount of banter and huckstering to be effective. It can be used to cause distraction, diversion, or simply to stall for time. This response has a five minute time limit, at which point a new skill check is required.

- **Sympathy** (opposite: antipathy): the audience becomes sympathetic towards the subject or cause designated by the orator. A sympathetic crowd is 50% likely to offer aid if the orator desires; otherwise, they are sympathetic, but take no action).

Side Show Talents
Cost to Acquire: 1,000 XP
Chance of Success: n/a

Side Show Talents allows an individual to perform unusual feats, such as:

- **Contortion**: contortionists can bend and twist their bodies into highly unusual positions. They can squeeze through, or into, any opening wide enough to accommodate their torso. Contortionists can dislocate their shoulders without suffering harm in order to escape ropes or bindings. A save vs. DEX is required for this feat; escaping from manacles or chain and lock combinations will also require lock-picking. Wearing metal armor (type IV and above) reduces the save for this ability by ×½.

- **Swallowing**: swallowers (a.k.a., geeks) can swallow anything that fits in their mouths (e.g., bones, coins, bits of glass, rings) without harming themselves.

  Sword swallowers do not literally swallow their props, nor do fire-breathers—who breathe fire by spraying a mouthful of flammable liquid at a hand-held torch or fire source.

Thieving Skills

Thieving skills include many skills associated with Rogues, Spies, and other underworld types. These skills are a part of the thieving professions; others must arrange for a tutor of some sort. These skills require 1–2 months of study to develop.

Appraise Treasure
Cost to Acquire: 1,000 XP
Chance of Success: n/a

This is the ability to determine the worth of precious stones, jewelry, contraband, etc. (margin of error equals ±10%).

Catwalk
Cost to Acquire: 1,000 XP
Chance of Success: n/a

The catwalk skill is the ability to traverse narrow surfaces (e.g., beams, fence-tops, walls) without losing balance. The minimum width of the surface is 10 inches (-1 inch per level *gained*). When a character attains the ability to traverse 1 inch wide surfaces, he or she can even walk a tight rope with ease. Movement while using this skill cannot exceed half normal movement rate. Any attack against the individual forces a save vs. DEX, or the character will fall.

Con
Cost to Acquire: 1,000 XP
Chance of Success: 35% (+5% per level *gained*)

Con is the ability to persuade individuals to act against their better judgement (e.g., take a bribe, buy stolen goods, lend small sums of money). Individuals possessing Will scores of 13+ are allowed to save vs. WIL in order to resist a Con. The target and the con-man must be able to communicate in order for this skill to be effective.

Decipher
Cost to Acquire: 1,000 XP
Chance of Success: 20% (+5% per level *gained*)

Comprehending strange writings, codes, and inscriptions of all sorts is what this skill is about. When chance of success reaches 100%, the individual can read and cast spells from scrolls (a save vs. INT is needed; failure indicates the spell has backfired).

Evade Pursuit
Cost to Acquire: 1,000 XP
Chance of Success: 35% (+5% per level *gained*)

By moving with speed and stealth, leaving false trails, and other methods, this skill allows the individual to confound pursuers. If the pursuer possesses tracking skills, subtract their skill rating from this skill's chance of success.

Forgery
Cost to Acquire: 1,000 XP
Chance of Success: 45% (+5% per level *gained*)

Forgers can copy official documents, signatures, and even the most intricate seals and sigils. Simple forgeries take at least one hour to complete; more complex forgeries take a correspondingly longer time (Game Judge's ruling). In any case, the forger must have an original sample of the item to be forged to use as reference. If a forger has had time to thoroughly study the item prior, the sample need not be present for the attempt. Without an original or thorough study, the chance of success is reduced by half.

The forger will not know if the forgery will pass muster until it is checked by someone familiar with the original. This can work in the forger's favor: those unfamiliar with the original will have little or no chance to detect the copy as a forgery.

Hide in Shadows
Cost to Acquire: 1,000 XP
Chance of Success: 35% (+5% per level *gained*)

Hide in Shadows goes well beyond the common ability to hide, allowing the individual to virtually disappear behind curtains, within tall grass, and so on. Chance of success is modified based on the Game Judge's appraisal:

- **Excellent or clever**: chance of success ×2
- **Poor or obvious**: chance of success ÷2

Infiltrate
Cost to Acquire: 1,000 XP
Chance of Success: 85% (+1% per level *gained*)

Infiltrate allows an individual to inconspicuously blend into a group of human or humanoid creatures without arousing suspicion. The infiltrator must have access to clothing, uniforms, and / or equipment necessary to create a reasonable disguise. He or she must be familiar with the habits, customs, and laws of the group in which they are attempting to infiltrate. Familiarity need not be from first-hand (Game Judge's ruling); it can be acquired via informants, interrogation, and so on. Practical applications range from mingling within a strange tavern to gaining access to the inner circle of a notorious band of Assassins.

Although the ability to infiltrate relies to some extent upon disguise, success is dependent upon the infiltrator's wit and guile. Costumes and make-up help, but actions influence success or failure far more. The Game Judge can modify the chance of success based upon the stated course of action and role-playing. Infiltration is not impersonation and cannot be used to assume the guise of a known individual.

Interrogate
Cost to Acquire: 1,000 XP
Chance of Success: special

Interrogation is the ability to extract information from an unwilling or uncooperative individual through mental and / or physical coercion. Using this skill forces the target to save vs. WIL or reveal information sought by the interrogator's question. The method of interrogation modifies the save as follows:

The Trouble With Torture

It is possible to retrieve information via torture. It is also possible to drive a subject to attempt to give any answer which they feel will end the torment. Game Judge's ruling.

- **Verbal Abuse**: the subject saves every ten minutes of interrogation.
- **Physical Threat**: the subject saves every five minutes of interrogation.
- **Torture**: the subject saves every five minutes of torture, with a cumulative -1 penalty per five minutes of continuous torture applied. The chance of accidental death of the subject is a cumulative 1–10% (Game Judge's ruling) prior to each save. Individuals of Good alignment are never be allowed to use torture to interrogate a subject.

Lip-reading
Cost to Acquire: 1,000 XP
Chance of Success: n/a

Lip-reading is the ability to eavesdrop on conversations by assessing the words used visually. The lip-reader needs to be in visual range, have clear view of the conversation, and know how to speak the language being spoken. A spy glass, telescope, crystal ball, or other such devices can be used to increase the range of this skill.

Lock-picking
Cost to Acquire: 1,000 XP
Chance of Success: 25% (+5% per level *gained*)

Picking locks is the ability to open a mechanical locking device without the proper key. The individual will need a set of thief's tools to use this skill. The Game Judge may modify the chance of success based on the complexity and quality of the lock. Most locks require 1–4 minutes to pick.

Pick-pocket
Cost to Acquire: 1,000 XP
Chance of Success: 35% (+5% per level *gained*)

Picking pockets is the ability to lift small items from unwary individuals (e.g., cut loose a pouch, remove a document from a pocket) without being detected. Failure indicates that the lift was unsuccessful; in such cases, there is a 50% chance the target will catch the pick-pocket.

Scaling Walls
Cost to Acquire: 1,000 XP
Chance of Success: 90% (+1% per level *gained*)

This is the ability to climb sheer surfaces, both natural and man-made. It is a far superior version of the common ability Climbing.

Stealth
Cost to Acquire: 1,000 XP
Chance of Success: 95%

This is the ability to move without making noises of any sort. It is a far superior version of the common ability Moving Silently. When using this ability, movement is limited to half the normal rate (i.e., any task performed while using this ability takes twice the normal amount of time).

The Game Judge may call for a skill check each minute (combat round) to see if the individual has made any noises loud enough to be heard—however faintly—at distances of up to 100 feet. Wearing metal armor (type IV and above) reduces the chance of success by ×½.

Tailing
Cost to Acquire: 1,000 XP
Chance of Success: 35% (+5% per level *gained*)

Tailing allows an individual to follow a target without being detected or arousing suspicion. The individual must first spot the target (i.e., tailing is not tracking). Failure indicates the target has been lost, or the individual has been detected (50% chance of either mishap occurring). Wearing metal armor (type IV and above) reduces the chance of success by ×½.

Thieves' Cant
Cost to Acquire: 1,000 XP
Chance of Success: n/a

This is a specialized form of the Language skill. Thieves' Cant is a secret language employed by Assassins, Rogues, Spies, and other members of the thieving professions. This language is never taught to anyone unless the instructor is absolutely certain the student can be trusted.

Thieves' Cant Dialects

The Game Judge may wish to have more than one flavor of Thieves' Cant in his or her game world. Each geographic location, or perhaps each underworld organization (especially Assassin Cults), may use a different dialect of this language.

Traps
Cost to Acquire: 1,000 XP
Chance of Success: 25% (+5% per level *gained*)

The ability to detect, disarm, or set small traps. Detecting a trap requires five minutes of careful scrutiny per 10×10×10 foot area checked. Disarming or setting a trap requires a set of thief's tools. Failure indicates the individual has triggered the trap.

Detection is modified by Perception. Disarming and setting traps is modified by Dexterity. The player should keep a separate chance of success score listed for each application of this skill.

Woodlore Skills

Woodlore skills include many skills associated with Hunters as well as those raised in primitive or barbarian cultures. Others must seek tutoring of acquire these skills. Woodlore skills require 1–3 months of study to develop.

Camouflage

Cost to Acquire: 1,000 XP
Chance of Success: 65% (+5% per level *gained*)

This skills allows the individual to conceal people and items utilizing natural surroundings such as shrubs, branches, and vines. The volume of individuals and material which can be camouflaged is virtually unlimited as long as sufficient time and materials are available. Five minutes per individual or comparably sized amount of material is needed.

Camouflage may not fool those possessing an exceptional sense of smell, psychic powers, or other sensory capabilities. Camouflaged individuals must remain stationary. The Game Judge may allow a chance to save vs. PER to locate camouflaged individuals or items.

Herb Lore

Cost to Acquire: 1,000 XP
Chance of Success: save vs. INT

This body of knowledge allows the individual to identify common herbs and plants. Success indicates an understanding of the possible uses and applications, as well as the ability to prepare or store the herbs and plants so as to prevent spoilage.

Hunting

Cost to Acquire: 1,000 XP
Chance of Success: n/a

This skill includes traditional hunting, as well as fishing and the trapping of small game. Individuals with this skill are experts in each of these areas, including the preparation, curing, and proper handling of the animal parts—such as edible parts, hides, scales, etc.

Such a character has a 60% chance (with a modifier of up to ±10% based on the area; Game Judge's ruling) of catching game, catching fish, or trapping game each hour. The particular type of game sought after may further modify the chance of success (Game Judge's ruling).

Mountain Climbing

Cost to Acquire: 500 XP
Chance of Success: 90% (+1% per level *gained*)

Mountain climbers are proficient in the basic skills required to scale sheer cliffs and slopes, navigate ledges and overhangs, determine the safest possible climbing routes, etc. Without this skill, chance of success is reduced to Dexterity score ×3%.

The Game Judge may modify the chance of success for any mountaineering or rock climbing maneuver based upon the relative ease or difficulty of the climb.

Read Tracks

Cost to Acquire: 1,000 XP
Chance of Success: 50% (+5% per level *gained*)

Reading tracks (the prerequisite skill for Tracking), is the ability to determine the type, number, and age of a set of tracks. Identification of the type of individual or creature that made the tracks is up to the Game Judge's ruling concerning the individuals familiarity with such details. The Game Judge may describe the appearance of the tracks rather than identifying the type of creature that made them. All modified that apply to Tracking apply to this skill.

Scouting

Prerequisites: Camouflage; Stalking
Cost to Acquire: 1,000 XP
Chance of Success: 90% (+1% per level *gained*)

Individuals with this advanced skill can move undetected on foot or mounted through woodlands or wilderness regions; can evade pursuit through such regions; can detect others attempting to move undetected or to elude pursuit in such regions. Scouts can move 50% faster through rough or wilderness terrain.

Snares

Cost to Acquire: 1,000 XP
Chance of Success: 55% (+5% per level *gained*)

The ability to detect, disarm, or set snares. Detecting a snare requires five minutes of careful scrutiny per 100 feet of trail checked. Disarming or setting a snare requires no special tools. Failure indicates the individual has triggered the snare. Snares are most often used to trap larger game; it can, however, be set to ensnare a particular type of creature.

Detection is modified by Perception. Disarming and setting snares is modified by Dexterity. The player should keep a separate chance of success score listed for each application of this skill.

Stalking

Cost to Acquire: 1,000 XP
Chance of Success: 55% (+5% per level *gained*)

Stalking allows an individual to follow a target without being detected or arousing suspicion, through almost any form of wilderness terrain. The individual must first spot the target (i.e., stalking is not tracking). Failure indicates the target has been lost, or the individual has been detected (50% chance of either mishap occurring). Wearing metal armor (type IV and above) reduces the chance of success by ×½.

Survival

Cost to Acquire: 1,000 XP
Chance of Success: 55% (+5% per level *gained*)

This group of skills represents the ability to survive in the wilderness. It covers the following activities:

- The ability to forage for food sufficient for a meal.
- The ability to locate potable water.
- The ability to find or create suitable shelter.
- The ability to start a fire under adverse conditions.

The Game Judge may modify the chance of success for any of these activities based on terrain, climatic, conditions, etc. A skill check can be performed for each 100×100 foot area while searching for food, water, or shelter.

Tracking

Prerequisites: Read Tracks
Cost to Acquire: 1,000 XP
Chance of Success: 95%

Tracking is the ability to locate and follow even the faintest trails and traces left behind by most creatures. A tracker's chance of locating tracks is 95%, modified as follows:

- Reduce the chance of success by 4% per hour of rain, snow, or other adverse weather conditions since the tracks were made.
- Reduce the chance of success by 5% per full day that has passed since the tracks were made.
- Increase the chances of finding faint or weathered tracks by 6% per level *gained*.

Once a track has been located, no further checks need be made unless the target has made any one of the following maneuvers:

- Crossed or entered a stream, pond, or pool.
- Passed through terrain which is mostly rock.
- Entered an area of wood or stone floors (e.g., a building).

Under these conditions, reduce the chance of success by ×½ and require an additional check each 100 feet of trail to be followed.

Special Skills and Special Abilities

These skills and abilities are either available only through certain professions, or they are a part of the advanced alchemical and magical practices. In the case of the former, chance of success (where applicable) is set by the profession; in the case of the later, a full description of the skill can be found in the Advanced Practices chapter (this section will list prerequisites, cost to acquire, etc.).

+1 save vs. ___

The character receives a +1 bonus on all saves tied to the listed attribute. This ability often has a growing bonus which increases at a given rate (e.g., +1 per 3 levels *gained* is a bonus which increases by +1 at levels 4, 7, 10, 13, etc.).

Advanced Alchemical Equipment

See Advanced Practices. The ability to create and utilize aludels and athanors.

Advanced Alchemical Substances

See Advanced Practices. The ability to create and utilize alchahest, orichalc, and vitriol.

Advanced Necromantic Rituals

See Advanced Practices. The ability to create and utilize a necromantic bell, create undead, and mummify corpses.

Advanced Thaumaturgic Equipment

See Advanced Practices. The ability to create a utilize a brass vessel.

Alchemical Devices

See Advanced Practices. The ability to create any of the various alchemical devices (e.g., prisms, cusps, lenses). This skill may be used in the preparation of mundane acids.

Alchemical Dusts

See Advanced Practices. The ability to create any of the various alchemical dusts (e.g., dust of blindness, dust of charming, dust of confusion).

Animal Languages

The ability to converse with a number of different types of animals. Knowledge of an animal language bestows a +2 bonus on any save vs. CHA when dealing with creatures of the appropriate type. There are eight primary animal languages as follows:

- **Ancient**: according to legend, the Ancient tongue was the first known language. Usually only spoken by dragons and other mythical beasts, Druids and Beastmasters are known to learn this language. It is not possible to learn this language until all the other animal languages have been learned.
- **Avian**: the language of birds.
- **Canine**: the language of dogs, wolves, hyenas, coyotes, etc.
- **Equine**: the language of horses, burden beasts and herd animals.
- **Feline**: the language of all species of cats.
- **Piscine**: the language of all fish and aquatic animals.
- **Saurian**: the language of all reptiles and amphibians.
- **Simian**: the language of apes, and ape-like creatures.

Individuals may initially choose to be fluent in any two of the eight animal languages—except Ancient (+1 language per 2 levels *gained*)

Aqua Vitae and Homunculi

See Advanced Practices. The ability to create and utilize the waters of life (i.e., aqua vitae) in the creation of new forms of life (i.e., homunculi).

Armored Spell-casting

The ability to cast spells while wearing armor. Without this special ability, the wearing of any form of armor will make spell-casting impossible.

Artist

Those with the Artist ability, when they acquire the skill Art, will be—at a minimum—of Promising talent (see *Art*). This ability also provides a +5% cumulative chance to advance from one art rank of talent into the next. Those achieving Master-level talent possess consummate skill in sculpting. If employed to assist an Alchemist in the making of a golem of living statue, they increase the chance of success by +40% (as opposed to the +25% any other sculptor provides)

Individuals with this talent who have gained at least six levels (i.e., a level 7 Enchanter) and Master-level talent can create wondrous devices known as Orbs of Enchantment. Fashioned of colored glass, an Orb of Enchantment may be used to store any one spell of Enchantment; breaking the Orb causes the stored spell to be unleashed and cast.

Each Orb of Enchantment requires a full day to create, costs 100 gp worth of materials per level of the spell stored, and will be one inch in diameter per level of spell stored (e.g., an orb designed to store a level V Enchantment spell will cost 500 gp in materials, and will be 5 inches in diameter). Creating these items also requires glass-working tools and a furnace or other suitable source of heat.

Assassinate

This ability allows an individual to deliver a fatal blow, thrust or strike with a single attack. The dagger or garrotte is most often used for this purpose; they are easy to conceal and use quickly. This ability cannot be used in combat unless the target is attacked from behind or surprised. A standard attack to-hit roll is necessary, unless the target is unconscious, incapacitated, asleep, etc. On a successful hit, the assassinate skill is then checked. Success indicates the attack is fatal. Failure indicates the target suffers normal damage from the attack.

Optional Rule: The Game Judge may allow PCs and important NPCs to make a save vs. CON to avoid the instant death of a successful assassinate skill check. Success indicates double damage instead.

Backstab
The ability to deal double damage any time the individual can attack an opponent from behind or by surprise.

Convert
This ability allows the faithful to attempt conversion of other individuals to their faith. The faithful and the targets must be able to communicate with each other, and must approach the targets in a non-threatening manner (e.g., unarmed). The faithful then saves vs. CHA with the following modifiers:

- -1 per level of the targets if they are hostile by nature or circumstance; are of opposing alignment; or are fanatical practitioners of another faith.
- +1 per level of the faithful if the targets are peaceful by nature or circumstance; are of similar alignment; or hold no strong religious convictions.

Failure indicates that the faithful was unable to gain the respect or attention of the targets; without this level of attention, conversion is impossible.

Success indicates the faithful has gained the respectful attention of the targets. A second save vs. CHA—no modifiers—is checked after one hour of evangelism. Success on this save indicates conversion of the targets to the faithful's religion. The newly indoctrinated converts will see the faithful as a figure of authority. Failure at this stage means that the targets refuse to accept the tenets of the faithful's religion, and dismiss the faithful as a false prophet, liar, fraud, etc.

Depending upon the nature of the targets, failure, at either stage of the conversion process, may cause the targets to become hostile towards the faithful or the faithful's religion (Game Judge's ruling). Conversion may be attempted on an individual or group no more than once per level of the faithful. Extremely hostile beings and those with Will scores of 15+ are not affected by this ability.

Detect Conjuration
The ability to detect that a creature was conjured through observation alone. Perception modifies this ability.

Detect Illusion
The ability to detect that a creature or object is illusory through observation alone. Perception modifies this ability.

Essences
See Advanced Practices. The ability to create and utilize the magical essences of various mundane substances.

Evoker
The ability to more efficiently bind demons or devils into service. An Evoker is able to invoking the name of their patron, forcing summoned demons or devils to save vs. WIL at a -2 penalty or do their bidding. This ability may only be used once in the process of sealing a pact with such a creature.

Golems
See Advanced Practices. The ability to create and command relatively simple magically animated constructs. See also Machina.

Greater Magic Items
See Advanced Practices. The ability to create magical items of permanent power.

Herbal Elixirs
Prerequisites: Herb Lore; Herbal Remedies or Philtres
Cost to Acquire: 2,000 XP (two months of study)

See Advanced Practices. The ability to create potion-like concoctions with limited duration.

Herbal Remedies
Cost to Acquire: 1,000 XP (two months of study)
See Advanced Practices. The ability to create fluid mixtures or salves with magical healing properties.

Holy Items
See Advanced Practices. The ability to create divinely powered magical items.

Immune to ___
Individuals immune to an effect or form of attack will automatically save and suffer no ill effects from the condition to which they are immune. This ability applies no matter if the condition would be the result of mundane or magical causes.

Influence Animals
The ability to influence and / or control animals as follows:

- **Call**: the individual can call any one type of animal as long as the creature is native to the area. One creature (+1 creature per 2 levels *gained*) of the desired type will respond to the call and arrive in 1–4 minutes. When the animal or animals arrive, the individual may then attempt to converse with, befriend, or master them.

- **Turn**: the individual can force an animal to leave his or her presence at once. Turned animals will not return to the area for at least one hour. There is no practical limit to the number of animals that may be turned this way.

- **Befriend**: this ability may be used against animals that are called, or simply encountered. As long as the individual is capable of communicating with the animal, befriending may be attempted. Success indicates the animal will aid the individual for up to one full day.

- **Master**: this ability may be used on any animal which has been successfully befriended. Once mastered, an animal is permanently befriended—they are friends and allies—and will serve its master until slain or released. An individual may have no more than one animal companion per 3 levels *gained*. Animals released from mastery will return to their home in the wild, but will thereafter react in a friendly manner when they encounter their former masters.

If an individual attempts to influence an animal and fails, the animal will react as though it were challenged or threatened with imprisonment (e.g., docile or timid animals will flee; aggressive animals may attack). An individual may not attempt to influence the same animal more than once per day.

The range for this ability is 20 feet (excepting the Call ability). Chance of success is as per Influence Animal chart, below.

Inscribe Symbol

The ability to cast any symbol spell the individual knows—planetary or otherwise—by drawing the appropriate sigil (e.g., sign of the zodiac, planetary symbol) in the air. This eliminates the need for a verbal component.

Jack-of-all-Trades

Jack-of-all-Trades is the ability to learn a wide variety of skills and magical talents. Every 2 levels *gained* (e.g., a Charlatan at levels 3, 5, 7, etc.) the individual may acquire any one of the following (training requirements for the selected skills still apply):

- Any Performing skill (×1)
- Any Thieving skill (×1)
- Weapon (×1)
- Level I in any school of Magic (except Divine Magic)

Influence Animal

Level of Animal	Level of Individual Exerting Influence																							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	+
1	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M
2	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M
3	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M	M	M	M	M	M	M	M
4	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M	M	M	M	M	M	M
5	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M	M	M	M	M	M
6	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M	M	M	M	M
7	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M	M	M	M
8	—	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M	M	M
9	—	—	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M	M
10	—	—	—	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M	M
11	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M	M
12	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M	M
13	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M	M
14	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M	M
15	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M	M
16	—	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	C	C	B	M
17	—	—	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	C	C	*

Influence Animals (Instructions and Key)

Roll 1d20 on the chart above when attempting to call, turn, befriend, or master an animal. A result of the number shown or higher indicates success.

Modifiers

- -1 on all attempts to Befriend
- -2 on all attempts to Master

—	Automatic failure for any and all influence attempts.
C	Automatic success for Call and Turn attempts. Treat this as a 2 for Mastery and Befriend attempts.
B	Automatic success for Befriend, Call, and Turn attempts. Treat this as a 2 for Mastery attempts.
M	Automatic success for all influence attempts.
*	Treat this as a C for all purposes. Animals greater than level 16 cannot be Mastered or Befriended.

Locate Rare Earths
The ability to locate and retrieve small quantities of Rare Earths from ordinary soil. Rare Earths can be found—in very small quantities—in all types of soil and sand. While indistinguishable to the untrained eye, those with this ability can isolate 1–4 drams of Rare Earths by sifting through the soil for one hour.

Rare Earths consist of such elemental substances as antimony, cinnabar, pitch-blend, various salts, and metal oxides. In fact, they contain trace amounts of all elements. Rare Earths can be used in a variety of operations via the special ability Projection of Will; they can also be used to replace any one basic mineral component in an alchemical operation. Rare Earths however, when required, have no element that can be used as a substitute.

Machina
See Advanced Practices. The ability to create and command machina—relatively complex magically animated constructs. See also Golems.

Magical Mixtures
Prerequisites: Read Magic
Cost to Acquire: 2,000 XP (two months of study)

See Advanced Practices. The ability to create fluid mixtures or salves with various minor magical properties.

Magical Weapons and Armor
See Advanced Practices. The ability to create powerful magical weapons and armor much akin to Major Magical Items.

Many Masks
Many Masks is the ability to acquire a wide variety of backgrounds (i.e., background skills and talents, cultural and societal norms, and so on) into his or her repertoire. At the level after the one this talent was acquired, and every 2 levels *gained* beyond that (i.e., Harlequins at levels 2, 4, 6, 8, etc.) the individual may acquire one background skill. Training requirements for the selected skills still apply.

Minor Magic Items
See Advanced Practices. The ability to create magical items of spell storing.

Musician
Those with the Musician ability, when they acquire the skill Music, will be—at a minimum—of Promising talent (see *Music*). This ability also provides a +5% cumulative chance to advance from one music rank of talent into the next. Those achieving Master-level talent possess the ability to use their singing and / or playing to create effects identical to the spell Emotional Influence (Mysticism level III), or to negate the effects of magically-induced apathy, antipathy, delusion, fear, hallucination, panic, sympathy, or terror. This use of this aspect of this ability has a 95% chance of success.

Necromantic Rituals
See Advanced Practices. The ability to create and utilize the Accursed Temple, Necromantic Golems, and the Uzat.

Observatory
Constructing an observatory or temple at a suitably high altitude allows those with this ability to cast one additional spell per day. Additionally, he or she will receive the best results possible in their divinations (Game Judge's ruling).

Paired Weapon
An advanced ability of Martial Artists, the paired weapon ability allows the individual to use certain weapons (Game Judge's ruling) such as nunchaku, butterfly knives, and so on with double the normal number of attacks (i.e., the number of attacks the individual is capable of making unarmed; see Hand Strike).

Pass Without Trace
This is the ability to pass through any terrain without leaving discernable tracks or traces. Those possessing the Tracking skill have a 5% chance per level *gained* to notice that someone or something passed through the area, but even they will be unable to locate visible tracks or markings.

Patron of the Lower Planes
Some darker spell-casters gain power from association with evil deific beings. Although the majority of their power may derive from such associations, as well as personal knowledge and mastery of death, they have access to even more power via the making of pacts.

These pacts—which are optional—are made with arch-demons, arch-devils, and / or evil gods. Such individuals may must choose an allegiance to demons or devils†; even if their pacts are sealed with a deity, the god and the individual will have an association to one or the other.

Initial contact with the patron is made via Summon Familiar, a spell all such individuals will know. Afterwards, the individual's familiar may be used to contact the patron as follows:

- **Level 1**: in return for a minor familiar of his or her choice, the individual need only acknowledge the patron as his or her benefactor, friend, and ally. At any level, the individual may be taught a new spell in exchange for a promise to perform a single service at some future date.
- **Level 5**: in return for the knowledge of any Order I being's true name, the individual must agree to serve the patron in word and deed for a period of no less than seven years. The patron must be contacted each time the individual wishes to acquire such knowledge.
- **Level 7**: in return for the knowledge of any Order II being's true name, the individual must agree to serve the patron in word and deed for all of his or her natural life (per level 5).
- **Level 9**: in return for the knowledge of any Order III being's true name, the individual must recognize the patron as his or her master, both in life and in death (per level 5).

† These beings are divided into orders:
• Order I—minor / lesser demons and minor / lesser devils
• Order II—winged demons and winged devils
• Order III—greater demons and greater devils
• Order IV—nether demons and nether devils
• Order V—arch demons and arch devils

- **Level 13**: in return for an Order I being as a familiar, the individual must agree to perform any service required of him or her by the patron.

Because it is the Game Judge who must play the part of the otherworldly patron, any smart player can see that having a character with a patron of the lower planes is subject to a host of restrictions; by level 13 such a character is literally at the mercy of his or her patron (i.e., Game Judge).

Philtres
Prerequisites: Read Magic
Cost to Acquire: 2,000 XP (two months of study)

See Advanced Practices. The ability to create magical mixtures that, when ingested, cause the subject to experience a specific emotion or reaction.

Potions
Prerequisites: Read Magic; Philtres; Magical Mixtures or Herbal Elixirs
Cost to Acquire: 2,000 XP (two months of study)

See Advanced Practices. The ability to create magical mixtures have a wide variety of possible effects.

Power Animal
A power animal is a form of spirit helper which is actually the spirit form of a departed animal; these spirits function as a guardian and familiar. Unlike other spirit entities, a power animal increases in level as the individual does, and will willingly remain in service to the individual for life. For more information see Locate Power Animal (Low Magic, level I).

Professional Alchemist
A professional alchemist can complete any basic alchemical operations in half the specified time.

Professional Sailor
A professional sailor is skilled in the use of the grapnel—grappling hook—commonly used in boarding ships and scaling walls. These accomplished seamen are also proficient in climbing rigging, tying and untying various knots, and any action involving the use of rope (Game Judge's ruling). The Game Judge should award substantial bonuses for professional sailors in regard to such actions.

Professional Soldier
A professional soldier has no limit to the number of Weapon Specializations they may possess.

Projection of Will
Projection of Will allows the use of Rare Earths (along with alchemical processes) to create magical substances without the use of magical spells or rituals. Projection of Will is mentally exhausting; as such, this ability is limited to one use (+1 use per 3 levels *gained*) per day. For more information related to Alchemy, see Advanced Practices.

Related Skills
This is not so much a special ability as it is an indication that the profession has a list of skills which are related to their profession. There is no specific order at which these skills are learned; the order and focus of these skills is entirely up to the player.

All prerequisite requirements remain and may affect the choice of skills. If spells are available within the list of related skills, the individual's level of ability will determine the maximum level of spell which may be chosen. Regardless, it is not possible to learn spells above level V, or any restricted spells, via this method.

Rods, Staves, and Wands
See Advanced Practices. The ability to create magical rods, staves, and wands.

Runes
See Advanced Practices. The ability to inscribe and empower magical runes in order to create magical items.

Scholarly
Scholarly individuals can possess an almost unlimited range of skills. In lieu of any new skill, the individual can acquire Weapon (×1). In lieu of two new skills, the individual can acquire level I spell casting ability with any one field of magic (prerequisite: Ancient Lore; Read Magic). Although advancement beyond level I spell casting is not possible via this ability, the individual can acquire up to two different magical fields of study, if desired.

Scrolls
See Advanced Practices. The ability to inscribe and empower magical scrolls.

See Into Spirit Realm
This is the ability to see spirit, astral, or ethereal presences at will. Total concentration is required to employ this ability; range is 20 feet. When this ability is being employed, objects and persons on the prime material plane appear as shadowy specters (i.e., one cannot see clearly into the spirit realm and the prime material plane simultaneously).

Shape Change: Animal
This is the ability to change into any animal—not monster. Maximum size is 2 feet (long or tall) plus 2 feet per level *gained*. Minimum size is roughly that of a mouse or sparrow. While in this form, the individual fights as the animal form (e.g., Skilled or Highly Trained, claws and bite attacks, venom) but retains their level of ability.

Spell-casting
This ability represents the arcane knowledge used to employ magical rituals to cast spells. Spell-casters generally study one or two magical schools as indicated with this ability; they are able to learn spells outside their schools via the rules for extracurricular skills—within some restrictions.

Spirit Binding
The ability to acquire spirit helpers by willfully allowing spirit beings to enter and reside within the individual's physical body. Spirits bound in this manner may be released at any time, and commanded to perform a single service (e.g., attack an enemy). The individual may release only one bound spirit at a time, limited to one spirit per day (+1 spirit per level *gained*). Once a spirit has been released and has performed its task, it is free to leave.

The range for this ability is 20 feet. Chance of success is as per the Spirit Binding table, below. It is assumed that

individuals with this ability have bound countless lower level spirits to his or her person; player characters should keep a detailed record of the more powerful spirit entities they have acquired.

It is not possible to bind spirits of greater than level 15.

Spirit Binding (Limited)

Those with limited Spirit binding cannot bind spirits to their persons. They can, however, bind spirits to inanimate objects (e.g., spear, staff, stone). Any given object can only have one spirit bound to it, each such object counting as a magic item. The individual may release the spirit at any time, and command it to perform a single service just as normal spirit binding. The individual may release only one bound spirit at a time, but is not limited daily. Once a spirit has been released and has performed its task, it is free to leave.

The range for this ability is 20 feet. Chance of success is as per the Spirit binding table, below (at a penalty of -1).

The most fearsome use of this ability is the creation of a juju—a shrunken head imbued with the spirit of a deceased spell-caster. Considered by many to be the potent of malefic charms, these horrid fetishes take two weeks to create (the skull removed, the head shrunk, the eyes and lips sewn shut to prevent the escape of the spirit). Only spell-casters, as opposed to those with spell-like abilities, can be bound into a ju-ju. Necromancers, due to their close association with death, are immune to this form of imprisonment. Spirits bound to a juju are imprisoned forever or until released. While imprisoned, the spirit must answer truthfully any question put to it by its owner. The owner is limited to three questions per month. Should the owner foolishly ask a fourth question, the fetish loses its power and the spirit is freed. Such freed spirits are often bent on vengeance, and will not rest until its previous owner or owners have been dealt with.

Toxic Powders

Cost to Acquire: 2,000 XP (two months of study)

See Advanced Practices. The ability to create toxic powders. Includes the skill to prepare such things as tobacco.

Spirit Binding

Level of Spirit	Level of Individual Attempting to Bind Spirit														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+
1	10	8	6	4	2	B	B	B	B	B	B	B	B	B	B
2	12	10	8	6	4	2	B	B	B	B	B	B	B	B	B
3	14	12	10	8	6	4	2	B	B	B	B	B	B	B	B
4	16	14	12	10	8	6	4	2	B	B	B	B	B	B	B
5	18	16	14	12	10	8	6	4	2	B	B	B	B	B	B
6	20	18	16	14	12	10	8	6	4	2	B	B	B	B	B
7	—	20	18	16	14	12	10	8	6	4	2	B	B	B	B
8	—	—	20	18	16	14	12	10	8	6	4	2	B	B	B
9	—	—	—	20	18	16	14	12	10	8	6	4	2	B	B
10	—	—	—	—	20	18	16	14	12	10	8	6	4	2	B
11	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2
12	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4
13	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6
14	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8
15	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10
+	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Spirit Binding (Instructions and Key)

Roll 1d20 on the chart above when attempting to bind a spirit entity. A result of the number shown or higher indicates success.

—	Automatic failure for any and all binding attempts.
B	Automatic success for any and all binding attempts.

Modifiers

- -1 on all attempts to Bind by those possessing Limited Spirit Binding

Turn Undead

The ability to force undead creatures of any sort to flee from the presence of the individual through spiritual power and sheer force of will. The individual must boldly command the creatures to depart; a holy symbol or other icon is usually used to focus this ability. Success indicates the creatures leave, unable to move within 100 feet of the individual for at least one hour. Powerful willful undead may follow at a distance until the effect of the turning has expired.

Range for this ability is 100 feet. Chance of success is as per the Turn Undead table, below.

Variable

This is not a special ability or skill. This is an entry in a profession that indicates that the profession is actually a collection of two or more sub-classes that operate in similar ways. Each profession with this entry will have further details on how this works.

Venoms and Poisons

Cost to Acquire: 2,000 XP (two months of study)

See Advanced Practices. The ability to create venoms and poisons.

Waylay

The ability to render an opponent unconscious with a single blow. A blunt or heavy weapon (e.g., blackjack, club, mace) is required. This ability may not be used in combat unless the intended victim can be attacked from behind or surprised.

Optional Rule: The Game Judge may allow PCs and important NPCs to make a save vs. CON to avoid the instant knockout of a successful waylay skill check. Success indicates double damage instead.

Turn Undead

Level of Undead	Level of Individual Exerting Influence																												
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	+
1	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
3	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
4	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
5	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
6	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
7	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
8	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X	X
9	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X
10	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X
11	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X
12	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X
13	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X	X
14	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X	X
15	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X	X
16	—	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X	X
17	—	—	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X	X
18	—	—	—	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X	X
19	—	—	—	—	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X	X
20	—	—	—	—	—	—	—	—	—	—	—	—	—	—	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	X

Turn Undead (Instructions and Key)

Roll 1d20 on the chart above when attempting to turn an undead creature. A result of the number shown or higher indicates success.

Individuals with this ability may use it to turn undead creatures, demons, devils, and Paladins of opposing alignment. Necromancers may also use this ability to turn spirit beings.

—	Automatic failure for any and all turn attempts.
T	Automatic success for any and all turn attempts. Necromancers gain mastery over the creature, if desired.
B	The creature is banished to its home plane (undead are destroyed). Necromancers gain mastery over the creature instead, if desired.
X	The creature is destroyed. Necromancers may gain mastery over the creature instead, if desired.

System Rules

Chapter 3

Combat System

Arcanum features a simple and fast-playing set of rules for combat. The main features of this system are as follows:

- **Attack**: attacks are resolved by the use of a 20-sided die.
- **Combat Bonuses**: an individual's total bonuses on to-hit rolls are added to the attack roll.
- **To-Hit**: a roll of 11 or higher (including combat bonuses and other modifiers) is a hit. An unmodified roll of 20 is an automatic hit. An unmodified roll of 1 is an automatic miss.
- **Combat Ratings**: there are three combat ratings:
    - **Highly Trained** (e.g., Warriors, Paladins): receive a +1 bonus on to-hit and damage rolls per two levels of ability (i.e., levels 2, 4, 6, 8, etc.)
    - **Skilled** (e.g., Rogues, Spies): receive a +1 bonus on to-hit and damage rolls per three levels of ability (i.e., levels 3, 6, 9, 12, etc.)
    - **Untrained** (e.g., common folk, most spell-casting professions): receive no bonus on to-hit and damage rolls
- **Initiative**: combatants act in the order of their Speed scores. Ties are decided by a die roll (1d20).
- **Tactics**: intelligent creatures choose from a variety of combat tactics. Individuals with the initiative (i.e., striking first) in a round get first choice of tactics.
- **Standard Non-proficiency Penalty**: whenever an individual attempts to use a weapon with which he or she is not proficient (or Save skill in which the character is not trained, if the Game Judge rules the skill can even be attempted), the individual must accept the standard non-proficiency penalty. This player rolls, applying all modifiers as normal. The result is then divided by two (round down).

  The standard non-proficiency penalty is also used as a modifier for uses of a skill that push that skill to its limits, such as the Offensive Tactics specific hit rule.

Subdual Attacks

Subdual attacks are, as described here, are described as knockout and stunning blows in Boxing and Martial Arts. The Game Judge may rule that these skills are more effective than standard specific hits—if this is the case, such subdual attacks should render a target incapacitated for double the listed time.

The Game Judge may also rule that disabling attacks are limited to attacks made with weapons where the attacker has a Weapon Specialization.

Offensive Tactics

Dirty Tricks

This includes tripping, throwing substances into the target's eyes, sneak attacks, etc. The effect is determined by the Game Judge. The usual to-hit roll is used; the target is allowed a save vs. DEX to avoid the effect.

Melee Weapon Attack

Attack with any hand-held weapon (or natural weaponry, in the case of monsters).

Missile Attack

Attack with thrown or device-propelled missiles.

Unarmed (Weaponless) Attack

- **Strike** (fist; “punch”): 1d3 damage (+ Str mod)
- **Strike** (foot, “kick”): 1d4 damage (+ Str mod)
- **Strike** (*other*, “head-butt”, etc.): 1d3 damage (+ Str mod)
- **Restrain**: no damage; a successful hit indicates that the target has been grabbed. The target is allowed a save vs. STR to break free on the following round.
- **Knockdown**: no damage; a successful hit indicates that the target has been knocked to the ground. The target must take one action to regain its feet, or must make a save vs. DEX to jump to their feet (Acrobatics allows automatic near instantaneous recovery).

Restrain and knockdown attacks may be unavailable to an attacker if the intended target is substantially larger than he or she (Game Judge’s ruling).

Specific Hit

This includes special blows with the skill Boxing, or the skill Martial Arts.

The attacking player must chose to either deal double damage, or describe the intended effect of the specific hit prior to making the attack. Double damage is always acceptable; other effects must be adjudicated by the Game Judge. Either way, the attacker then accepts the standard non-proficiency penalty. A successful hit indicates that the attack either deals the double damage, or forces the target must make a save vs. CON or suffer the intended effect of the attack (such effects are not in addition to damage, they are instead—the attacker deals no damage when a special effect is being sought). Examples include:

- Subdual attacks can render the target incapacitated (e.g., knocked out, unable to attack or defend) for 1d4 minutes—combat rounds. Note that in many combat circumstances, this is a death sentence.
- Disabling attacks can render the target incapacitated—incapable of fighting. Examples include painful holds, eye-strikes that blind the target, etc. Administering a healing spell or potion will restore the target to fighting condition. If no such aid is available, the target will require time to fully recover from the disabling effect (Game Judge’s ruling).

Defensive Tactics

Counter
A risky tactic. The individual must give up their attack action for one combat round. The effect of the counter depends upon the success or failure of the opponent's next attack attempt.

- If the foe attacks and misses, the countering individual may make a specific hit attack (see above) on their next combat round. This specific hit **does not** incur the standard non-proficiency penalty.

- If the foe attacks and hits, the countering individual may make a standard attack on their next combat round, incurring the standard non-proficiency penalty when they do so.

Dodge
Dodge may be used against any non-device propelled missile attack (i.e., thrown weapons, charging opponents, standard melee attacks, and close quarters attacks such as when wrestling). The defender makes a save vs. DEX. Success indicates the attack is avoided (no damage is dealt). Failure indicates the attack is not avoided (damage is dealt as normal). Individuals with Martial Arts skill and / or Dexterity scores of 18+ can attempt to dodge device-propelled missiles and missile-type spells.

Evasive Action
Evasive action can be used against missile weapons of all types. The defender must be moving (e.g., charging, running, fleeing) in order to use this tactic; the defender cannot attack on the same combat round this tactic is employed. All attacks made against a defender using this tactic suffer the standard non-proficiency penalty.

Parry
Parry may be used against any melee attack. The defender will require a weapon, shield, or an applicable skill (e.g., Martial Arts). The defender makes a parry check the same way an attack roll is made (i.e., 1d20 + applicable modifiers). Possible results are:

- **Defender's roll > attacker's roll**: the parry succeeds. The attack is blocked; no damage is dealt.

- **Defender's roll < attacker's roll**: the parry fails. The attack is not blocked; damage is dealt as normal.

- **Defender's roll = attacker's roll**: the parry succeeds. The attack is blocked; no damage is dealt. The parrying weapon or shield has taken a direct blow and must save. Failure indicates the weapon or shield is ruined (e.g., broken, bent). Ignore this effect when parrying with bare hands (e.g., martial arts).

A character selects **one** defensive tactic to apply to the incoming attacks for a given round. This tactic may be applied to as many attacks as the character can themselves make. Additional attacks are handled as though no defensive tactic were selected.

Combat Modifiers

Cover
Cover reduces the chances of being hit by missile weapons as follows:

Cover	Modifier
25% cover	-1
50% cover	-2
75% cover	-4
90% cover	-8

Dexterity
Exceptionally high Dexterity scores provide bonuses on to-hit rolls.

Immunity
Creatures that are immune to a form of damage take no damage from that type of attack or effect. Creatures that are immune to non-magical attacks can still be affected by the following forms of attack:

- any natural weaponry (e.g., claws, bite, breath weapon) possessed by a creatures of the same species

- melee attacks made by creatures possessing strength scores equal to or greater than the immune creature

Situational

Situation	Modifier
Attacking a gigantic (12+ feet) foe †	+4
Attacking a large (8–12 feet) foe †	+2
Attacking a small (2–4 feet) foe †	-2
Attacking a diminutive (2- feet) foe †	-4
Attacking / defending in darkness	-4
Attacking / defending while blinded	-8
Attacking from behind	+2
Attacking a restrained foe	+2
Attacking a fallen foe	+2
Attacking / defending from above	+2
Attacking / defending from below	-2

Strength
Exceptionally high Strength scores provide bonuses on damage rolls for melee weapons and thrown missiles.

Magical Weapons
Magical weapons provide bonuses on to-hit and damage rolls equal to their rating (e.g., +1, +2). Magical weapons are considered superior quality items with regard to saves vs. breaking or damage.

Magical Shields
Magical shields provide bonuses to parry rolls equal to their rating (e.g., +1, +2). Magical shields are considered superior quality items with regard to saves vs. breaking or damage.

† Creatures that are not medium-sized get the inverse of these numbers on their attack rolls (i.e., large creatures suffer a –2 on all to-hit rolls; small creatures get a +2 on all to-hit rolls).

Missile Weapon Ranges

There are three range categories: minimum range, effective range, and long range.

- Minimum range only applies to siege weapons. Targets which are closer than this range cannot be hit by attacks from a siege weapon.
- Effective range is the normal range for the weapon. Targets which are at or beyond the minimum range and within the effective range are attacked without modifiers.
- Long range is the extreme range—the longest range at which any chance to hit a potential target exists. Targets which are beyond the effective range and within the long range can be hit by accepting the standard non-proficiency penalty.

It is possible to incur a double non-proficiency penalty (i.e., divide by 4, round down) if targeting a foe at long range who is evading. Individuals with Archery skills do not suffer non-proficient penalties for long range missile weapon attacks.

Armor

Armor comes in six types (i.e., broad categories) which define the amount of protection the armor affords. The protection value is subtracted from all damage dealt to the individual while wearing the armor. These categories are:

Type		DEX save
I	heavy cloth; padded; quilted; soft leather	
II	heavy furs; hides; hard leather	
III	Studded or ring (on quilted / soft leather)	
IV	chain mail	-1
V	plate mail; scale mail; laminated; splint; brigandine; lamallar (bone / wood)	-2
VI	plate armor	-3

Each category is a level of protection (i.e., Type I armor provides 1 point of protection; Type II armor provides 2 points of protection; etc.)

Heavy armor will cause the wearer to incur a penalty on all DEX (and optionally, SPD) saves. This penalty starts at -1 for Type IV armor, and reaches a penalty of -3 for Type VI armor). As such, when a skill is restricted to individuals wearing light armor, the skill will incur stiff penalties—or be prohibited—when the individual is wearing Type IV armor and above).

Armor as Defense / Cover

As an optional rule, the Game Judge may apply the protection value (i.e., 1–6, plus magical bonuses) as a modifier on to-hit rolls against the wearer (e.g., in addition to -4 damage, those attacking a subject wearing chain mail would also need (11+4) 15 or more to hit. This also applies to natural armor.

Shields

To enjoy these benefits one must be proficient in the use of shields (treat this as a weapon proficiency). Using a shield provides the following advantages:

- An individual wielding a shield cannot suffer an undefended attack from his or her shielded flank.
- An individual using a shield to parry receives a +2 bonus on the parry check.
- An individual wielding a shield can use it as a weapon, battering a foe for 1d6 bludgeoning damage. A knockdown is possible using the specific hit rule.

Time and Combat

Time is an important factor in the game, but is treated only in the most abstract sense. While the term combat round is synonymous with one minute of game time (as it is in many other games), neither term has any particular bearing on reality or real time.

This rather loose definition of time has one practical and important application: it keeps players and Game Judges from having to deal with fractions of minutes—a most annoying and time consuming task. The following simple guidelines may be employed:

- In one combat round (i.e., one minute) there is sufficient time for two antagonists to exchange their total allowable number of attacks
- In one combat round there is sufficient time to cast most types of spells from memory, from a device, or from a scroll (as long as the scroll was readied prior to its being employed)

  Exception: *in close combat only level I spells may be cast from memory within a single combat round*.

In one combat round there is sufficient time to:

- retrieve any item from a backpack
- retrieve any relatively small item from a pouch or pocket and use it as desired (including potions, talismans, etc.)
- mount a horse or other animal and move up to half the creature's maximum movement capability
- string a bow
- load and fire a sling or bow
- retrieve a scroll from any easily accessible pouch and ready it for the succeeding combat round

If an individual does not have a weapon in hand at the onset of any combat, he or she must accept a non-proficiency penalty on the initial attack for that round. This represents the difficulty entailed in attacking without a ready weapon.

Special Combat Rules

Chase

A chase is resolved by comparing the Speed score of the individual(s) being chased (i.e., the target) with that of the individual doing the chasing (i.e., the pursuer).

If the pursuer's Speed score is greater than the target's, the target will be caught. If the target's speed score is greater than the pursuer, escape will result. Depending upon the situation (e.g., location, terrain) the Game Judge may need to take a few other things into consideration:

- If the Game Judge rules that the target has a head start, he or she will need to know how much distance separates the parties initially. If this is uncertain, randomly determine the distance as follows:

Range	Distance
Close	1d3 yards
Medium	3d6 yards
Long	3d6 + 18 yards

If the pursuer is faster, he or she gains ground at a rate equivalent to the difference in Speed scores in yards (e.g., an elf with Speed 18 chases a goblin with Speed 15; the elf will gain ground at a rate of 3 yards per combat round).

The Game Judge may apply modifiers are needed to account for location, terrain, knowledge or natural affinity for the area, special abilities (e.g., flight), and so on.

Surprise

Surprise can occur under two different circumstances:

- **Accidental, face-to-face encounters with individuals or creatures**: either or both parties may be surprised as long as no member of the group has an immunity to surprise situations. Each individual must save vs. SPD. Failure indicates the individual is surprised and cannot take action that first combat round.

- **Any type of planned sneak or surprise attack**: any type of sneak attack forces the target(s) to save vs. PER. Failure indicates surprise. Individuals with ambush skills have a chance for success associated with that skill. The Game Judge may award modifiers for the planning and quality of the ambush.

All individuals who are surprised make no action on the surprise round. Others are allowed to act as normal (e.g., attack, flee, fire arrows, cast spells). Surprised individuals are not allowed a defense under most circumstances (per Undefended Attacks, below).

If all individuals are surprised, normal actions (e.g., combat, diplomacy) begin the following round; no action is taken in the surprise round.

Undefended Attacks

An undefended attack is essentially a free strike at a foe who, for whatever reason, is not able to offer resistance. Individuals using a shield cannot suffer an undefended attack on their shielded flank (the presence of the shield counts as a free parry with no shield bonus). Unless missile weapons are employed, an undefended attack can only occur under the following conditions:

- Individual has been surprised, ambushed, etc.

- Individual flees from an armed and ready foe

- Individual is outnumbered, or is facing a foe with more attacks per round than he or she

- Individual is bound, entangled, incapacitated, knocked out or down, stunned, etc.

- Individual is attacked from behind while engaged in combat with other foes

Damage

Damage for any successful attack is as per the weapon being employed, minus the protection of armor worn by the target (or the protection afforded by the creature's hide, skin, scales, etc.).

Bonuses to damage rolls can be assessed based on combat rating (and level of ability), exceptionally high strength scores, magical weaponry, and so on. Conversely, magical armor affords more protection, further reducing the damage dealt by an attack.

Damage Reduction

Some effects will reduce the damage dealt by an attack by a multiple, usually causing the attack to deal half normal damage. These effects stack with the damage reduction that may come from a successful save. In other words:

> ½ damage (protective spell) × ½ damage (save)
> = ¼ damage (rounded down)

Falling

Falling damage is 1d10 per 10 feet fallen. For example:

Distance	Damage	Distance	Damage
1–4 feet	n/a	15–24 feet	2d10
5–14 feet	1d10	25–34 feet	3d10

Unarmed Combat Damage

Standard damage from unarmed attacks is as follows:

Attack Form	Damage
Bite (humanoid)	1d2
Bite (andaman)	1d4
Claw (andaman)	1d3
Kick (humanoid)	1d4
Kick (martial artist)	1d6
Punch (humanoid)	1d3
Punch (boxer; martial artist)	1d4
Strangle (with hands; per round)	1d4

Movement

The following tables illustrate the base movement rates for characters, horses, vehicles, and waterborne craft.

Land Movement

Mode of Travel	Terrain Type			Very Rugged
	Road	Flat	Rugged	
Foot	20	20	10	5
Light Mount	40	35	15	5
Heavy Mount	30	25	10	5
Wagon, etc.	25	15	5	—

All movement listed is in miles per day. The listed figured are for a typical (average) level of encumbrance. Increase all values by +50% when traveling while unencumbered. Reduce all values by -50% when traveling while heavily encumbered (excepting wagons, etc.).

Waterborne Movement

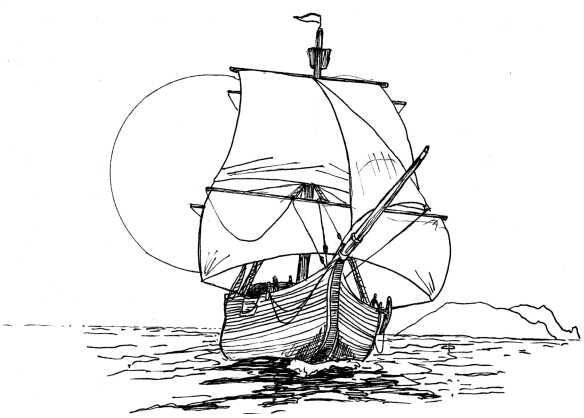
Craft	Rate	Craft	Rate
Barge	20	Raft	10
Canoe	25	Sailboat, Large	75
Galley	75	Sailboat, Small	100
Longboat	50	Warship	75
Merchant	75		

All movement listed is in miles per day. All listed figures assume favorable winds. Under other conditions, adjust movement as needed.

Waterborne Weather Modifiers

Roll 1d6 for the prevailing weather. The duration of each weather result is 1d4 days.

Roll	Result
1	**Calm**: no movement for sail-powered craft; other craft -25% normal movement.
2	**Unfavorable Winds**: -50% normal movement.
3–4	**Favorable Winds**: normal movement.
5	**Strong Winds**: +50% normal movement.
6	**Storm**: craft blown in random direction (roll 1d8) for duration.



Fatigue

Fatigue is a factor which is often overlooked by player characters and Game Judges alike. All characters (especially spell-casters, whose physical conditioning often leaves something to be desired) need rest to recover from any type of strenuous activity, and sleep to recover from long (8 hours or more) periods of activity. A simple method of determining how much rest or sleep a character will require is as follows:

Rest

Con	Rest Required After Strenuous Activity
9–	20 minutes per hour of activity
10–14	15 minutes per hour of activity
15–16	10 minutes per hour of activity
17	5 minutes per hours of activity
18–19	5 minutes per two hours of activity
20+	Practically no need for rest

Individuals unable or unwilling to rest lose 1 point of Constitution per rest period missed. Constitution lost this way may only be recovered with sleep.

Sleep

Con	Sleep Required After 8+ Hours of Activity
9–	6 hours (minimum)
10–14	4 hours (minimum)
15–16	2 hours (minimum)
17	1 hour (minimum)
18	1 hour per 2 days
19	1 hour per 4 days
20+	1 hour per week

Individuals unable or unwilling to sleep lose 1 point of Constitution and Intelligence per sleep missed. Constitution and Intelligence lost this way may only be recovered with sleep. Add +1 hour for each point of Constitution and Intelligence lost due to lack of rest and / or sleep.

Dehydration and Starvation

Lack of Water

Individuals lose one point of Constitution per day without water. In very hot and / or dry climes, individuals lose two points of Constitution per day, unless they remain relatively inactive during the day and are able to create or find a shaded area in which to rest. A robe pitched like a small tent will suffice to meet this condition. Individuals can ride a mount or wagon while protected in this fashion without undue exertion.

Lack of Food

Individuals lose one point of Constitution per two days without food.

Drinking and Intoxication

Drinking is a popular past time amongst warriors, dwarves, and other types of characters, and can be an important factor in certain game situations. In some cultures the amount of strong drink which a person can hold is a measure of his or her toughness. Even if this is not the case, a drinking bout for wagers (or to settle a disagreement) can add a little variety to an adventure. Strong drink also has many practical applications, and can be used to bribe or intoxicate guards (or certain types of monsters), as a subtle means of interrogation, etc.

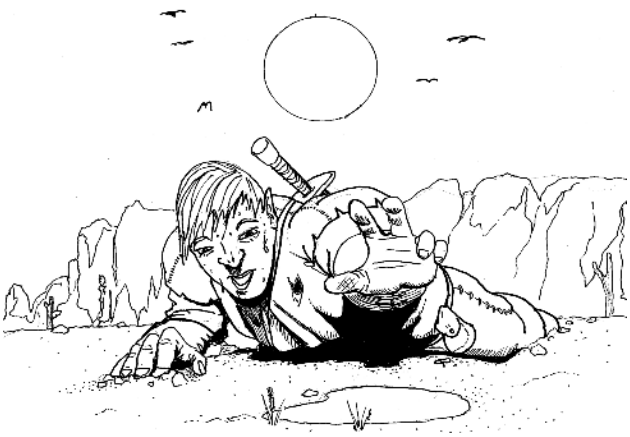
Each time an individual partakes in the drinking of alcoholic substances (or any other type of intoxicants), a save vs. CON is required. Check after each drink (or dose). Success indicates that there no additional effect. Failure creates a progressive effect as follows:

- **1st Fail**: Feeling Good; -1 Dexterity, -1 Will, +1 Charisma
- **2nd Fail**: Intoxicated; -2 Dexterity, -2 Will, -1 Charisma; -2 on any combat (e.g., attack / defense) roll and all skills.
- **3rd Fail**: Passed Out; will remain unconscious for 1d12 × 10 minutes. When the individual wakes up, they will revert to intoxicated (above). Only a full night's sleep will restore sobriety.

Note: very strong drink (e.g., rum, whiskey) or other intoxicants reduce the individual's chances of making his or her save: apply a penalty of -1 to -4 on the save.

The Drinking Skill

Anytime an individual enters one of the three stages of intoxication with any substance, there is a chance the individual can become addicted. In general, after any period of intoxication, the individual will need to make a save. The attribute that is to be saved against will depend upon the intoxicant — usually CON or WIL; for alcohol, use CON. Those with a skill which grants tolerance to the substance (e.g., Drinking) suffer a penalty on this save equal to the bonus that skill normally grants.



Addiction and Abuse

The effects of any addiction are as follows:

- Save vs. each attribute once per year. Failure indicates the permanent loss of one point of that attribute.
- Save vs. CON once every two months. Failure indicates the permanent loss of one point of Constitution — this loss can be regained at a rate of one point per two months if the individual breaks the habit.
- Save vs. CON once per month. Success indicates the individual's tolerance is growing; increase the amount of substance that constitutes one dose by +25%.
- Save vs. CON once every six hours after a daily dose of the intoxicant in question is missed. Failure indicates the individual goes into withdrawal. Withdrawal symptoms progress as follows:
    - Profuse sweating (2–12 hours)
    - Uncontrollable shaking (2–12 hours). Individual halves all combat die rolls and any save vs DEX; all spell casting suffers a 50% chance of failure.
    - Incapacitating pain (1–3 days; intermittent periods of unconsciousness due to exhaustion).
    - When all symptoms have subsided, the character has technically kicked the habit. Taking a dose of the substance at any time during this period will end the symptoms in 2–20 minutes and resume the addiction.

Individuals who have kicked the habit will always have to save vs. WIL when in the presence of the intoxicant. This save improves by +1 per month the individual maintains their sobriety. Failure indicates the individual is unable to resist the temptation. After taking the dose, they must save vs. WIL again. Failure indicates the addition has restarted.

Magical and Alchemical Addiction

Over use of Magical and / or Alchemical mixtures can lead to various adverse affects. Besides the mundane problems of ingesting large quantities of liquids, there are the more serious problem of addiction and systematic rejection.

An individual using more than six of the same Herbal Remedy or Elixir in a single day runs a 5% chance of becoming addicted to the substance.

An individual with more than three Potions active at one time must save vs. CON. Failure indicates he or she suffers debilitating convulsions for 2–5 minutes.

An individual ingesting more than twelve Potions in a single day must save vs. CON. Failure indicates he or she is sick and unable to take strenuous actions for 1d4+4 hours.

Note: Alchemists are immune to these side-affects.

Bribery and Coercion

In certain situations it is possible to bribe or coerce non-player characters into undertaking actions beneficial to the player characters. Whether money is offered or threats are employed, any attempt to obtain such services requires the subjects to save vs. WIL. Failure indicates that the bribe or threat has the intended effect. Success indicates that the subject resisted the bribe or threat.

Any bribe or threat related save may be modified as follows (Game Judge's ruling):

- Award modifiers according to the generosity of the bribe, the relative wealth of the subject, and / or the relative loyalty of the subject.

  Petty bribes towards those that are comfortable and loyal to their masters will be harder to succeed than generous bribes towards those that are struggling and have issues with their masters.

- Award modifiers according to the nature, severity, likelihood, and / or target of the threat, The relative Renown of the individual making the threat, the relative strength (or level of ability) can also be used. If a threat is a bluff. The subject may be allowed a save vs. INT to detect this fact.

Multiple attempts may be made with regard to both bribery and coercion, as long as the player involved adjusts the bribe or threat in some way (e.g., offers more money, adds further threats). It is also possible to follow an unsuccessful bribe with a threat, or vice-versa.

Possession

Many demons of level 5 and above (as well as certain types of spirits) have the ability to possess the bodies of mortal beings, animals, and (in some cases) inanimate objects or structures. While demonic possession of inanimate objects is rare, instances of spirits possessing such structures (i.e., haunting) occur with greater frequency.

Often such phenomena involves a spirit reluctant or unable to move on to the next world. Creatures or beings who have met with a violent end or victims of foul play occasionally remain in spirit form at the place of their demise, refusing to move on until they have been avenged. While benign spirits may seek to enlist the aid of living creatures, malign or desperate spirits may attempt to possess an individual in order to attain a corporeal body.

Demonic possession, on the other hand, usually occurs as a result of direct contact with the lower planes. Though innocent individuals are occasionally beset by demonic presences, such occurrences are unusual. The victims of demonic possession are most often those who dabble in, or practice, Black Magic: an incorrectly inscribed circle of protection; a spell miscast from a scroll; the casual perusal of some ancient and accursed text; each of these may be sufficient to warrant an attack by demons bent on possessing the careless interloper's physical form.

Victims of an attempt at possession are allowed a save vs. WIL to resist. Success indicates the attempt failed; depending upon the prevailing circumstances, the spirit or demonic presence will either either seek another victim or return to its home plane (Game Judge's ruling). Failure indicates the victim is possessed by the entity in question.

In the case of demons, there is a 20% chance that multiple entities will enter the host. If this is the case, roll 1d12+3 to determine the number of presences, and 1d100 to determine their level and general type from the chart below:

Roll	Demonic Entity Type	Level	Range †
01–66	Order I	5	1–6
66–88	Order II	10	7–12
89–97	Order III	15	13–18
98–99	Order IV	20	19–24
00	Order V	25	25+

The level column is a simple value that can be used. The range indicates the range of levels that Order has. Roll on the random charts in the Bestiary for the specific type of demon in that order that is encountered.

In all cases where a character becomes possessed, the Game Judge is allowed to play the affected character. The Game Judge may choose to play the possessed character at all times, or only at such times as the spirit / demon would be most likely to control the victim's actions. If desired, the fact that the victim is possessed may be kept secret from other players by the use of notes, whispered instructions, and so forth. A successful exorcism (or multiple exorcisms, in the case of multiple possessions) will return control of the character to the player.

† Possession requires at least level 5; range results below level 5 are treated as level 5.

Alchemists and Laboratory Facilities

Unlike most professions, Alchemists need a workshop or laboratory in order to ply their trade. The costs associated with a laboratory (fully stocked, large furnace, glassware, the vast array of necessary materials and equipment) is far beyond the means of the typical beginning Alchemist. There are options:

- **Stay with the Master**: the individual under whom the Alchemist apprenticed may allow their former student to stay with them so long as they consent to spend one week each month working with the Master on his or her projects. During this week, the young Alchemist will be performing such menial tasks that no more than 5d20 experience points can be gained. So long as this obligation is fulfilled, the former pupil will be granted access to the use of the lab's facilities. All ingredients will have to be supplied by the initiate.

- **Rent lab space**: any sizable Alchemist Guild will have a lab available. There is a 65-85% chance that there will be such facilities in any large town or city (Game Judge's ruling). Assuming the lab exists, there is a 50% chance each week that there is space available.

  The cost to rent a facility is 10 gp per month per level of the Alchemist. This fee covers operating costs only, and does not include ingredients. About 30% of Alchemist Guilds will hold the renter personally responsible for any damage done to the laboratory (see *Alchemical Mishap Chart*). Spell-casters will seldom be allowed to rent lab space from an Alchemist's Guild unless a current Guild member will vouch for them.

Owning and Operating a Laboratory

Once an Alchemist (or spell-caster) becomes established and has managed to raise a fair sum of money, he or she may wish to build or purchase a laboratory. Costs for such an operation will be as follows:

- **Building the Laboratory**: a solid, stonework building will cost 500 gp per 100 square feet of lab area. At least 200 square feet will be needed.

- **The Furnace**: perhaps the most important part of the lab is the furnace, where the alchemical fire must be kept burning at all times. A furnace costs 300–400 gp to build and install. Once completed, it takes 1–4 weeks to cure, after which the fire may be started.

  Alchemical fires require constant attention usually by a young assistant. It will cost 7–10 gp per month to keep the fire burning at the correct temperature. There is a 5% chance (-1% per assistant employed) per month that the fire will go out. Standard salary for a semi-skilled lab assistant is about 7–10 gp per month.

- **Equipping a Laboratory**: the cost to fully equip a laboratory is 2,000–2,500 gp. This includes: glassware; measuring, weighing, and distillation devices; storage shelves; tables; stools; braziers; reams of parchment; ink; and so on. The laboratory is complete.

  Ongoing expenses include normal wear, replacement of broken glassware, and so on. This amounts to about 1–4 gp per month.

- **Assistants**: not to be confused with apprentices. These hirelings are basically unskilled to semi-skilled laborers. They are used to watch the fire, perform errands, clean, etc. If an Alchemist owns his or her laboratory, then at least one assistant must be hired per 200 square feet of lab space. Salary for these individuals is 7–10 gp per month.

  If an Alchemist (owning a laboratory) doesn't hire such help, the work area will become so cluttered that the chance of success of success for all operations will suffer a cumulative -1% penalty per month.

Alchemical Mishap Chart

Anytime an alchemical procedure indicates that a mishap has occurred in the laboratory, use this table to determine the extent of damage to persons and property (1d100). All results include "the experiment is ruined." Double all damage from explosions if alchahest was being used.

Roll	Result
01–10	**Materials Failure**: there is a 10% chance that each ingredient is defective (e.g., contaminated, spoiled). Roll separately for each ingredient used; a new supply of each defective ingredient will need to be obtained.
11–20	**Defective Container**: a defective vessel allows a substance to escape into the lab; consequences vary (Game Judge's ruling). If an aludel was being used, ignore this and treat the mishap as "the experiment is ruined."
21–50	**Minor Explosion**: none are injured. 1d20 × 5 gp worth of damage is done to the lab. The lab is usable as is.
51–80	**Explosion**: those within 20 feet suffer 1d12 damage. 1d20 × 50 gp worth of damage is done to the lab. The lab is not usable for 1d12 days while repairs are made.
81–95	**Costly Explosion**: those within 40 feet suffer 2d12 damage. The lab sustains 1,000 + (1d20 × 50) gp worth of damage. The lab is not usable for 1d12 weeks while repairs are made.
96–00	**Catastrophic Explosion**: those within 100 feet suffer 4d12 damage. The lab's furnace is destroyed. The lab sustains 2,000 + (2d20 × 50) gp worth of damage. Depending upon the building materials, the lab may be irreparable (e.g., structural damage to walls, ceilings, neighboring buildings; Game Judge's ruling).

Judging Skills

Skills in Arcanum represent many things—from the things one can learn in an academy to the natural talents and abilities an individual can possess. However the skill is acquired, in the end there is one of three ways the success and failure of a skill is determined: a save, a percent roll, or via the judgement of the Game Judge (e.g., automatic success or failure). What follows are optional rules and guidelines for using skills within the framework of Arcanum rules.

Save Skills

As it states in Chapter 2, save skills are skills that, when used, the player will roll a saving throw against the primary attribute associated with that skill. Save skills succeed on a modified roll of 11+ on a 20-sided die. The normal modifier that applies is the save modifier of the associated attribute. As a basic rule, this simple system is quite functional. However, there is a depth to these skills which can be gained.

Task Difficulty

The most basic thing that can be done is to modify the roll based on the difficulty of the task being attempted, the prevailing circumstances, and so on. The Game Judge is free to assign any modifier—or simply decide that a roll is not needed, and determine that a skill succeeds of fails outright. The suggested modifiers are:

Difficulty	Modifier	TN
Simple, Routine	+6	5+
Easy	+3	8+
Average	n/a	11+
Hard	-3	14+
Tough	-6	17+
Very Tough	-9	20+
Heroic	-12	23+
Legendary	-15	26+
Mythical	-18	29+

The TN column is the target number that would be needed based on this modifier; please note that even a +10 modifier would still need a 2+ to succeed since a roll of 1 would be an automatic failure. The Game Judge can declare that any given skill attempt automatically succeeds (e.g., a simple task performed by an expert) or fails (e.g., a mythical task performed by a novice). If the Game Judge requires or allows a roll, a natural 1 will fail and a natural 20 will succeed.

Skill vs. Skill

Sometimes a contest of skills will be called for. For example, if two people are trying to come to an agreement on a price in a marketplace, this is a contest of skills between Barter (the seller) and Haggling (the buyer).

A contest of skill between two save skills is quite simple. Each participant rolls and applies all modifiers. The highest roll that was a success wins. There is a chance that a contest will result in a tie. The Game Judge can determine if the contest is to be re-rolled, or if the contest simply results in a stalemate between the participants.

Default Skill Use

Sometimes the Game Judge may determine that a skill can be attempted by someone that is untrained. Assuming that the skill does not have a corresponding Common Ability, the Game Judge can allow the individual to attempt the skill using the standard non-proficiency penalty. This means that any attempt to perform a task more difficult than Average is likely doomed to failure.

Percent Skills

As it states in Chapter 2, percent skills are skills that, when used, the player will roll percent dice against a calculated chance of success. If the roll is equal to or less than the percent chance of success, the use of the skill was a success. Like save skills, this is quite functional and depth can be gained with some guidelines.

Task Difficulty

The most basic thing, again, is assigning modifiers based on the difficulty of the task being attempted, the prevailing circumstances, and so on. Although save skills are usually modified with plus (+) and minus (-) modifiers, every example of a modifier applied to a percent skill is a multiplier (×); usually a fractional multiplier like ×½ (i.e., ÷2). This might be a viable method for some skills, but it is far more flexible to assign a plus or minus modifier similar to those assigned for save skills. The Game Judge is free to assign any modifier—or simply decide that a roll is not needed, and determine that a skill succeeds of fails outright. The suggested modifiers are:

Difficulty	Modifier
Simple, Routine	+30%
Easy	+15%
Average	n/a
Hard	-15%
Tough	-30%
Very Tough	-45%
Heroic	-60%
Legendary	-75%
Mythical	-90%

Since 01–05 will always succeed and 96–00 will always fail, the effective range is 5% to 95% assuming the Game Judge requires or allows a roll.

Skill vs. Skill

Sometimes a contest of skills will be called for. For example, if two people are trying to outperform each other in acts of acrobatics. A contest of skill between two percent skills is quite simple. Each participant rolls and applies all modifiers. The highest roll that was a success wins. There is a chance that a contest will result in a tie. The Game Judge can determine if the contest is to be re-rolled, or if the contest simply results in a stalemate between the participants.

Default Skill Use

In general, non-skilled uses of percent skills should be discouraged. If allowed, it is suggested that the Heroic or Legendary level modifier be applied rather than some application of the non-proficiency rule.

N/A Skills

As it states in Chapter 2, N/A skills require no skill roll; success is assumed. In other words, N/A skills are skills with a *100% chance of success*. Since no roll is called for, no possibility of rolling 96+ exists. It also states that if the Game Judge feels a particular task falls under the skill, but not within the *defaults* of the skill, a skill roll, with applicable modifiers, can be called for. The same can be said of tasks that are more difficult than the standard *assumed* task…

Task Difficulty

The normal tasks assumed, under the assumed conditions, for an N/A skills grants 100% success. This is not to say that the skill is trivial or requires no effort, it simply means that the universe it not, typically speaking, actively trying to stop the task from being completed.

In other words, once you are trained in the skill, however long that training might have taken, accomplishing it is not something that typically fails. However, it can be said that the universe is not always so kind. A farmer—*Craft (Farming)*—can run into tough years; a sailor—*Basic Seamanship*—can run into treacherous waters; and so on.

N/A Skills are, in fact, capable of becoming a standard percent skill (see sidebar). As with any percent skill, the task can be Easy to Mythical in difficulty…

Skill vs. Skill

Sometimes a contest of skills will be called for. For example, several farmers attempting to grow the largest pumpkin. Treat the contest as a simple percent skill contest.

Default Skill Use

N/A Skills are treated as percent skills when it comes to default use, assuming the Game Judge allows the skill to be used at all.

Dislike N/A Skills?

Game Judges who dislike the idea of N/A skills, can instead treat them as percent skills. To do this, each N/A skill is converted to a skill with a 70% base chance of success; +3% per level *gained*.

The *routine* tasks described within the skill are assumed to be Simple tasks (+30%) for a base 100% chance of success. Other tasks that fall under the skill range from Easy to Mythical tasks.

Mixed Skill Comparisons

If two skills of differing types are to be compared, the Game Judge will first need to convert the skills into percent skills. A standard save skill with no modifiers has a 50% chance of success. When calculating the chance of success, apply all modifiers first.

> **Example**: Karl Ericson has Ancient Lore (save vs. INT). His Intelligence score is 16, which offers a +1 on the skill, meaning that he has a 55% chance of success.

This is especially important when using the standard non-proficiency penalty.

> **Example**: Eric Karlson does not have Ancient Lore as a skill, but the Game Judge is going to give him a chance. Eric has an Intelligence Score of 18, which offers a +3 on the skill. The roll and the modifier are cut in half and rounded down. Eric has a 10% chance.

N/A Skills have a base chance of success of 100%; for purposes of a contest of skills, treat this as an effective 95% chance of success.

Awarding Experience

While it is customary to award experience points (XP; see Chapter 1) to players at the conclusion of each game session, Game Judges may award XP whenever they see fit (individual accomplishments of merit may be rewarded with instant XP in order to give players a morale boost or as incentives for good role-playing). Generally speaking, the division of gold or treasure XP is better left until the end of a game.

In combat situations, XP earned for the vanquishing of foes should be awarded to all who participate—in any way—in the melee. If four characters work together to subdue a level 8 dragon, all four participants should receive one-fourth of the XP; each character has learned from the experience of defeating a level 8 monster, and should accordingly be given equal credit. Game Judges should feel free to award less XP to player characters who contribute less than their fellows in any adventuring activity, from combat to solving a puzzle or making an important discovery, etc.

Experience Points can be forgone completely, if the Game Judge feels that they interfere in the role-playing. The Game Judge can, instead, simply allow the characters to advance in level at certain breaks in the campaign. For example, if the first part of the campaign is designed for characters level 1 to 3, then do not worry about experience and just advance them periodically during that portion of the campaign. If this system is used, the Game Judge should allow single-classed characters to advance slightly faster than dual-classed characters. Looking over the advancement chart (Chapter 1) should give the Game Judge enough guidance as to how quickly these two styles of profession tend to advance compared to one another.

Mentors and Masters

With the possible exception of Beastmasters (who may have acquired their abilities while being raised amongst animals), all characters will have a former mentor or master who taught them the skills of their profession. Spell-casters and Alchemists in particular will have relied upon the aid and guidance of such an individual in the early part of their careers. Any individual may wish to consult with their former master from time to time. The inclusion of a former mentor or master as a fully developed personality can be useful, for it gives the player a better understanding of his or her character's early career and allows the Game Judge to interact with characters on a uniquely personal level.

The relationship between former master and pupil may, in fact, be used to provide the impetus and incentive for any number of adventures; the character may seek out his or her mentor for advice or assistance (e.g., in learning a new spell or skill); the master may contact the former pupil in order to obtain a favor of some sort; and so on.

If the Game Judge would like to add mentors to the game, the following tables and guidelines may be used as a jumping point for the creation of the mentor's persona:

Race

Usually the same as the former pupil, though the Game Judge may choose otherwise. If this is in question, the Game Judge should select from the list of appropriate races for the profession in question.

Gender

Either gender can be used. However, if this is to be randomly determined, use the following chart (1d12):

Roll	Gender
1–5	Male
6–10	Female
11–12	same as the former pupil

Age

Roll 1d12 on the table below to determine the general age group the former mentor falls into. The exact age will vary based on the race of the individual.

Roll	Age Bracket	
1	Mature Adult	*Late*
2–3	Middle-aged	*Early*
4–6	Middle-aged	*Mid*
7–10	Middle-aged	*Late*
11	Venerable	*Early*
12	Venerable	*Mid*

Attributes

The Game Judge is free to assign attributes as desired. If a random method is desired, follow these three steps:

- For each attribute that has no minimum in the mentor's profession, roll 1d12+5 (6–17).
- For each attribute which has a minimum in the mentor's profession, roll 1d12 on the following chart:

Roll	Result
1	Minimum
2	Minimum +1
3–6	Minimum +2
7–9	Minimum +3
10–11	Minimum +4
12	Minimum +5

- Adjust all attributes down to the racial maximum if they exceed the racial maximum. Optionally, the Game Judge can check to see if this score holds, per the racial maximum attribute rule.

Level of Ability

In order to qualify as a master, the former mentor must be of at least level 8; in general, the master will be 1d4+5 levels higher than the level of his or her most advanced pupil.

The Game Judge can determine the level of the most advanced pupil first (roll 1d12) then determine the master's level by adding 1d4+5 to this result.

Alternatively, the Game Judge can determine the level of the former master as a function of age (as determined above). Roll 1d12 and add the result of the age roll to the result (e.g., if the age roll resulted in 7—indicating late middle-age—then the level roll would be 1d12+7 on the chart below).

Roll	Level	Roll	Level
2–3	8	**16–17**	15
4–5	9	**18–19**	15 (+1d2)
6–7	10	**20**	15 (+1d4)
8–9	11	**21**	15 (+1d6)
10–11	12	**22**	15 (+1d8)
12–13	13	**23**	15 (+1d10)
14–15	14	**24**	15 (+1d12)

Alignment

Unless the mentor's profession dictates an alignment, the alignment can be determined by using one of the two methods shown below.

The Four Alignment System

If the Game Judge uses only the four primary alignments (Lawful Good, Neutral, Chaotic, Lawful Evil) the roll 1d12 on the chart below:

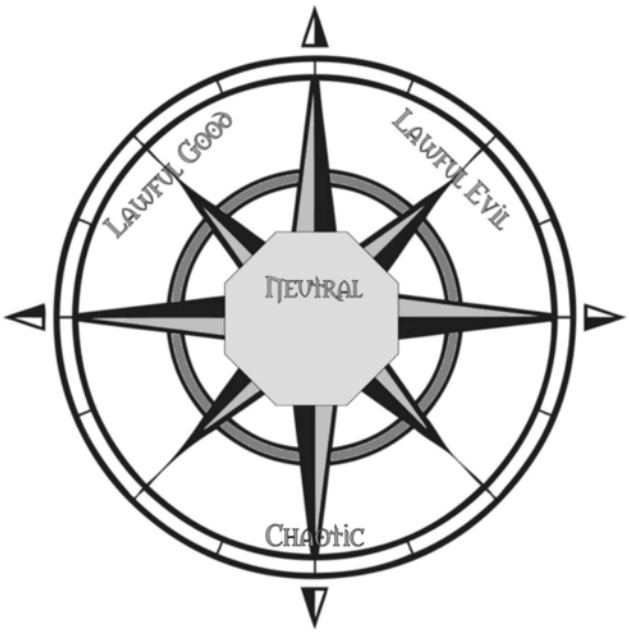
Roll	Alignment
1	Lawful Good
2–4	Chaotic (*leaning toward good*)
5–7	Neutral
8–9	Chaotic (*leaning toward evil*)
10	Lawful Evil
11–12	same as the former pupil

The Nine Alignment System

If the Game Judge uses the entire spectrum of the two-axis alignment system (Law–Neutral–Chaos; Good–Neutral–Evil), then roll 1d12 twice on the table below:

Roll	Law–Chaos Axis	Good–Evil Axis
1–3	Law	Good
4–8	Neutral	Neutral
9–10	Chaos	Evil
11–12	same as former pupil	same as former pupil

It is possible that mentor and pupil may be of diametrically opposing alignments. This does not necessarily mean that the two are enemies; the former mentor may be dissatisfied with the pupil's choice of alignment, but may still feel kindly towards him or her. This could lead to a number of interesting developments, with mentor and former pupil constantly trying to get each other to see things from their points of view (or trying to convert one another to their respective beliefs).



Temperament

This is a very important factor, as it determines just how helpful the former master may be. The Game Judge is free to select an option on this table or to roll 1d100:

Roll	Result
01–20	**Benevolent**: The mentor is proud of the pupil and will always make time for a consultation. There is a 60% chance the mentor is available to teach a new spell, skill, etc. If unavailable, they will arrange for time within 1d12 days.
21–40	**Fairly Helpful**: The mentor is fond of the pupil. There is an 85% chance the mentor is available for consultation. There is a 40% chance the mentor is available to teach a new spell, skill, etc. If unavailable, they will arrange for time within 2d12 days.
41–55	**Preoccupied**: The mentor is always busy. There is a 50% chance the mentor is available for a brief consultation. There is a 20% chance the mentor is available to teach a new spell, skill, etc. If unavailable, the former pupil may ask again in 1d4 weeks.
56–65	**Irritable**: The mentor is always in a foul mood. There is a 25% chance the mentor is available to answer a few questions. There is a 10% chance the mentor is available to teach a new spell, skill, etc. (this increases to 50% if the former pupil agrees to do a favor). If unavailable, the former pupil may ask again in 1d12 weeks.
66–75	**Unapproachable**: The mentor has no time for small talk. There is a 10% chance the mentor is available to answer a single question (just to get rid of you). Don't even ask about teaching a new spell, skill, etc.
76–80	**Unpredictable**: The mentor may react in any of the previously listed manners. Roll 1d100 each time the mentor is to be consulted; re-roll any result of 76 or greater.
81–90	**Unfriendly**: Mentor and student did not part on good terms. The reason for the animosity (e.g., alignment, jealousy, personal) may or may not be clear to the former pupil (Game Judge's ruling).
91–00	**Unavailable**: Game Judge's decision as to the reasons (e.g., missing, deceased) can be used as a catalyst for adventure. The loss of the mentor could have had a profound effect on the former pupil. He or she may wish to seek the mentor, make amends, avenge the mentor, solve the mystery, etc.

Wealth

To determine the mentor's wealth, roll 1d12 and add the mentor's level of ability ÷ 4 (round down); the Game Judge can adjust these values per his or her campaign.

Roll	Social Class	Wealth / Net Worth
3	Peasantry (low)	2d12 gp
4	Peasantry (mid)	2 × 2d12 gp
5	Peasantry (high)	5 × 2d12 gp
6	Vassal (low)	10 × 2d12 gp
7	Vassal (mid)	20 × 2d12 gp
8	Vassal (high)	50 × 2d12 gp
9	Merchant-class (low)	100 × 2d12 gp
10	Merchant-class (mid)	200 × 2d12 gp
11	Merchant-class (high)	500 × 2d12 gp
12	Royal Minister (low)	1,000 × 2d12 gp
13	Royal Minister (mid)	2,000 × 2d12 gp
14	Royal Minister (high)	5,000 × 2d12 gp
15	Landed Gentry (low)	10,000 × 2d12 gp
16	Landed Gentry (mid)	20,000 × 2d12 gp
17	Landed Gentry (high)	50,000 × 2d12 gp
18	Nobility (low)	100,000 × 2d12 gp
19	Nobility (mid)	200,000 × 2d12 gp
20	Nobility (high)	500,000 × 2d12 gp

Renown

The mentor's Renown score is determined by rolling 1d100 and adding 3× the mentor's level of ability to the roll.

Other Pupils

This is strictly up to the Game Judge to decide. The mentor may have taught many students, or only one or two. By rolling on the Temperament table, the Game Judge may determine how other pupils view the player character, if desired.

The level of each pupil should be determined randomly (noting that no pupil can be of a level of ability higher than the mentor's level of ability minus 5).

Spell-caster Titles

If desired, players and Game Judges may rate spell-casters according to rank and title, as follows:

Level	Title
0	Apprentice
1–2	Initiate of the 1st Circle
3–4	Initiate of the 2nd Circle
5–6	Minor Adept; Initiate of the 3rd Circle
7–8	Minor Adept; Initiate of the 4th Circle
9–10	Adept; Initiate of the 5th Circle
11–12	Adept; Initiate of the 6th Circle
13+	Master; Initiate of the 7th Circle

Apprentices

When characters attain level 13, they are considered true masters of their chosen profession. As such, they will begin to attract candidates for the position of apprentice. Game Judges should note the following:

- There is a 20% chance each week that an applicant will call on the master, seeking a position.
- There is a 75% chance that the prospective candidate will be (for one reason or another) obviously unqualified.
- There is a 35% chance that an otherwise qualified candidate will show a marked lack of ability within the first 1d12 weeks with regard to the master's profession. They will constantly make mistakes, forget their instructions, daydream, etc. (Game Judge's ruling as to the nature and / or severity of the apprentice's transgressions). Unfortunately, there is no hope for these individuals.

Those who, after several weeks, prove to be competent may make small mistakes or complain as to the menial nature of their tasks on occasion, but they will improve. In general, such individuals will serve loyally and perform any task asked of them. Such an apprenticeship lasts 4–7 years (1d4+3), at which time the individual will graduate to the status of level 1. Cost in room and board for an apprentice is generally 7–10 gp per month. Otherwise, all apprentices work for free (or, in some cultures, will have their family pay for their tutelage).

The maximum number of apprentices a master of any profession may take on is equivalent to his or her Charisma score ÷3 (round down).

Medieval Economics

There are several layers of medieval society. Most of the income earned by these individuals (~97%) will be used to maintain their status and position. All incomes vary from +/-20% in normal conditions; good (prosperous) times can increase income by +25–50% or more; bad (recessive) times can reduce these values by a like amount.

Peasantry make up about 85% of society. This includes commoners such as conscripts, subsistence farmers, unskilled laborers, etc. They can expect to earn about 10 gp per month (although they will likely never see a gold piece).

Vassals make up about 7% of society. This includes non-subsistence farmers, professional members of the military, and skilled laborers, etc. They can expect to earn about 100 gp per month.

The Merchant-class makes up about 2% of society. This includes traders, caravan masters, explorers, highly skilled or specialized laborer-merchants such as blacksmiths, etc. They can expect to earn 1,000 gp per month.

The Merchant class is about as high as non-royalty could ever hope to attain.

Royal Ministers make up about 2% of society. This includes chancellors, regents, sheriffs, mayors, governors, and others appointed by royalty to maintain order, collect taxes, etc. They can expect to earn 3,000 gp per month.

Landed Gentry make up less than 1% of society. This includes so-called gentlemen, barons, dukes, knights, and other fief-lords; many are going to be relatives of the royal family (although several tiers down). These will sometimes be the individuals that appoint Royal Ministers, Clergy, etc. They can expect to earn 10,000 gp per month.

Royalty (including Monarchs) make up less than 1% of society. This includes the royal family. They can expect to earn more than the Landed Gentry; this can be by a small margin (10,000 to 20,000 gp per month) to a moderate margin (20,000 to 30,000 gp per month) to a rather large margin (30,000 to more than 50,000 gp per month).

Clergy make up about 3% of society. They will range from peasant-priests to high-clergy. Income and lifestyle will be roughly equivalent to the class of people to which they are ministers (e.g., clergy to the Vassals will be in the Vassal social class). Clergy tend to be in the mid-to-upper ranks of the social class to which they belong.

NPC Professions

Any world is filled with people who perform functions that need to be performed, but are not exactly adventurous. Such individuals will be of one of the following NPC (non-player character) professions. Some notes:

- NPC classes are generally non-adventuring. As such, NPCs earn about 1,000 XP per year. Specific individuals may be slow to learn, or show a true talent for their chosen path; as such, the Game Judge can adjust their rate of experience by ±50%. Also, socio-political events can adjust this (e.g., a town which experiences a foreign invasion may see the surviving population include a few individuals that advance rather quickly during that time).

- NPC classes are all built using one of the standard adventuring classes as a baseline. The attribute requirements for the NPC version are generally ⅔ the values shown for adventurers. All skills are reduced by up to 30% (1d10 × 3%, if a random number is needed).

- NPCs have a Background and two related background skills, just as normal characters do.

- NPCs can have special abilities related to their chosen profession. This can replace special abilities normally associated with adventuring class. The special ability will vary by profession (and region). Thus, the Jewelers of one region of the world are not identical to the Jewelers of another. The special ability (if any) is assigned by the Game Judge.

The following is a list of NPC professions, their general abilities. In all cases, costs to hire may vary depending on the individual's talent, level of ability, or renown (Game Judge's ruling). Game Judges should feel free to add to the list of NPC professions as suits their campaign.

Animal Trainer

Skilled in the handling, taming, and training of all sorts of animals. Animal trainers will always have the skill Animal Handling. Costs for animal trainers is per that skill.

Bowyer / Fletcher

Bowyers are skilled bow-makers; fletchers are skilled arrow-makers. Many will attempt to grow in both skills. A skilled bowyer can custom-make a bow to the strength and size of the buyer, for double the standard price. All other prices are as per the Equipment and Supplies lists.

Clothier

Includes weavers, dyers, and tailors. These trades-people may be employed in the making of all types of cloth articles, from blankets, costumes, clothing, hats, etc. Prices are as per the Equipment and Supplies lists.

Crewmen

Sailors who perform a variety of functions on board river, lake, or ocean-going vessels. Costs vary according to the type crewmen being hired, as follows:

Crewman Type	Social Class
Sailor, Oarsman	Peasantry (mid to high)
Marine, Warrior	Vassal (low)
First Mate, Navigator	Vassal (mid)
Captain	Vassal (high)

Driver

Skilled at handling teams of horses or oxen, and are able to operate carts, wagons, chariots or coaches of any sort. Skilled drivers are needed to transport large amounts of goods overland and to keep caravans moving in an orderly fashion.

Engineer
Engineers (e.g., architect, draftsmen) who may be hired to design fortifications, buildings, bridges, mines, monuments, etc. Those with military experience may specialize in the construction and operation of siege equipment.

Laborer
Includes bearers, porters, miners, dock workers, construction crews, etc. Unskilled laborers are Peasantry and will often yield unsatisfactory or poor quality results. Skilled laborers are Vassals and will generally turn out good work. While skilled laborers can handle almost any simple construction (e.g., low walls, pits, ditches), more complex structures require the aid of a stone mason or engineer.

Construction time and costs varied greatly in ancient times, the following figures may be used as a basic guideline for game construction:

Costs	
Per cubic foot of stone	1 sp
Per cubic foot of wood	1 sp
Per cubic foot of earth	1 cp

Time	
Mine 5 × 5 × 5 feet of earth	1 man / day
Mine 5 × 5 × 5 feet of soft rock	2 man / days
Mine 5 × 5 × 5 feet of hard rock	5 man / days
Cut and lay 135 cubic feet of stone	† 2 man / days
Build 100 square feet of construction	‡ 2 man / days

Note: 1 man / day is one healthy man with proper tools working for an 8–10 hour shift.

Jeweler
Includes gem-cutters, gold-smiths, silver-smiths, and any type of artificer who works with precious substances. Any item crafted by a skilled jeweler will usually sell for 2–10 times the cost of the materials. A jeweler may be employed to increase the worth of uncut stones, create ornamental goblets or jewelry, etc. for a similar fee.

Leather Worker
Skilled at tanning and curing hides of all sorts; can create any type of leather goods (e.g., belts, pouches, saddle bags, wineskins, harnesses).

Servant
Includes maids, scullery workers, hand servants, stable boys, and any sort of domestic help. Those in positions of little importance may be hired as per Peasantry. Personal valets, cooks, and the most trusted servants are in the Vassal classes.

Smith
Iron workers who may be hired to fashion shields, armor, swords, and metal tools or implements of any sort. Costs are as per the Equipment and Supplied lists; double the listed prices for custom-made articles. The best smiths (e.g., dwarves) are considered artisans, and may make superior quality swords and extremely elaborate helms, shields, and armor. The cost for such items can be as much as ten times the listed price. If an employer provides a fully-equipped forge and work shop (the cost of which is 500 gp or more), a smith may be hired on a long-term basis as a Merchant-class hire.

Stoneworker
These Vassals include brick layers, stonecutters, masons, and plasterers. Stoneworkers can build solid walls up to about 10 feet high without mortar, and construct one-story buildings, foundations, walkways and stairways without an engineer. Superior stoneworkers can create elaborate stonework archways, carvings, cornice stones, and so on. Artisans such as these are Merchant-class workers.

Tinker
The jack-of-all-trades of craftsmen. May be hired to make simple repairs on practically any type of equipment or article, including leather goods, metal wares, armor, etc. at a cost of about 25-50% of the price of the item new, depending upon the extent of the damage. Tinkers will also polish and clean armor (2–8 cp), sharpen blades (5–10 cp), or fashion special / custom articles from leather or metal (Game Judge's ruling).

Woodworker
Woodworkers and carpenters are Vassals skilled at making posts, curing timber, and constructing buildings and fortifications from wood; they can create sturdy chests, shelves, desks, cabinets, and doors. Artisans can fashion superior quality and / or elaborate goods as a Merchant-class worker.

† This is one mason (stone-worker) with the aid of laborers.
‡ This is one carpenter (wood-worker) with the aid of laborers.

Standard Professions

Just as player characters take on adventuring careers, many non-player characters do as well. Hiring them works very much like it does for NPC professions.

Alchemist

While most Alchemists work solely to advance their art, some own or rent small shops and sell remedies and potions to support their costly research. If an individual has access to a well equipped lab, he or she may be able to obtain the services of an Alchemist on a long term basis as a Merchant-class hire, plus the cost of materials.

Assassin

Depending upon the target, an individual may want to hire an Assassin, Bounty Hunter, or Witch Hunter. See those professions for the details on their fees.

Hunter

Beastmasters, Bounty Hunters, Druids, Hunters, can all be hired as woodsman, trackers, and scouts. Basic scouting and guide work is a job only Hunters will typically take. It commands Peasantry to Vassal-class fee, depending upon the job in question.

If hired to locate lost or stranded individuals, the cost can go up dramatically. If the job seems more suited to a Bounty Hunter, a Hunter will not typically take the job.

Mercenary Soldier

Just about any profession which has either Skilled or Highly Trained combat capabilities can be hired as a Mercenary. With jobs ranging from guard, armed escort, muscle, and so on, the costs can vary greatly.

Mercenary Type	Social Class
Foot soldier, Guard	Peasantry (high)
Archer, Artilleryman	Vassal (low)
Cavalry, Mounted Guard	Vassal (mid)
Corporal, Sergeant	Vassal (high)
Lieutenant, Captain	Merchant-class (low)
Major, Colonel	Merchant-class (mid)
General, Admiral, Marshal	Merchant-class (high)

Scholar

Scholars and Savants are well-educated men and women skilled in various arts and sciences. Short-term hiring has costs listed below. Long-term hiring is per a Merchant-class worker.

Though often skilled in several different areas, most Scholars tend to specialize in one or two fields, as follows:

- **Cartographer**: Cartographers specialize in mapping all sorts of terrain and topographical features. Most are able to make detailed maps of up to a 1 square mile area in one day for a fee of 5–20 gp. Cartographers can be consulted for 1–4 gp in order to verify the authenticity of any type of map.

- **Historian**: Historians specialize in the study of ancient lore and legend. For a brief consultation, a historian may command 5–20 gp; if hired for research purposes fees are per long-term hiring, above. Historians who specialize in magical lore add +1% *per level* when hired for research purposes.

- **Linguist**: Linguists specialize in languages, and may be hired as interpreters for about 1–4 gp per day, tutors to teach a language in 1–3 months, or to translate brief written materials (1–4 gp per page).

- **Scribe**: Scribes are expert copyists, and may be hired to reproduce all sorts of written materials at a cost of 1–4 gp per page. Scribes can also transcribe writings from one language to another for 3–12 gp per page.

- **Other**: Many other potential specializations exist; costs for consultations or various labor will vary according to the depth of knowledge needed (Game Judge's ruling).

Spell-Caster

Spell-casters of any sort may be hired for short or long term work. They will seldom hire out as adventurers (preferring to remain close to their place of work and / or residence). Scrolls can be purchased for 100 gp, plus 50 gp per level of spell. They can be hired to cast curative spells for 10–40 gp per level of the spell. Long-term hiring of a spell-caster is as per a Merchant-level hire. Spell-casters will almost never teach a spell or sell a magic item to any individual that they do not know and trust.

Spy

Spies, Rogues, and other ne'er-do-wells can be hired to perform covert activities and information gathering. The cost is 2–8 gp per day (depending upon the nature of the work and the danger involved). Chance of success for information gathering is 10% plus +5% per level. This check is made once per day by the Game Judge. The chance of the spy being discovered is 10% minus 1% per level of ability (also checked daily). Regardless of level, there is always at least a 1% chance that a Spy will be discovered.

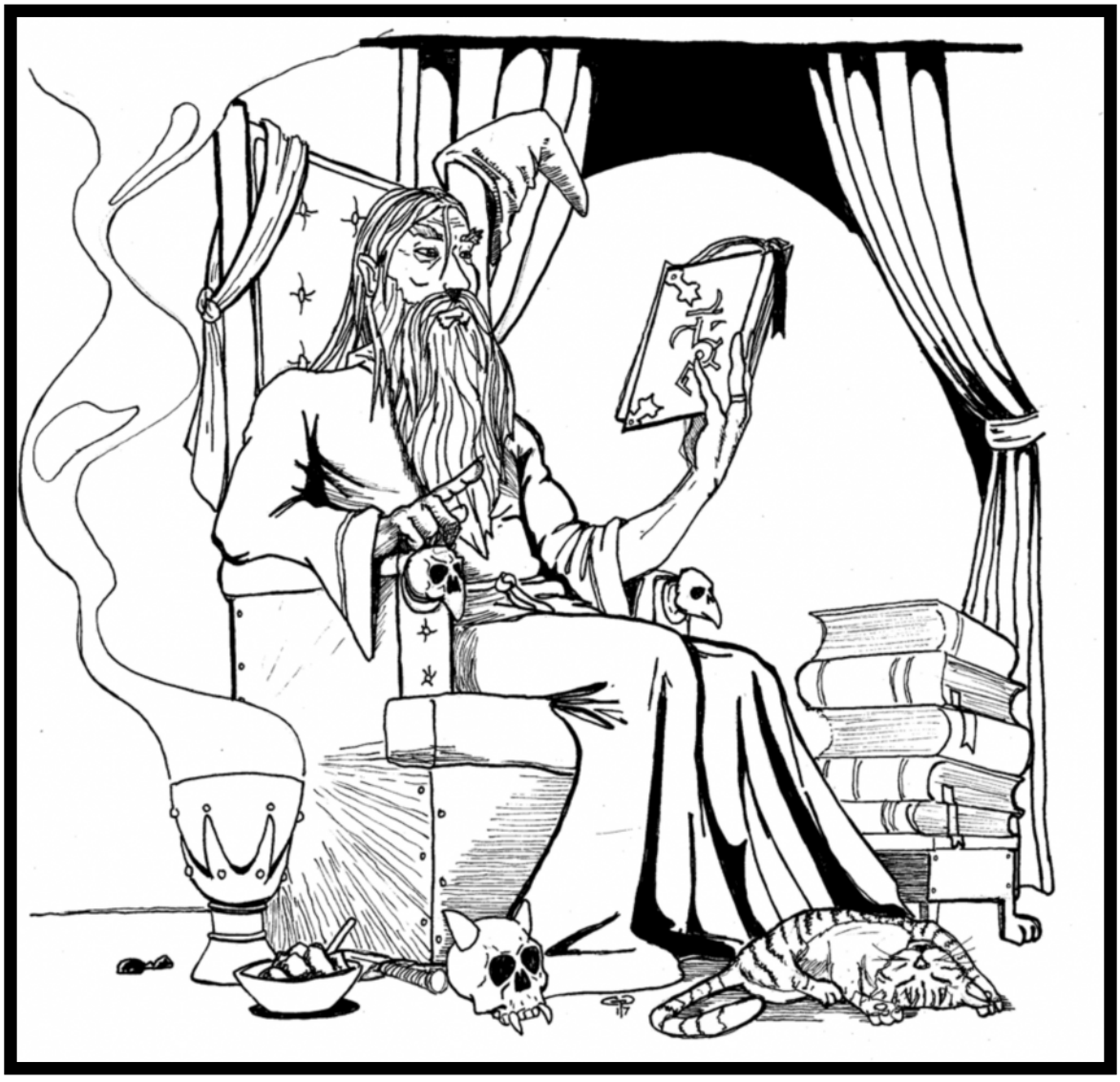
Hiring Cost Adjustment

The cost to hire an individual can vary greatly based on the skill level of the individual being hired. The Game Judge is free to adjust the cost to hire as desired; a general guideline for hiring cost adjustments by character level are as follows:

Level	Relative Ability	Hiring Cost Adj.
1–2	Beginner	-20%
3–4	Novice	-10%
5–6	Average	n/a
7–8	Above Average	+10%
9–10	Powerful	+20%
11–12	Very Powerful	+40%
13+	Superior (Master)	+80% or more

Magic

Chapter 4



Rules of Magic

Arcanum's Magic system is simple to learn and allows a great deal of latitude for both players and Game Judges. The basic rules for this system are as follows:

Magical Fields of Study

There are nine different fields of magical study:

- **Astrology**: the study of the heavens, signs and portents
- **Black Magic**: the study of infernal, dark magic
- **Divine Magic**: the practice of a religious doctrine
- **Elemental Magic**: the study of nature and the elements
- **Enchantment**: the study of conjuration and illusion
- **High Magic**: the study of words of power and command
- **Low Magic**: the study of the invisible realm or spirit world
- **Mysticism**: the study of the inner, spiritual self
- **Sorcery**: the study of magic as a science

Note: although Alchemists can create substances with magical properties, alchemy is treated as science, not magic. Additionally, alchemy is not treated as a magic since it does not employ spells.

Spell-casting

A spell may be cast by any of three different methods: from memory, from a scroll, from a magic item or device.

Casting Spells from Memory

Spell-casters of any profession may cast any two known spells per day, plus one additional spell per every level of ability. The level of the spell is not a factor in determining the number of spells which a character may cast per day.

Unless otherwise stated in the spell's written description, all spells have both verbal (speaking) and somatic (motions, gestures, etc.) components. If a spell-caster is in any way rendered incapable of clear speech or unrestricted motion, he or she cannot cast spells. No material components are necessary for the casting of any spell unless specifically noted in the spell's written description.

Unless otherwise stated, a spell requires one combat round (i.e., one minute) to cast from memory. One major exception to this is level I spells, which take only a few seconds to cast, making them useful in combat. Spell-casters may cast any known spell without needing to memorize or otherwise prepare (i.e., they do not forget their spells after casting them).

Casting Spells from a Scroll

Casting a spell from a scroll takes the same amount of time as casting a spell from memory (i.e., one combat round, or one minute, unless otherwise stated). Before any spell can be cast from a scroll, the scroll must be readied: removed from its case, unrolled, and held (or placed within reading sight range). It takes one combat round to ready a scroll as long as it is stored it in an accessible pouch, pocket, etc. Casting from a scroll requires the caster be able to read the scroll. As such, a sufficient light source is needed, and the caster needs to be able to read the script in which the scroll was written. Due to the magical energy stored in a scroll, somatic (i.e., body movement) components are not necessary; verbal (i.e., spoken word) components are.

Casting an unlearned spell from a scroll is not without risk. There is a base 5% chance that any unlearned spell cast from a scroll will fail. This chance increases by 5% per level of ability the caster needs in order to learn spells of that level.

Example: a 5th level spell-caster may learn spells up to level III. It takes a spell-caster of 11th level to learn spells of level VI. The chance of failure for this caster casting a level VI spell from a scroll is (base 5%; plus: 11-5=6; 6×5%=30%) 35%.

Any time spell failure is indicated, there is a 50% chance that the spell will backfire (e.g., have the opposite effect, cause an explosion). The exact nature of the backfire is the Game Judge's ruling. Once a spell has been cast from a scroll (even if the spell failed or backfired) the scroll's power is spent and cannot be reused.

Casting Spells from Magic Items

Casting a spell from a magic item or magical device only requires that the spell-caster know and speak the activating command word. Though the item or device must be held (or worn) by the caster, somatic (i.e., body movement) or verbal (i.e., spoken word) components are not needed (other than the command word, obviously).

The time required to cast any spell from a magic item or magical device is a few seconds, making the spell able to be used in combat. Despite this, no magic item or magical device may be activated more than once per combat round (or per minute).

It is possible for non-spell-casters to use magic items and magical devices that have spell capabilities as long as the individual possesses the ability to Read Magic (see Skills).

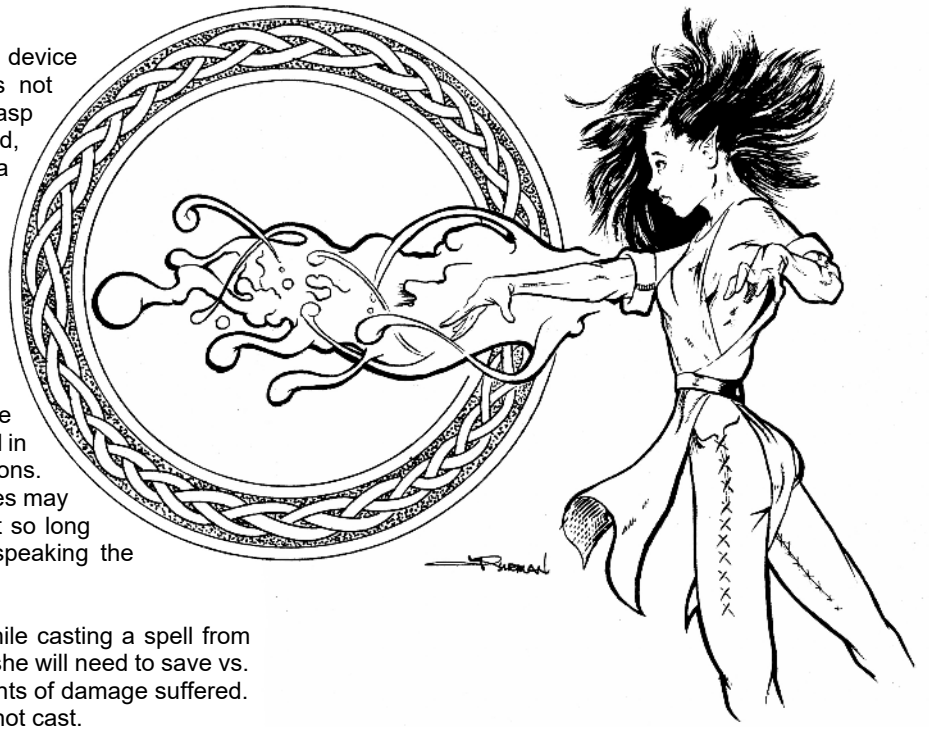
Magic Items

Each individual is limited to seven magic items and magical devices on his or her person (carried or worn) at any given time. If this limit is exceeded, all of the individual's magic items and devices cease functioning with the exception of cursed items. Cursed items count towards the limit, but remain functioning if the limit is exceeded.

Scrolls, spell books, alchemical mixtures and the like do not count towards the total number of items an individual may carry or wear. The Game Judge may determine what items fall under this classification.

Spell-casting and Combat

Spell-casting under combat conditions comes with a few rules and restrictions:



- Unless a magic item or magical device is being used, spell-casting is not possible if the caster is in the grasp of an attacker, bound, entangled, running, dodging, or riding a mount at greater than walking speed (i.e., a trot).

- An unprotected spell-caster is limited to the use of level I spells if attempting to cast a spell from memory while under direct (i.e., close quarter) attack. Due to the chaos of melee combat, scrolls may not be used in unprotected combat situations. Magic items and magical devices may always be employed in combat so long as the wielder is capable of speaking the command word.

- If a spell-caster is wounded while casting a spell from memory or from a scroll, he or she will need to save vs. WIL at a penalty of -1 per 2 points of damage suffered. Failure indicates the spell was not cast.

Simultaneous Magical Combat

Because most spells take one combat round (i.e., a minute) to cast, Game Judges may optionally allow two or more spell-casters to engage in Simultaneous Magical Combat.

This may be done by having each spell-caster write down the name of the spell which he or she will cast prior to each combat round (the Game Judge does this as well if one of the spell-casters is a non-player character).

At the start of each round, the spells are simultaneously revealed and the results are tallied.

Counter Spells

There is no single spell dedicated to the dispelling of other spells and magic, which may be used to dispel another caster's magic. Instead, a spell-caster must use a counter spell. A number of methods may be used:

- **Opposite nature**: any two spells of opposing nature may be used to counter one another. Examples include light vs. dark, haste vs. slow, dwindle vs. enlarge, lock vs. knock, positive energy vs. negative energy, etc.

- **Conflicting nature**: any two spells of conflicting (if not opposing) nature should be given a 50% chance to act as a counter spell. For example Reverse Gravity vs. a flight or levitation spell to cause the flyer to crash.

- **Reverse spells**: if a spell-caster can identify and knows the spell being employed, he or she may cast that spell in reverse as a method of countering the initial spell. For example, a caster who identified another caster as employing the spell Ring of Fire may cast that same spell in reverse in order to counter the effect.

Weapons and Armor

Spell-casters may choose to employ any weapon they are physically capable of handling (and which does not violate any religious, moral, or ethical code which they follow).

Armor cannot be worn by spell-casters. Any form of armor will render the spell-caster's capabilities useless. The only exception to this rule is Paladins, whose patron Deities bestow upon them the ability to ignore this restriction.

Beginning Spell-casters

Level 1 spell-casters (of any profession) have undergone and completed an apprenticeship lasting from 4–7 years. Having completed their basic studies, they have acquired the ability to read magical scripts (a skill essential to the study of magic). This allows them to comprehend magical writings of any sort (although, at the Game Judge's option, a save vs. INT may be required to decipher particularly old or obscure magical writings).

Level 1 spell-casters have been taught all the level I spells of their chosen profession. Higher level spells will not be known initially, and must be found or acquired by the young adept as he or she progresses in level of ability.

Level of Ability and Learnable Spell Level

As a spell-caster advances in level of ability, his or her ability to learn more complex spells grows. The spell level a caster can learn increase by one every two levels of ability attained.

Level	Spell Level Which May Be Learned
1–2	Level I
3–4	Level II
5–6	Level III
7–8	Level IV
9–10	Level V
11–12	Level VI
13–14	Level VII
15+	Obscure, Ancient, Original

Finding or Acquiring Spells

While it is assumed that all beginning spell-casters have been taught all of the level I spells used by their profession, higher level spells must be found or acquired by other means before they can be learned. High level spells (i.e., level IV and higher) are rare and valued prizes that few will part with. Several methods exist for acquiring new spells:

- **Adventuring**: crypts, ruins, and labyrinths are good hunting grounds for scrolls, books, and other magical paraphernalia.

- **Libraries**: a respectable library has a base 10% chance of having information concerning a relatively common spell (reduce this chance by -1% per spell level).

  The Game Judge may roll this chance in secret at the start of any research, then assess a daily percentage chance that the researchers can locate said information if it exists. The Game Judge's assessment of the quality of the library being employed for such research can raise or lower the chances of this information being available.

- **Trade**: it may be possible to obtain a spell by trade or barter with another spell-caster. Both Charisma and Renown can be used to determine how cooperative or helpful any given individual may be. Most spell-casters will demand at least fair value for any such knowledge (see below), and will be careful about the kind of information they will give to potential rivals.

- **Purchase**: the cost to buy spell knowledge from a sage or scholar is generally 100 gp per level of the spell. High level spells (i.e., level IV and higher) may go for much more than this.

Learning New Spells

Once a spell is acquired, it must still be learned. The spell-caster must make a save vs. INT. Success indicates that the caster was able to comprehended and learn the spell in 2–7 days.

Failure indicates the individual has spent a full week studying the spell without being able to learn it. He or she must spend an additional full week in study before being able to attempt the save vs. INT again. Success indicates the the caster was able to overcome his or her issues and was able to comprehend and learn the spell.

Failure on this save indicates that the spell-caster cannot learn this spell on his or her own; he or she will need to hire an instructor to teach him or her the new spell.

A sage, scholar, or spell-caster will need to be contacted; a minimum fee of 100 gp per spell level will need to be paid. While hiring a teacher is costly, such tutoring is always successful; learning a spell this way takes 4–7 days.

Extra-curricular Spell Research

It is possible for a spell-caster to acquire and learn a spell from a field of study not associated with his or her chosen professions. Such spells are extra-curricular spells, and are subject to the following rules and restrictions:

- Acquiring extra-curricular spells by trade or purchase can be difficult. The cost of such spells can be much higher than acquiring spells within one's profession (Game Judge's ruling).

- Learning extra-curricular spells cannot be accomplished through self study; the spell-caster will need to hire a sage, scholar, or spell-caster who knows the spell. The cost and time for such tutelage can be much higher than intra-discipline spells (Game Judge's ruling; at least an extra week and associated fees).

- Learning an extra-curricular spell costs the caster 500 experience points per spell level.

- The practitioners of Black Magic cannot learn spells of Divine Magic, and vice versa. The drastic differences in methodologies and the oaths sworn to their respective patrons makes such cross training impossible.

- Any spell listed as restricted cannot be learned by spell-casters outside the requisite profession(s).

Reversible Spells

Several spells are reversible, in that they have the ability to be cast in one way to accomplish an effect, and in another way to accomplish the opposite of this effect (e.g., Knock / Lock, Resist Fire / Resist Cold). Casting the reversed version of a spell is not the same thing as casting a spell in reverse for use as a counter spell.

Circles of Protection

A circle of protection can protect more than one person. The exact number of human-sized individuals that can be protected is a function of the area. Each individual will need approximately 7 square feet of space in which to stand (the area of a circle 3 feet in diameter). Thus, the following guide can be used:

Diameter (Feet)	Maximum Individuals	Diameter (feet)	Maximum Individuals
3	1	27	81
5	2	29	93
7	5	31	106
9	9	33	121
11	13	35	136
13	18	37	152
15	25	39	169
17	32	41	186
19	40	43	205
21	49	45	225
23	58	47	245
25	69	49	266

Illusions

Illusions are complex effects, but they do have some common characteristics. As long as the caster is familiar with the types of objects, creatures, or other elements within the illusion, they will seem real to any who behold them. As the illusion has no physical substance, an individual or creature making direct contact with the illusion is allowed to save vs. PER. Success indicates that the individual knows the true nature of the illusion. Failure indicates that the individual feels the illusion and is completely convinced it is real. The mind is a powerful thing and can convince the body of many things.

An illusory weapon, for example, could cause real harm to an individual who fails his or her PER save. The mind believes and expects pain and so they feel pain. This pain may not be physical in nature, but it is as real; that is enough to cause actual loss of hit points and even death.

Similarly, an illusory bridge, despite being insubstantial, can not support an individual or object. Nevertheless, an individual who fails his or her PER save upon contacting the bridge will believe it to be real. They will continue to believe they are walking along the bridge as they plummet to the ground.

Divination

When a spell-caster divines information, magic is such that (no matter the source of the information), it will be as truthful as possible. If the Game Judge is unsure of the answer to any question divined by a spell-caster, he or she may state that the answer to the question is unclear at this time; otherwise, a truthful answer must be given. Answers should be as brief as possible.

Seeking information from the universe itself (e.g., gazing into the stars for information) provides infinite, deep, but ultimately difficult to interpret information. Some things will be clear (e.g., in general, yes–no questions), but the rest is subject to interpretation.

Seeking information from spirits or the dead provides information limited to the source's knowledge. Nature spirits and the lingering spirits of the dead are relatively observant and see many things the living cannot. The nature of the spirit will determine what is important to it, and what information is available. The Game Judge is free to rule any particular piece of information outside the spirit's knowledge.

Seeking information from beings of the upper and lower planes (e.g., guardians, demons, devils) provides deep and direct information. The depth and breadth of knowledge is generally higher the more powerful the being. By the time you reach deific level power (e.g., demigods, arch demons and arch devils), the knowledge possessed is virtually limitless. Even so, the Game Judge is free to rule that any particular piece of information is outside any particular being's knowledge.

Wishes

Many beings are willing to grant different kinds of wishes. Though very powerful, this service carries with it certain unique restrictions. One, obviously, should be very cautious when requesting a wish from any summoned being.

- A limited wish is defined as the magical creation of any single non-magical item valued less than 100,000 gp, or minor alteration in a single person (e.g., remove curse, cure disease, correct deformities), or any immediate use of a natural power.

- A standard wish is defined as the magical creation of any single non-magical item or structure, the creation of a lesser magical item (e.g., +1 weapon, minor magic item), or to transform permanently any one person in age, gender, size, appearance, or species (limited to creatures of equal or lesser level of ability). A standard wish can increase a single attribute by up to four points (not to exceed racial maximum), or any immediate use of a natural power.

- A greater wish is defined as the magical creation of any single non-magical item or structure, the creation of a major magical item (e.g., up to +3 weapon, major magic item, holy items), or to transform permanently any one person in age, gender, size, appearance, or species (limited to creatures of no more than four levels higher than the subject's). A greater wish can increase a single attribute by up to six points (and can exceed the racial maximum by up to two points), or any immediate use of a natural power.

All wishes must be fairly simple and immediately attainable. No entity will grant a wish that is beyond their nature or that they do not profit from.

Summoning Rituals

There are three different types of rituals associated with the summoning of creatures from other planes of existence:

Summoning Spells

Spells of summoning are the least potent of the summoning rituals, having the power only to gate in a creature of the specified type. These spells require both a Magic Circle of Protection and a Thaumaturgic Triangle in order to protect the spell-caster.

A summoning spell by itself has no power to compel a creature to serve. The spell-caster must find a way to compel or coerce the creature to obey; the spell-caster only has three chances to accomplish this (see *Sealing a Pact*).

Evocation

Spells of evocation are superior to summoning spells; they have the power to gate in a creature of the specified type, and to compel that creature into service, i.e.: evocation spells force the creature to save vs. WIL or submit to the spell-caster's demands. Even if the save succeeds, the spell-caster has three chances to compel the creature (see *Sealing a Pact*).

Although a Circle of Protection and Thaumaturgic Triangle are not mandatory, they are recommended. Only a very foolish or desperate spell-caster would attempt evocation without these precautions. It is via the power of these protective rituals that allow the spell-caster to utilize spells like Magical Constraint and Command. Lacking these protections, the spell-caster must rely on other methods if the evoked creature succeeds its initial saving throw.

Only practitioners of High Magic employ evocation.

Invocation

Spells of invocation are the safest and most effective of the summoning rituals. The spell-caster may only use these spells to gate in creatures of similar alignment and religious belief. This means the spell-caster need not use a Circle of Protection and Thaumaturgic Triangle.

There is no need to compel the invoked creature to offer its services. Under most circumstances, invoked creatures will not refuse a reasonable request for aid or advice (assuming the spell-caster has been faithful to his or her patron deity; Game Judge's ruling).

Only practitioners of Divine Magic employ invocation.

Conjuration

Spells of Conjuration are not considered summoning rituals. A conjured creature is created by the magical laws of association and contagion from the material components used in the casting of the spell. As a created entity, it will always obey its master. All Conjuration spells require Powders of Conjuration as a material component (see Magical Mixtures).

Procedure for Summoning Rituals

Step 1: The Offering

Prior to casting the summoning spell, the spell-caster may wish to burn an offering to gain the favor of his or her patron deity, demi-god, etc. A minimum for such an offering is 100 gp worth of incense, aromatic herbs or spices; this affords the caster a bonus of +1 on all saving throws related to the summoning ritual. Fragrant oils and certain types of magical fumes may be used to bestow further bonuses (Game Judge's ruling) upon the spell-caster. Such precautions are optional, but may serve to protect the summoner in the event that a pact cannot be successfully sealed.

Step 2: The Ritual Inscriptions

Any ritual summoning of creatures which may prove hostile or dangerous to the caster should be preceded by the inscribing of a Circle of Protection and a Thaumaturgic Triangle. Ink or chalk is customary; the inscriptions can be traced in dirt or sand, or scratched into a floor—just so long as the inscriptions are accurate and undisturbed.

The time required to complete the Circle of Protection and Thaumaturgic Triangle is 30 minutes each. Under ideal conditions there is a 90% chance of success (+1% per level of ability; 95% maximum); roll separately for each. The Game Judge can adjust this chance of success when the spell-caster is performing these rituals in less than ideal conditions.

Failure indicates that some flaw exists in the inscription rendering it ineffective. Such a flaw may result in disaster for the summoner.

Step 3: The Summoning

Assuming the spell-caster is using both of the protective inscriptions, the spell-caster stands within the Circle of Protection and casts the summoning spell. A Circle of Protection can accommodate up to three individuals.

The summoned creature arrives 1d4 minutes later within the confines of the Thaumaturgic Triangle.

Step 4: Sealing a Pact

Once the summoned creature or being has arrived, the spell-caster may attempt to seal a pact.

If the summoned being is, by nature, inclined to react with benevolence towards the spell-caster, it will offer to perform a service for the summoner. Examples of such creatures and the professions for which they are generally willing to serve include:

Profession	Safe Creatures to Summon
Druid	Animals, Elementals
Necromancer	Undead
Priest	Celestial, Sentinel
Shaman	Spirit Beings (of similar alignment)
Any	Familiars

If the summoned being has no such relationship towards members of the spell-caster's profession, it will always seek to resist the summoner. In this case, the summoner is allowed three chances to seal the pact by some means.

Each attempt causes the summoned creature to save vs. WIL. Failure (to any of these three attempts) results in a sealed pact. If the creature succeeds all three saving throws, it is free to do as it wishes.

There are several methods available for sealing a pact:

- **Offering Riches**: If the Game Judge rules that the bribe is substantial enough, a saving throw will be triggered. Otherwise, the offer will be ignored, and treated as a failed attempt at sealing a pact.

  Demons and devils suffer a penalty on their WIL save of -1 per 1,000 gp worth of riches offered per level of ability (e.g., an 8th level demon suffers a -1 penalty per 8,000 gp worth of treasure offered). Other creatures will suffer a penalty only if they are greedy in nature (Game Judge's ruling).

- **Offering a Service in Exchange**: If the Game Judge rules that the service is such that it would be appealing to the creature, this is the ideal method for sealing a pact. Generous offers (especially open-ended offers) may automatically result in a sealed pact.

  If the offer is trivial, or if the creature does not believe the spell-caster can make good on the deal, the offer will be ignored, and treated as a failed attempt at sealing a pact.

- **Offering a Sacrifice**: Demons and certain war-like or evil deities are fond of human (or other sentient creature) sacrifices; they will automatically accept such offers. Only the most evil summoners will make this sort of offer.

  Devils are eager to accept offers of a demon sacrifice, and vice versa. These two races hold a deep hatred for each other.

  Good (and most neutral) beings will never accept the offer of a living sacrifice.

- **Threat of Harm**: Idle threats never coerce a summoned creature to agree to a pact unless the spell-caster is in possession of an item the creature rightfully fears (e.g., a demon can be threatened with a rod of demon smiting). If the spell-caster possesses such an item, the creature suffers a -1 penalty on their saving throw per +1 magical power (or equivalent; Game Judge's ruling) of the item.

- **Threat of Imprisonment**: Like a threat of harm, a threat of imprisonment will never coerce a creature to agree to a pact unless the spell-caster is in possession of an item which could actually imprison the summoned creature. If the spell-caster possesses such an item, the creature suffers a -4 penalty on their saving throw.

- **Attack**: Any attack upon the summoned creature will immediately negate the power of the Circle of Protection and the Thaumaturgic Triangle. However, if the attack is successful (i.e., deals a significant amount of damage to the creature; Game Judge's ruling), the creature makes an immediate save vs. WIL to resist sealing a pact.

  This is exceedingly dangerous considering that, once the protection of the inscriptions is gone, the creature is free to attack the caster. In general, attacks are only made if the spell-caster is desperate and / or the creature is not bound by a Thaumaturgic Triangle.

- **Magical Constraint and Commands**: This is the safest method of sealing a pact. The summoned creature must save vs. WIL or obey. There is little risk to the spell-caster.

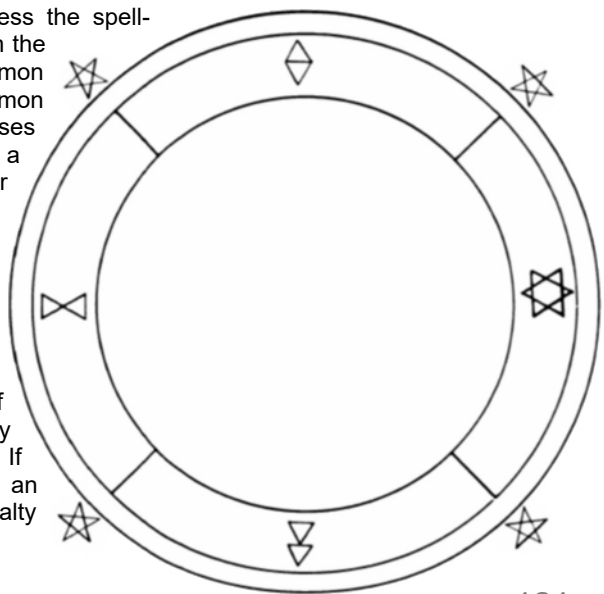
- **The Power of Good**: The use of holy water, a holy symbol, or certain spells of Divine Magic and Mysticism will cause any summoned creature of evil alignment to vs. WIL at a penalty of -2 or submit to the sealing of a pact. This method may only be used if the spell-caster is of good alignment.

- **Summoning by Name**: If a spell-caster has learned the common name of a summoned creature, he or she is allowed one additional chance to seal a pact with that creature. Most creatures will reveal one or more of their common names in exchange for release from a pact (thus enabling the spell-caster to summon the creature by name at a later date).

- **Uttering the True Name**: If a spell-caster has learned the true name of a summoned creature (excepting any creature of deific power such as an arch-demon, arch-devil, guardian, or deity), the summoned creature cannot resist the spell-caster; the pact is sealed automatically.

  While knowledge of a creature's true name allows the summoner to cast spells upon it at will, the possession of such knowledge is extremely dangerous; once the creature is aware of the spell-caster's knowledge, it will not rest until it has eliminated this obvious threat.

  Other beings who desire this information may attempt to coerce this knowledge from the spell-caster.



Faulty Inscriptions

If either or both of the protective inscriptions is not properly inscribed, this can result in a dangerous liaison.

- Failure to correctly inscribe both the Circle of Protection and the Thaumaturgic Triangle nullifies the summoning spell. The summoned creature will appear momentarily, then vanish back to its own plane.

- Failure to correctly inscribe either the Circle of Protection or the Thaumaturgic Triangle (but not both) results in a summoned creature that will appear but be unrestrained. In this case, the spell-caster may be in grave danger since the summoned creature is free to act as it chooses.

  Evil beings may seek to enslave, slay, or possess the spell-caster.

  Good or neutral beings may simply return to their home planes; some may first attempt to punish the spell-caster for his or her impertinence.

  No matter the intent of the summoned creature it will not be able to maintain a presence on the prime material plane for more than one hour per level of ability (unless it can successfully possess the spell-caster).

Summoning Ritual Results

A summoning ritual may result in the occurrence of any of the following circumstances:

- **Failure to Seal a Pact**: Failing to seal a pact frees the summoned creature from restraint, allowing it to return to its home plane. Evil or hostile creatures may first seek to punish or slay the attacker if they believe they can do so with comparable ease. If not, the creature may instead seek revenge at a later date.

- **Successfully Sealing a Pact**: Once a pact has been successfully sealed, the summoned creature may be made to perform a service for the caster. The exact type of service which any summoned creature may be made to perform varies according to the creature's race and rank.

  Should the spell-caster command a summoned creature to undertake a service which is not its nature to perform, the pact is instantly broken. Treat these instances as if there were a failure to seal a pact.

Magical Research

Spell-casters of 15th level and above may attempt to create new spells, magic items, and magical devices:

The spell-caster must have access to some sort of work area where he or she may labor in relative isolation. The type of area (e.g., lab, work room, cottage, hut) is not important so long as it affords a fair degree of privacy.

The spell-caster must seek out a sage, scholar, or high level spell-caster for consultation. This persona is played by the Game Judge). The cost of the consultation is at least 100 gp per level of the consultant (or the equivalent in barter).

In the role of the consultant, the Game Judge should review the proposed new spell, magic item, or magical device and appraise it as follows:

- If the project is so powerful it would disrupt the campaign, the consultant should advise the spell-caster that the idea is not feasible, impossible, or preposterous. Depending on the personality of the consultant, he or she may offer suggestions for modifying the project or may dismiss the spell-caster as a lunatic terminating the discussion.

- If the project seems reasonable, the Game Judge should determine its relative level of difficulty as compared to known spells, items, and / or devices. Once completed, the spell-caster may begin the research and experimentation.

The time needed for research and experimentation is two weeks per spell level. In the case of items or devices which have multiple spell effects, the time needed is cumulative. The spell-caster may not engage in other activities while conducting the research and experimentation. Research may be interrupted and resumed at a later date, however. If a significant amount of time passes, the Game Judge may rule that some of their research must be repeated.

The cost of materials is 1d10×100 gp per week of research. Additionally, each week the Game Judge should roll 1d100 on the Magical Research and Experimentation table (right).

Once the research period has concluded, assuming a Eureka! Result was not rolled, the spell-caster must save vs. INT. Success indicates the spell, item, or device works as planned. Failure indicates that another two weeks will be needed, at which time this save can be attempted again. There is no limit to the number of times this process can be repeated.

Magical Research and Experimentation Table	
Roll	**Result**
01–02	**Setback**: an explosion or other mishap has occurred in the work area. This week does not count towards the goal, and research is set back two weeks. Repairs cost 1d10 × 100 gp.
03–05	**Minor Setback**: an accident or other mishap has occurred in the work area. This week does not count towards the goal, and research is set back one week. Repairs cost 1d10 × 10 gp.
06–10	**Research Inconclusive**: the week yields no tangible results and does not count towards the goal. Research is not set back; no additional costs.
11–25	**Progress at a Cost**: the week's progress goes as planned, but the cost of this week was underestimated. This week costs an additional 1d10 × 10 gp.
26–95	**Progress as Planned**: this week's progress goes as planned. No additional costs.
96–99	**Excellent Progress**: the week yields excellent results. This week counts as two weeks towards the goal.
00	**Eureka!**: a chance discovery has allowed you to conclude your research; there is no need for further research and experimentation. You are done.

Mitigating Factors

It is possible for certain factors to affect the time, cost, and outcome of magical research and experimentation:

- It may be possible to reduce costs for research and experimentation by using materials acquired over the course of the spell-caster's career. The consultant (i.e., Game Judge) can discuss such matters with the spell-caster prior to undertaking the research.

  If the spell-caster already owns materials, ingredients, or substances potentially useful in research being planned, the relative value of those materials can be deducted from the costs. Such materials are use (i.e., consumed) in the course of the research (this is a good and fair way to keep players interested in procuring new ingredients). Standard items (e.g., incense, chalks, inks, containers, holy water) should almost always be deductible.

- Perhaps the most valuable treasure a spell-caster can acquire is a book containing information on magical theory, spells, rituals, devices, substances, or any other topic related to his or her field of magic. Especially rare, such writings are an aid in magical research. Written materials containing information related to the research being attempted can add +1 to +5 on the weekly progress rolls for research (no roll on this table can be adjusted to a value higher than 99; Eureka! Results are only possible with natural rolls of 00).

Tomes and Spell Books

Spell-casters usually keep a written record of the spells they have learned, both for convenience and as a safeguard against memory loss (e.g., caused by hostile spells, substances, or backfires).

Such records vary greatly in construction and appearance. Depending upon the author, these can range from loose scrolls, collections of sewn paper, stone tablets, wood carvings, or leather and metal bound folios.

It is not possible to cast spells from such books; the pages are not imbued with power in the same way scrolls are; they are a record of how to cast the spell and nothing more. Spell books and tomes are useful reference volumes and can aid in magical research.

Magic Resistance

Some creatures have magic resistance. This is a trait that describes how hard it is for spells to directly impact the individual, and those nearby. Magic resistance is listed as a percent—e.g., Magic Resistance (35%). Anytime a spell directly targets the creature with magic resistance, roll percent dice. Success means the spell is countered; failure means the spell goes off as normal. There are two modifiers which can impact magic resistance:

- **[Area]** means the resistance is effective if the individual is directly targeted, or if the individual is within the spell's area of effect.

- **[Aura]** means the resistance is effective if the individual is directly targeted, or if the target is within a given range. Normally this range is a number of feet equal to the resistance percentage (e.g., 35% magic resistance with this modifier is a 35 feet radius—70 feet diameter—centered around the individual.

Alchemical Research

Similar to magical research and experimentation, creating new alchemical substances is subject to special rules and restrictions:

Alchemical research (except for the creation of substances that the Game Judge rules should fall under the headings of herbal remedies, elixirs, powders, or venoms) requires access to a fully equipped laboratory or workroom.

The laboratory workroom needs a minimum of 200 square feet of work space. It must be stocked with a minimum of 3,000 gp worth of materials (e.g., a furnace; distillation, measuring, and weighing equipment; storage shelves; work benches, tables, and stools; cabinets; braziers; glassware; tools). Such a lab requires normal maintenance (see Alchemists and Laboratory Facilities).

Although Alchemists typically do not need to seek out a consultant before engaging in research, they must still submit a written description of the alchemical substance or device, including its proposed powers and capabilities, to the Game Judge.

The time required for alchemical research is 2d4 weeks (determined by the Game Judge; the player should never know how long this research will take). The alchemist may not engage in other activities while conducting the research and experimentation. As with magical research, this time may be interrupted and resumed at a later date. If a significant amount of time passes, the Game Judge may rule that some of their research must be repeated.

The cost of materials is 1d10×100 gp per week of research.

Once the research period is over, the experimentation period can begin. Each experiment will require the same amount of money and time it would take to create a similar substance (minimum of one day). If the proposed substance is truly unique, the Game Judge can determine the time required as he or she sees fit. At the end of each experiment, the alchemist will need make a save vs. INT as modified below.

Substance or Device Complexity	Penalty
Relatively simple; uncomplicated	-2
Moderate complexity; average	-4
Great complexity; unique	-6

Success indicates that the new substance or device has the desired effect. Failure indicates the need for further experimentation. There is no limit to the number of experiments an alchemist may attempt.

Spell Lists

The following pages contain spell lists and descriptions. Spells marked by a dagger (†) or double-dagger (‡) are restricted for use only by members of specified professions. Spell descriptions include the following information:

Duration

Durations can be listed in minutes (or combat rounds), hours, days, etc. Some durations are special:

- **Instant**: the spell lasts for a couple of seconds at most. The impact of the spell (e.g., damage) can be longer lasting.
- **Permanent**: the effect of the spell will remain until it is dispelled by some other magical force.

Range

Ranges can be listed in feet, miles, etc. Some ranges are special:

- **Personal**: most common with informational spells, the spell is directed inward toward the spell-caster's own person.
- **Touch**: the spell-caster must physically touch the target of the spell.
- **Personal, Touch**: the spell can be directed inward toward the spell-caster's own person, or it can be directed to an individual or creature whom the caster touches.
- **Special**: the range of the spell is not limited by physical distance, but by some other measure (e.g., line of sight, hearing range). Such spells can often be effective even through indirect means (e.g., viewing through a crystal ball or other scrying device).

Save

Saves are most often listed as being made against a specific attribute (e.g., vs. DEX). The impact of a successful save is listed after.

- **(½ damage)**: success indicates that the damage caused by the spell is cut in half (round down).
- **(negates)**: success indicates that the effect is completely avoided.

Type

Spells are either static (the effect of the spell is not adjusted in any way other than potentially duration or range as a result of the spell-caster's level of ability), or variable.

If the spell is variable, the description will list how the spell is adjusted. Spells where the duration and / or the range are the only elements that are adjusted are listed as static spells.

Material

Conjuration spells often have a material component. Other spells generally do not. If needed, it is listed here.

Astrology

Level I

† Astral Bolt
Astromancy
Detect Magic
Fortune
† Initiative of Aries
Lesser Incantation of the Moon
Lesser Incantation of the Sun
Locate Object

Level II

Chartomancy
† Contra-influence of Gemini
Lesser Incantation of Mars
Lesser Incantation of Mercury
Locate Direction
Misfortune
Psychomancy
† Will of Taurus

Level III

Astral Vision
Chiromancy
† Courage of Leo
Detect Curse
Detect Poison
Lesser Incantation of Jupiter
Lesser Incantation of Venus
† Mnemonic Influence of Cancer

Level IV

Crystalomancy
Detect Danger
Fire Sign
Greater Incantation of Mercury
† Healing Influence of Virgo
† Lawful Influence of Libra
Lesser Incantation of Saturn
Water Sign

Level V

Air Sign
† Baser Influence of Scorpio
Botanomancy
Earth Sign
Greater Incantation of the Moon
Greater Incantation of the Sun
Legend
† Truth of Sagittarius

Level VI

Chariot of the Sun
† Circle of the Zodiac
† Curative Influence of Capricorn
Greater Incantation of Mars
Greater Incantation of Venus
† Passage of Aquarius
Theriomancy
Travel to Outer Plane

Level VII

Geomancy
Greater Incantation of Jupiter
Greater Incantation of Saturn
Hydromancy
Prophecy
† Restorative Power of Pisces

† Astrologers and Mages Only

Astrology Level I

Astral Bolt
Astrologers and Mages Only
Duration: instant
Range: 10 feet per level of ability
Save: vs. DEX (½ damage)
Type: variable

Allows the caster to hurl a bolt of astral energy dealing 1d4 damage per level of ability to whatever it strikes.

Astromancy
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to studying the night sky and perform one of the following divinations.

- **Destiny**: divines whether a given event or circumstance will occur in the next full day (i.e., will the wizard be in his tower tomorrow night?) Only yes–no answers may be obtained.
- **Fate**: divines the condition or general whereabouts of an individual. The spell-caster will know if the individual is safe or in great danger, nearby or far away, and so on. The general direction can also be determined.
- **Wisdom**: divines the wisdom or advisability of a course of action (i.e., is it safe to cross the swamp by day?) Only yes–no answers may be obtained.

Detect Magic
Duration: 1 minute
Range: 10 feet
Save: none
Type: static

Allows the caster to divine the presence of magic.

Fortune
Duration: 1 day (24 hours)
Range: personal or touch
Save: none
Type: static

Allows the caster to bestow good fortune upon an individual or creature. The subject receives a +1 bonus to all saves vs. Magic, as well as saves related to luck, games of chance, etc.

Initiative of Aries
Astrologers and Mages Only
Duration: 10 minutes
Range: personal
Save: none
Type: static

Allows the caster to react to threats with great swiftness; the caster is immune to surprise-type situations or effects which would otherwise result in a loss of initiative, move, etc. This spell does not forewarn, it improves reflexes and reactions.

Lesser Incantation of the Moon
Duration: 1 hour per level of ability
Range: touch
Save: none
Type: static

Allows the caster to create a spherical area of impenetrable darkness up to 21 feet in diameter. If cast upon a wand, staff, or sword, this spell creates a mobile area of magical darkness. Non-magical light sources (e.g., torches, lamps) are ineffective within the sphere of darkness. This spell may be used to dispel any form of magical light.

Lesser Incantation of the Sun
Duration: 1 hour per level of ability
Range: touch
Save: none
Type: static

Allows the caster to create a spherical area of brilliant light up to 21 feet in diameter. Illumination is a 80 feet diameter regardless of the size of light created. If cast upon a wand, staff, or sword, this spell creates a mobile area of magical light. Such a light source can be used to ward off creatures sensitive to light. This spell may be used to dispel any form of magical darkness.

Locate Object
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to divine the relative direction in which an item can be found. The item must be known to the caster, or described by someone with first-hand knowledge.

Astrology Level II

Chartomancy
Duration: instant
Range: special [sight]
Save: none
Type: static

Allows the caster to divine the meaning of any writing (magical or mundane) such as an inscription, symbol, scroll, etc. No more than one page (~250 words) may be deciphered by a single casting of this spell.

Contra-influence of Gemini
Astrologers and Mages Only
Duration: 1 hour
Range: 10 feet per level of ability
Save: vs. WIL (negates)
Type: static

Allows the caster to influence the behavior of an individual or creature. The subject must save vs. WIL or react in a manner contrary to his or her normal behavior. For example:

- a miserly person may perform a generous act
- a suspicious person may act in a trusting manner
- an unreliable, dishonest person may become trustworthy

This spell cannot make a truly hostile individual peaceful, or vice versa. This spell has no effect on animals and other non-sentient / sapient beings.

Lesser Incantation of Mars
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to increase his or her fighting prowess. He or she gains proficiency with one weapon, gets a +1 bonus on all attack rolls, and deals +1 damage on all successful attacks.

Lesser Incantation of Mercury
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: static

Allows the caster to speak and comprehend a language. The caster may make use of phraseology, mannerisms, colloquialisms, and so on which native speakers associate with wisdom; this bestows a +1 bonus to all reaction die rolls and saves vs. CHA for the duration.

Locate Direction
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine the compass direction he or she is facing. This functions regardless of terrain or topography.

Misfortune
Duration: 1 day (24 hours)
Range: touch
Save: none
Type: static

Allows the caster to bestow a misfortune upon an individual or creature. The subject suffers a -1 penalty on all saves (automatically failing reaction checks and saves vs. CHA), will fall victim to traps and dangers, will lose all games of chance, and will be hounded by pickpockets, peddlers, drunkards, and other ne'er-do-wells at every opportunity.

Psychomancy
Duration: instant
Range: 100 feet [sight]
Save: none
Type: static

Allows the caster to divine the basic intent (e.g., hostile, friendly, neutral) of an individual or creature. An individual's intent is subject to change depending on circumstances (e.g., negotiation, bribery, threats, an offer of friendship).

Will of Taurus
Astrologers and Mages Only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to automatically succeed all saves to resist magical influence, charm, mind control, and so on for the duration.

Astrology Level III

Astral Vision
Duration: 1 minute per level of ability
Range: special [sight]
Save: none
Type: static

Allows the caster to see astral, ethereal, spirit, and invisible beings (and invisible objects).

Chiromancy
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to divine the nature of an ailment of which an individual or creature is suffering. This spell requires the caster to study the subject's hands (claws, paws, etc.) for at least one full minute prior to making the diagnosis. The caster will know if the ailment is a disease, psychosis, poisoning, parasitic infection, magical effect, etc.

Courage of Leo
Astrologers and Mages Only
Duration: 1 minute per level of ability
Range: personal or touch
Save: none
Type: static

Allows the caster to remove all fear (magical or mundane) from the mind of an individual or creature. The subject is immune to fear and fear effects for the duration.

Detect Curse
Duration: instant
Range: 10 feet
Save: none
Type: static

Allows the caster to divine if an object, device, individual, or creature is under the influence of a curse, hex, malediction, or other baneful magical effect. Only the presence of a curse can be determined, not its effect or nature.

Detect Poison
Duration: instant
Range: 10 feet
Save: none
Type: static

Allows the caster to divine the presence of poison in or upon a substance or object. Only the presence of poison can be determined, not its effect or nature.

Lesser Incantation of Jupiter
Duration: 1 minute per level of ability
Range: 10 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to ward off summoned, evoked, or invoked creatures, forcing them to save vs. WIL or remain a minimum of 10 feet from the caster for the duration.

Lesser Incantation of Venus
Duration: permanent (daily saves)
Range: 100 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to influence the behavior of an individual or creature. The subject must save vs. WIL or experience one of the following emotions:

- **Ambivalence**: the subject will have mixed emotions toward any person(s) designated by the caster. He or she will neither help nor hinder the target(s) in any way.
- **Hate**: the subject will become extremely hostile toward any person(s) designated by the caster. He or she will attack the target(s) if provoked in the slightest manner.
- **Love**: the subject will become madly in love with any person(s) designated by the caster.

Intelligent creatures are allowed one save vs. WIL per day to break the spell.

Mnemonic Influence of Cancer
Astrologers and Mages Only
Duration: special
Range: personal
Save: none
Type: variable

Allows the caster to memorize one page of writing (~250 words) per level of ability by skimming or glancing at the text. This includes magical writings. Even if the caster is unable to decipher the writing, he or she will have a clear mental picture of them and will be able to transcribe the writing whenever desired.

The memory of the writing is retained indefinitely, but will vanish immediately after the caster transcribes the writing or discusses the content.

Astrology Level IV

Crystalomancy
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to use a crystal as a scrying device. By looking into the crystal, the caster can see up to three individuals or creatures, objects, or places in succession as desired. The caster will know what direction the subjects are from the caster's location, how far the subjects are from the caster's location, and the general surroundings (e.g., forest, castle) of the subjects. Only a brief glimpse of the subjects are revealed; spells and objects capable of negating divination will foil any attempt at scrying.

Detect Danger
Duration: 1 minute per level of ability
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the presence of anything that represents a threat to his or her safety, welfare, etc. The direction and general proximity of the danger are divined; the nature of the danger is not.

Fire Sign
Duration: variable
Range: variable
Save: variable
Type: variable

This spell has three modes; the caster may choose one when this spell is cast.

- **Flaming Sphere**: Allows the caster to hurl a sphere of magical flame up to 100 feet which explodes on impact, dealing 1d6 damage per level of ability to everything within 20 feet; save vs. DEX (½ damage).
- **Extinguish Flame**: Allows the caster to magically extinguish all fire (magical or mundane) within a 100×100 feet area.
- **Evaporate**: Allows the caster to counter and disperse any magical wall or barrier of water, ice, etc.

Greater Incantation of Mercury
Duration: 10 minutes per level of ability
Range: personal (100 feet)
Save: none
Type: static

Allows the caster to communicate via empathy (similar to telepathy) with an individual or creature, bestowing a +1 bonus to all reaction die rolls and saves vs. CHA for the duration. This spell is effective even with semi-intelligent and / or non-lingual creatures.

Healing Influence of Virgo
Astrologers and Mages Only
Duration: instant
Range: touch
Save: none
Type: variable

Allows the caster to heal an individual or creature, curing a disease, neutralizing a poison, or healing 1d8 hit points , +1 hit point per level of ability.

Lawful Influence of Libra
Astrologers and Mages Only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Calls into effect the 'Law of Equivalences', causing physical attacks against the caster to be likewise felt by the attacker. Any damage done to the caster will be inflicted upon the attacker as well. This spell is not effective against magical attacks or missile weapons. This spell cannot be used to transfer or multiply curative or restorative effects.

Lesser Incantation of Saturn
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to surround him or herself in a field of astral energy. Physical attacks (including magical attacks causing physical harm) deal one-half normal damage to the caster (round down). This stacks with damage reduction from saving throws (e.g., ½ damage × ½ damage = ¼ damage).

Water Sign
Duration: variable
Range: variable
Save: variable
Type: variable

This spell has three modes; the caster may choose one when this spell is cast.

- **Freezing Sphere**: Allows the caster to hurl a sphere of magical ice up to 100 feet which shatters on impact, dealing 1d6 damage per level of ability to everything within 20 feet; save vs. DEX (½ damage).
- **Water Breathing**: Allows the caster to breath and move normally underwater for up to 1 hour per level of ability.
- **Freeze**: Allows the caster to counter and disperse any magical wall or barrier of fire, lava, etc.

Astrology Level V

Air Sign
Duration: variable
Range: variable
Save: variable
Type: variable

This spell has three modes; the caster may choose one when this spell is cast.

- **Swirling Sphere**: Allows the caster to hurl a sphere of magical wind up to 100 feet which bursts forth upon impact, scattering all creatures and objects weighing less than 400 pounds within 20 feet. Creatures and objects are thrown 1d4×10 feet from the center of the maelstrom. Thrown creatures are stunned for 1d4 minutes; save vs. DEX (negates).

- **Float on Air**: Allows the caster to fly for up to 1 hour. The caster cannot carry more than his or her maximum encumbrance while flying; exceeding this limit will cause the spell to immediately fail. Speed while flying is double the caster's normal ground speed.

- **Whispering Wind**: Allows the caster to counter and disperse any magical wall or barrier of earth, stone, etc.

Baser Influence of Scorpio
Astrologers and Mages Only
Duration: 1 hour
Range: 20 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to influence the behavior of any or all individuals or creatures within range. The subjects must save vs. WIL or experience one of the following emotions:

- **Fury**: the subjects will enter into a berserker-like rage, attacking friend and foe alike, but ignoring the caster.

- **Greed**: the subjects will greedily covet all valuables (e.g., treasure, merchandise) in sight, each claiming the loot for him or herself. Heated arguments will ensue at once. Those prone to violence may resort to such means.

- **Lust**: the subjects will immediately forsake all other activities in favor of locating a suitable mate. If such individuals are in the immediate vicinity, the subjects will attempt to embrace them at once; otherwise they will leave the area in search of suitable individuals.

Botanomancy
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the species and uses of a plant, herb, etc. This spell requires the caster study the subject for at least one full minute prior to making a determination.

Earth Sign
Duration: variable
Range: variable
Save: variable
Type: variable

This spell has three modes; the caster may choose one when this spell is cast.

- **Meteor Swarm**: Allows the caster to hurl a swarm of meteor-like spheres (1 sphere per level of ability) up to 100 feet which bursts forth and targets individuals or creatures within 20 feet, dealing 1d6 damage per sphere; save vs. DEX (½ damage). Each sphere can be directed to a different target.

- **Pass Through Stone**: Allows the caster to create a 10×10×10 feet passage through earth, brick, stone, etc.

- **Vacuum**: Allows the caster to counter and disperse any magical wind, breeze, air, etc.

Greater Incantation of the Moon
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Renders the caster invisible and completely undetectable by any means (magical or mundane). The caster must maintain concentration for the duration of the spell; further casting of spells, engaging in strenuous activity (e.g., combat), or performing tasks that require a great deal of concentration will cause this spell to cease functioning.

Greater Incantation of the Sun
Duration: 1 minute per level of ability
Range: personal
Save: vs. DEX (avoid being blinded)
Type: variable

Allows the caster to surround him or herself in a 40 feet diameter ball of blinding light. Individuals and creatures with normal eyesight must save vs. DEX to avoid being blinded for 2d6 minutes. Those with eyes sensitive to bright light will have to flee the area of effect or suffer permanent blindness.

The saving throw – save vs. DEX (avoid being blinded) – is an effort to shield one's eyes from the effect when first encountered. Any normally sighted creature attempting to look directly at the caster gets no save against this effect.

Legend
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine if an object has legendary or hidden significance. The caster can divine secret or hidden powers, command words, etc. The investigative power of this spell is practically unlimited; the caster must state the exact nature of the information being sought, however.

Truth of Sagittarius
Astrologers and Mages Only
Duration: 1 minute (long enough to answer one question)
Range: 10 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to influence the behavior of an individual or creature. The subject must save vs. WIL or give a truthful answer to any one question posed by the caster. If the subject saves, he or she can lie.

Astrology Level VI

Chariot of the Sun
Duration: 1 hour; +10 minutes per level of ability
Range: personal (immediate vicinity of the caster)
Save: none
Type: static

Calls forth a glistening chariot of light drawn by four winged steeds. The chariot can hold up to 3,000 pounds (about six human-sized individuals) and can travel up to 100 miles per hour in flight. The steeds will follow simple commands and directions, but will not engage in violent behavior. They can be used for transport, escape, etc.

Circle of the Zodiac
Astrologers and Mages Only
Duration: indefinite (while inscription remains intact)
Range: special
Save: none
Type: static

Allows the caster to inscribe a Circle of Protection against scrying (e.g., Crystalomancy) 7 feet in diameter. Inscribing the circle takes 1 hour to complete, but it will function for as long as the inscription remains unmarred and intact (or until the caster wishes to dispel the circle's power).

Curative Influence of Capricorn
Astrologers and Mages Only
Duration: instant
Range: personal or touch
Save: none
Type: static

Allows the caster to cure an individual or creature of a malady. This spell can cure an insanity, restore a lost sense (e.g., sight, hearing), or restore up to six points of lost attribute (e.g., Strength, Will).

Astrology Level VII

Greater Incantation of Mars
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to increase his or her fighting prowess, taking on the properties of the God of War. He or she gains proficiency with one weapon, gets a +2 bonus on all attack rolls, deals +2 damage on all successful attacks, and gets double the normal number of attacks per round.

Greater Incantation of Venus
Duration: 1 hour
Range: 20 feet
Save: vs. WIL (as stated)
Type: static

Allows the caster to influence the behavior of any or all individuals or creatures within range. The subjects must save vs. WIL or experience any one emotion the caster desires. Such emotions can be exceedingly strong (e.g., boundless joy, deepest despair, reckless abandon.

Passage of Aquarius
Astrologers and Mages Only
Duration: 1 minute
Range: 10 feet
Save: none
Type: static

Allows the caster to pass through any barrier (magical or mundane) up to 10 feet thick so long as the barrier is not comprised of a harmful substance (e.g., fire, acid, toxic materials). The duration is very short, so the caster must act quickly! The caster is limited to his or her maximum encumbrance limit. The caster cannot bring anyone with him or her, nor can he or she be followed; no other individuals or creatures may pass through the barrier via this spell.

Theriomancy
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the species, relative power (e.g., weak, average, strong), and basic nature (e.g., hostile, passive, carnivorous) of an animal, creature, or being. This spell requires the caster study the subject for at least one full minute prior to making a determination. This functions on both living and non-living creatures.

Travel to Outer Plane
Duration: instant
Range: personal; 100 feet
Save: none
Type: variable

Teleports the caster to an outer plane of existence (e.g., the astral plane, an elemental plane; not a lower plane) or to his or her home plane. The caster can teleport up to 1 additional individual per level of ability; each subject must be within 100 feet of the caster.

Geomancy
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the answer to a question concerning a 100×100×100 feet volume of earth, sand, stone, etc. The question posed may pertain to past events, lost articles, creatures native to (or passing through) the area of effect, etc.

Greater Incantation of Jupiter
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to banish an individual or creature back to its home plane, dispel a non-permanent magical effect, or remove a non-permanent curse.

Greater Incantation of Saturn

Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to surround him or herself in a seven feet diameter sphere of energy (similar to a circle of protection). While protected, individuals are immune to all forms of attack (magical or mundane). It is not possible to cast spells of any sort while under this spell's protection, nor is it possible to leave the sphere until the spell has run its course, or the caster wills the effect to stop.

Hydromancy

Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the answer to a question concerning a 100×100×100 feet volume of water, swamp, ice, etc. The question posed may pertain to past events, lost articles, creatures native to (or passing through) the area of effect, etc.

Prophecy

Duration: 1–4 minutes
Range: personal
Save: none
Type: static

Causes the caster to receive a vivid, stirring vision of a future event. For the most part, the vision will be clear and intelligible; it may contain some unrelated imagery. It is up to the Game Judge to describe the vision in vivid and symbolic terms.

The caster may select a topic for the vision (e.g., an upcoming encounter, a specific journey) or may seek a random glimpse into the unknown. The vision will last for 1–4 minutes, during which time the caster can perform no other actions.

No matter the degree of importance the event of a vision may be, it will come to pass. A Prophecy may be good or bad; the caster may receive predictions for anyone at all.

Restorative Power of Pisces

Astrologers and Mages Only
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to restore an individual or creature to life, providing the subject has been dead no longer than 1 hour. While this spell will restore life, it will not restore health. The subject will have 1d4 hit points when restored, and will be dazed, weak, and in need of healing. Any ailments the subject had prior to death will remain (e.g., insanities, diseases). No individual whose body has been destroyed or mutilated can be restored via this spell.

Black Magic

Level I

Arcane Bolt
Circle of Darkness
Curse
Dark Omen
Detect Magic
Disguise
Evoke Spirits
Mists
Protection from Good
Summon Familiar

Level II

Control
Detect Presences
† Fetish
Mists of Sleep
† Necromantic Healing
Pain
† Speak with the Dead
† Summon Undead

Level III

† Animate Dead
Infernal Circle of Flame
Malediction
Mists of Entrapment
† Necromantic Shape Change
Repel
Summon Demon / Devil I

Level IV

Contact Lower Plane
Mists of Strangling
Paralysis
Phantom
Summon Demon / Devil II
Whither Plants
Wings of Darkness

Level V

Coercion
† Energy Drain
Evil Eye
Mists of Death
Summon Demon / Devil III
Terror
Witch Wind

Level VI

Black Wind
Death Hand
† Possession
† Reveal the Past
Summon Demon / Devil IV
† Unholy Word

Level VII

Death Magic
Destruction
Ghost Wind*
† Great Curse
Soul-stone
† Summon Demon / Devil V

† Necromancers and Witchdoctors only

Black Magic Level I

Arcane Bolt
Duration: instant
Range: 100 feet
Save: vs. DEX (½ damage)
Type: variable

Allows the caster to hurl a bolt of arcane energy dealing 1d4 damage per level of ability to whatever it strikes.

Circle of Darkness
Duration: 10 minutes per level of ability
Range: 100 feet
Save: none
Type: static

Allows the caster to create a spherical area of impenetrable darkness up to 20 feet in diameter. Non-magical light sources (e.g., torches, lamps) are ineffective within the sphere of darkness. This spell may be used to dispel any form of magical light.

Curse
Duration: permanent
Range: special [sight]
Save: vs. WIL (negates)
Type: static

Allows the caster to curse an individual or creature. The subject must save vs. WIL or experience one of the following effects:

- **Age**: the subject ages 10 years instantly.
- **Bane**: the subject suffers from a deep feeling of dread and discomfort at all times. The subject is unable to sleep well and will be tired and irritable regardless of the amount of rest he or she attempts to get (-1 Strength, -1 Constitution, -1 Charisma).
- **Hex**: the subject suffers a -1 penalty on all saves.
- **Ugliness**: the subject's features turn haggard and worn; Charisma is reduced by half (round down).

If the caster knows the subject's true name, or possesses an object of significant importance to the subject (Game Judge's ruling), the subject gets no save against this spell.

Dark Omen
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine the wisdom or advisability of a course of action (i.e., *is it safe to cross the swamp by day?*) The caster may ask one yes–no question. After a few moments, the caster will receive an omen of favorable or unfavorable portent from the lower planes.

Favorable omens include the appearance of a bat, buzzard, crow, or serpent. Unfavorable omens include the butterflies, doves, fish, or sparrows. The Game Judge is free to use omens which are less obvious.

If the Game Judge is unsure of the answer to any question divined by a spell-caster, he or she provide a particularly vague omen; otherwise, a truthful answer must be given.

Detect Magic
Duration: 1 minute
Range: 10 feet
Save: none
Type: static

Allows the caster to divine the presence of magic.

Disguise
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to adopt the outward appearance of any human (or humanoid) up to a height of approximately seven feet. Although this disguise can only be penetrated by magical means, it is only changed appearance; it does not alter the caster's voice, or confer special abilities.

Evoke Spirits
Duration: special
Range: personal
Save: none
Type: static

Evokes (summons) 1d3 minor spirits, automatically bound into the caster's service (i.e., neither Circle of Protection nor Thaumaturgic Triangle are needed). Each spirit may be commanded to perform any one of the following services:

- Reveal the meaning of a rune, symbol, or sigil
- Deliver a message of up to 12 words to an individual
- Reveal the name of the individual who last owned an item in the caster's possession.

Mist Spells

Black Magic includes a Mist spell at each of the first five levels (i.e., Mists, Mists of Sleep, Mists of Entrapment, Mists of Strangling, and Mists of Death). This series of spells share some common traits:

Duration: 10 minutes per level of ability
Range: 100 feet [sight]
Save: variable (see individual spells)
Type: variable

Allows the caster to create a cloud of thick, gray vapors. The volume of mist which can be created is measured in blocks: one block is 10×10×10 feet; the caster can create 1 block per level of ability. All mists created must form a contiguous mass. The configuration is up to the caster.

These spells have a range of 100 feet [sight], meaning that when the spell is cast, no part of the mists may be more than 100 feet from the caster and visible. However, once created, the caster may move the mass up to 10 feet per minute (or combat round). As long as the caster maintains line of sight with the mists, they can be made to move for as long as desired. Any portion of the mists the caster cannot see will remain where they are. The movement directed by the caster is limited in that the vapors are subject to all of the normal forces that could act upon them (e.g., wind, rain, terrain).

Individuals who enter (or are surrounded by) the mists are unable to see more than 1 foot in any direction. Movement risks bumping into, or falling over, obstacles that may be present (50% chance of a fumble-like incident occurring each round of movement). This chance is increased if the individual is not being careful, or moving hastily (Game Judge's ruling).

Mists
Duration: 10 minutes per level of ability
Range: 100 feet [sight]
Save: none
Type: variable

See Mist Spells (above).

Protection from Good
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to create a Circle of Protection against good, 9 feet in diameter, centered on the caster. This circle wards off summoned, evoked, or invoked creatures of good alignment, forcing them to remain outside the circle for the duration.

Summon Familiar
Duration: special
Range: personal
Save: none
Type: static

See Summoning Rituals. Allows the caster to summon a minor demon, minor devil, or familiar spirit. Necromancers may specify the form of the familiar they summon; other professions receive a random form per the table below.

Roll	Result	Roll	Result
Familiar Spirits		**Minor Devils**	
01–04	Bat	**66–75**	Alastor ‡
05–39	Cat, Black	**76–80**	Grimalkin ‼
40–43	Owl	**81–85**	Imp
44–47	Rat		
48–57	Raven	**Minor Demons**	
58–59	Spirit †	**86–90**	Gremlin
60–65	Wolf	**91–00**	Manes

The summoned familiar will serve loyally and indefinitely. There is no limit on the number of familiars an individual may have in service; however, this spell is limited to being cast no more than once per year.

Black Magic Level II

Control
Duration: 1 hour
Range: special [hearing]
Save: vs. WIL (negates)
Type: static

Allows the caster to influence the behavior of an individual or creature. The subject must save vs. WIL or obey the caster's commands for the duration. The subject must be capable of understanding the commands in order for this spell to function. Should the caster order the subject to harm his or herself, he or she is allowed an additional save to break this spell.

Detect Presences
Duration: 10 minutes
Range: 20 feet
Save: none
Type: static

Allows the caster to divine the presence of beings (e.g., astral, ethereal, spirit, invisible). This spell does not reveal the nature of the beings, just their presence and location.

† This spirit will be disembodied (no physical form).
‡ a.k.a., an *evil genius*.
‼ a.k.a., a *shadow cat*.

Fetish
Necromancers and Witchdoctors Only
Duration: permanent
Range: 1 mile per level of ability
Save: none (however, see text)
Type: static

Before this spell can be cast, it will require a focus for the magical power. See *Creating the Fetish*, right. Once the fetish is complete, it may be activated via this spell. The subject must be within range when the spell is cast; once cast, however, range is no longer a factor.

Through sympathetic magic, the fetish may be used to cause the subject pain. Each time the caster places a sharp object into the fetish, the subject will feel excruciating pain in that part of his or her body. While the subject suffers no actual damage, the caster can manipulate the subject so as to cause him or her to temporarily lose the use of an arm, leg, or a sense (e.g., sight, hearing, speech) if the sharp object is placed in the correct area.

The only way for the subject to rid him or herself of this accursed malady is to seek out the fetish, then either sprinkle it with holy water or subject it to a spell capable of removing curses (e.g., Remove Curse).

If the fetish is destroyed before its power has been neutralized as described, the subject will immediately suffer 3d8 damage; save vs. WIL (½ damage). Damage caused by this effect will not heal naturally; healing magic is required.

Mists of Sleep
Duration: 10 minutes per level of ability
Range: 100 feet [sight]
Save: vs. CON (negates)
Type: variable

See Mist Spells. Individuals who enter (or are surrounded by) the mists must save vs. CON or fall into a deep, magical sleep lasting 1 hour, or until dispelled.

Necromantic Healing
Necromancers and Witchdoctors Only
Duration: instant
Range: personal or touch
Save: none
Type: variable

Allows the caster to heal an individual or creature 1 hit point per level of ability. This spell heals 2 hit points per level of ability if the subject is a demon, devil, or undead.

Pain
Duration: 1 minute per level of ability
Range: 100 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to cause an individual or creature to save vs. WIL or suffer excruciating pain. The subject will be unable to attack, cast spells, or move at greater than half speed.

Creating the Fetish

The spell Fetish requires a focus. The caster must first acquire a mandrake root growing in a graveyard or under a hangman's gibbet. The root must be unearthed and brought to the caster's dwelling where it must be carved and fashioned into a form resembling the intended subject of the Fetish spell.

Also, the caster must possess an article of clothing, weapon, lock of hair, or other personal item which last belonged to the subject. The item must be kept in close proximity while the fetish is being fashioned.

This requires a full week to complete, at which time the caster may cast the spell and activate the fetish.

Speak with the Dead
Necromancers and Witchdoctors Only
Duration: special
Range: 10 feet
Save: none
Type: variable

Allows the caster to converse with a recently deceased individual or creature. The subject cannot have been dead for longer than 1 day (24 hours), +1 day per level of ability. The caster may ask 1 question per level of ability.

Summon Undead
Necromancers and Witchdoctors Only
Duration: special
Range: personal
Save: none
Type: static

See Summoning Rituals. Allows the caster to summon an undead creature. The type of undead summoned is dependent upon the caster's level of ability, as the undead cannot be of equal or greater level than the caster. The undead creature will obey any one command issued by the caster, then return to its abysmal home plane. The undead requires no offering, but a Circle of Protection and Thaumaturgic Triangle must still be drawn.

Black Magic Level III

Animate Dead
Necromancers and Witchdoctors Only
Duration: permanent
Range: touch
Save: none
Type: variable

Allows the caster to create one skeleton or zombie per level of ability from deceased remains; the undead type created will depend upon the state of the corpse. Undead creatures created via this spell will obey their master until destroyed, or until an effect dispels the enchantment.

Infernal Circle of Flame
Duration: 10 minutes
Range: 100 feet
Save: vs. DEX (½ damage)
Type: variable

Allows the caster to create a circle of infernal fire, 20 feet in diameter centered on the caster. Individuals attempting to pass through the flame take 1d6 damage per level of ability. Demons and devils are not harmed by infernal fire.

Malediction
Duration: permanent
Range: 1,000 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to curse an individual or creature. The subject must save vs. WIL or experience one of the following effects:

- **Animal Bane**: the caster selects a type of animal. Animals of the selected type react with great hostility when in the presence of the subject.
- **Combat Fatigue**: the subject becomes awkward when faced with danger. The subject is 50% likely to drop handheld items (e.g., weapons, magic items).
- **Nightmare**: the subject has terrifying nightmares which preventing him or her from sleeping or resting. The subject loses 1 point of Will per day until the spell is removed or the subject's Will reaches 0 and they die (having lost the will to live).

If the caster knows the subject's true name, or possesses an object of significant importance to the subject (Game Judge's ruling), the subject gets no save against this spell.

Mists of Entrapment
Duration: 10 minutes per level of ability
Range: 100 feet [sight]
Save: vs. STR (as stated)
Type: variable

See Mist Spells. Individuals who enter (or are surrounded by) the mists must save vs. STR or become trapped, unable to move in any direction.

Necromantic Shape Change
Necromancers and Witchdoctors Only
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to change into any of the following forms: gaseous form, vampire bat, or wolf. The caster maintains his or her normal hit points while in any of these forms. For the duration of the spell, the caster is able to shift between these forms at will. It is not possible to cast spells in any of these forms. Animals will not be fooled by this spell, and will recoil at the caster's scent (unless the animal is of a particularly viscous nature).

Repel
Duration: 1 minute per level of ability
Range: personal
Save: vs. WIL (negates)
Type: variable

Allows the caster to emanate a 20 feet diameter aura of evil. Individuals who enter the area must save vs. WIL or be forced to stay out of the area; extremely evil beings (e.g., devils, demons) receive a +2 bonus on this save.

Summon Demon / Devil I
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to summon an Order I demon or devil (i.e., minor / lesser demon or minor / lesser devil).

Black Magic Level IV

Contact Lower Plane
Duration: special
Range: personal
Save: none
Type: static

Allows the caster to converse with an Order III demon or devil (i.e., greater demon or greater devil). The caster may ask one question. The caster must know the common or true name of the subject in order to establish contact. The answer received will be truthful, if perhaps cryptic.

Mists of Strangling

Duration: 10 minutes per level of ability
Range: 100 feet [sight]
Save: none
Type: variable

See Mist Spells. Individuals who enter (or are surrounded by) the mists begin choking, suffering 1d6 damage per minute from constriction and strangulation. This effect can only be avoided by leaving the area, or with certain magic items. Spell casting is not possible while choking within these mists.

Paralysis

Duration: 5d4 minutes
Range: touch
Save: none
Type: static

Allows the caster to paralyze an individual or creature. The subject may perform no actions while paralyzed.

Phantom

Duration: permanent
Range: personal
Save: none
Type: variable

Allows the caster to call forth a non-corporeal, undead spirit known as a Phantom. Although this is, technically, a spell of summoning, no Circle of Protection or Thaumaturgic Triangle is needed, as Phantoms are all too eager to gain access to the Prime Material plane and attain a physical form.

Because a phantom has no true form, it can only become substantial by drawing upon the life essence of a being with a soul; in this case, the summoner. This life drain steals 1 hit point from the caster per level, establishing the phantom as a creature with the same level of ability (see *Phantom*, right). With this spell, the draining process is instantaneous, and occurs the moment the phantom is summoned to the caster. Phantoms may be commanded to perform any service the caster desires. There is no limit to the length of a phantom's servitude; it will remain loyal until destroyed or dismissed.

The caster cannot recover (by any means) the hit points lost to a phantom. If a phantom is destroyed or dismissed, the caster will regain the lost hit points instantly. The caster may have any number of phantoms in his or her employ. The only limit is the number of hit points he or she is willing to sacrifice.

Summon Demon / Devil II

Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to summon an Order II demon or devil (i.e., winged demon or winged devil).

Phantom

Medium Undead (Corporeal, Willful)
Alignment: Lawful (Evil)
Protection: 0 [may wear light armor]
Level: 1+ 1d6+1 hit points per level
Attributes
Str 17 **Dex** 14 **Spd** 19 **Con** 15
Int 16 **Wil** 10 **Cha** 5 **Per** 19
Attacks
- Claws (1d6+2)
- Strangulation (2d6+2 per combat round)

Special Traits
- Undead Traits
- Detect astral, ethereal, and invisible (20 feet) [sight]
- Immune to control spells
- Immune to elemental attacks (e.g., fire, cold, lightning)
- Immune to non-magical weapons
- Intolerance of bright light (save vs. WIL or flee)
- Minimum level 5 (for purposes of Turn Undead)
- Night Vision (100 feet); poor daylight vision
- Reduced Hit Points (due to lack of mass)
- Surprise (95%; when attacking from darkness)

See the spell Phantom (Black Magic IV). In melee, a phantom attacks with its claws. If both claws strike successfully, the phantom may strangle them instead (no to-hit roll needed). If the target's size or form make strangulation impossible, the phantom will continue to slash at the foe with its claws. Because they are essentially solid shadows, phantoms surprise their foes 95% of the time if they initially attack from darkness. When moving through daylight, they wear hooded cloaks; they detest direct contact with bright light.

If a phantom has just been summoned, or it manages to reach the material plane, then it will not be in a solid form yet. Such phantoms have the following stats:

Medium Undead (Incorporeal, Willful)
Protection: 0 [incorporeal]
Level: 0 1d3 hit points
Attributes
Str — **Dex** 14 **Spd** 19 **Con** —
Int 16 **Wil** 14 **Cha** 5 **Per** 19
Attacks
- Claws (life drain)

In this state, the phantom can only maintain its presence for one hour before its form is pulled back into the shadow realm. During this time, it will desperately seek out a living target (with a soul) to drain. Their claws in this form have no direct physical impact (dealing no damage); if both claws strike, however, the phantom will drain 1 hit point from the target per the target's level of ability. This grants the phantom a physical form of a level equal to the victim.

Whither Plants
Duration: instant
Range: 100 feet
Save: none; sentient plants save vs. WIL (negates)
Type: variable

Allows the caster to whither and destroy all plants and vegetation in a 10 square feet area per level of ability.

Wings of Darkness
Duration: 1 hour, +10 minutes per level of ability
Range: personal
Save: none
Type: static

Allows the caster to form a large pair of deep black, bat-like wings from his or her upper back. These wings allow the caster to fly (2× normal movement). Spell casting and combat are not impaired while flying. The caster is limited to his or her maximum encumbrance level while airborne.

Black Magic Level V

Coercion
Duration: permanent
Range: 1 mile per level of ability
Save: vs. WIL (negates) (see text)
Type: static

Before this spell can be cast, it will require a focus for the magical power. See *Creating the Graven Image*, below. Once the graven image is complete, it may be activated via this spell. The subject must be within range when the spell is cast; once cast, however, range is no longer a factor.

Through sympathetic magic, the image may be used to gain control over the subject. Each time the caster places the image over a burning candle or torch and casts this spell, the subject will feel excruciating pain and must save vs. WIL or be forced to obey a mental command put forth by the caster unquestioningly. A successful save means the pain will stop immediately.

The image can be used any number of times. If the subject resists three times (not necessarily consecutively) the image will dissolve into dust; the personal item (e.g., clothing, weapon, lock of hair) has its sympathetic bond with the subject broken and can no longer be used in future spells.

Energy Drain
Necromancers and Witchdoctors Only
Duration: instant
Range: touch
Save: vs. CON (½ damage)
Type: variable

Allows the caster to drain any living creature of 1d4 hit points per level of ability. Hit points lost this way cannot be healed without the aid of magic (e.g., healing spells, elixirs, potions). Demons, devils, and undead are immune to the effects of this spell.

Creating the Graven Image

The spell Coercion requires a focus. The caster must first fashion wax or wood into a form resembling the subject of the Coercion spell. Also, the caster must possess an article of clothing, weapon, lock of hair, or other personal item which last belonged to the subject. The item must be kept in close proximity while the graven image is being fashioned. Then, the caster must inscribe the graven image with a series of dark, arcane symbols and glyphs.

This requires a full week to complete, at which time the caster may cast the spell and activate the graven image.

Evil Eye
Duration: 10 minutes
Range: special [sight]
Save: none
Type: static

Allows the caster to see through any illusion, disguise, or magical transformation; allows the caster to see invisible creatures and objects; allows the caster to see secret doors, traps, snares, and other objects hidden from view. When viewing creatures, the caster will see those creatures' greatest weaknesses (e.g., phobias, susceptibilities).

Mists of Death
Duration: 10 minutes per level of ability
Range: 100 feet [sight]
Save: vs. CON (negates)
Type: variable

See Mist Spells. Individuals who enter (or are surrounded by) the mists must save vs. CON or die in 1d4 minutes from the toxic fumes. An antidote or a spell capable of neutralizing poisons is all that can save the victims.

Summon Demon / Devil III
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to summon an Order III demon or devil (i.e., greater demon or greater devil).

Terror
Duration: 10 minutes
Range: personal (20 feet)
Save: vs. WIL (negates)
Type: static

Allows the caster to emanate an extremely powerful aura of fear, 40 feet in diameter. Individuals must save vs. WIL — *each minute they remain in the area of effect* — or flee in terror. This terror is so unreasoning that items held will be dropped (e.g., weapons), treasure left behind, wounded comrades abandoned, and so on. Terrified subjects will remain in a state of terror and flee for 30 minutes. If they are restrained or stopped, they will fight to the death anyone in order to break free (as berserkers).

Witch Wind
Duration: 1 day (24 hours)
Range: variable
Save: none
Type: static

Allows the caster to create a magical, animated wind which can be made to do any one of the following:

- Carry a whispered, repeating message up to 13 words along a one mile wide, 250 miles long wind. The caster may designate this message as being audible to one individual, or to all individuals along the wind's path of a specified type (e.g., race, nationality).
- Propel a sailing craft of any size at a rate of 10 knots.
- Extinguish all non-magical fires (e.g., torches, lamps, campfires) within 250 feet of the caster. Extinguished fires will be impossible to rekindle for 1 day (24 hours).

Black Magic Level VI

Black Wind
Duration: 10 minutes
Range: 100 feet [sight]
Save: multiple (see text)
Type: static

Allows the caster to create a 10×10×10 feet cloud of black and gray swirling vapors, similar to *Mist Spells*. The spell has a range of 100 feet, meaning that when the spell is cast, no part of the vapors may be more than 100 feet from the caster. However, once created, the caster may move the mass at maximum human speed (Speed 18). As long as the caster maintains line of sight with the vapors, they can be made to move as long as desired. Individuals who enter (or are surrounded by) the mists endure the following effects:

- **Banished**: subjects not of the current plane of existence must save vs. WIL or be hurled back to their home plane.
- **Beaten**: subjects suffer 1d4 damage from flying dust and debris per minute (combat round) while within the vapors.
- **Blinded**: subject must save vs. CON or be blinded. This effect lasts for 2d6 minutes after the target leaves the vapors.

Death Hand
Duration: instant
Range: touch
Save: vs. CON (½ damage)
Type: static

Allows the caster to slay an individual or creature by merely touching the subject with an open palm. The subject must save vs. CON or die. Success indicates the subject will remain alive, but will lose half of his or her maximum hit points (at least 1 hit point will remain). The caster must make a successful to-hit roll if the target is not helpless (e.g., bound, unconscious).

Possession
Necromancers and Witchdoctors Only
Duration: indefinite
Range: 100 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to take complete control over another individual by possessing the subject (like a malign spirit or demon). The subject is allowed a save; if successful, the possession fails. If the possession is successful, the caster's consciousness leaves his or her body and possesses the subject's. While in the new body, the caster retains his or her magical abilities and mental attributes; he or she has access to the subject's memories. The caster will have the possessed body's physical attributes and traits (e.g., voice, physical abilities).

Only a spell capable of detecting evil or the like can reveal that something is wrong with the subject. Only an exorcism can force the caster out of the body.

The subject is conscious and aware of all that is happening while he or she is possessed; he or she is a passenger in his or her own body, unable to communicate (even via telepathic means). When a possession ends, the subject must save vs. WIL. Success indicates he or she remembers what happened; failure indicates the entire time he or she was possessed is a blank spot in his or her mind.

Reveal the Past
Necromancers and Witchdoctors Only
Duration: 1 hour
Range: touch
Save: none
Type: static

Allows the caster to divine all that has transpired in a given 100×100×100 feet volume centered on the skeletal remains of a creature; without these remains, this spell cannot be cast. The caster may converse with the spirit of those remains for the duration. The caster may place remains (e.g., bones, skulls, whole skeletons) in areas where he or she wished to keep under surveillance, using this spell to interrogate the remains at a later date.

Summon Demon / Devil IV
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to summon an Order IV demon or devil (i.e., nether demon or nether devil).

Unholy Word
Necromancers and Witchdoctors Only
Duration: instant
Range: special [hearing]
Save: none
Type: static

Allows the caster to utter a vile word of power and cause one of the following effects:

- **Dark Ally**: cause all undead creatures within hearing range to view the caster as an ally. This affects only those undead of a lower level than the caster (no save). Such undead will obey a single command from the caster (duration of this effect is limited to 1 hour).
- **Dispel Control**: dispels one physical or mental control spell (e.g., *Slow*, *Haste*, *Charm*, *Hypnosis*) affecting all individuals who hear the caster. Undead turned by any individual other than the caster can be freed from such control.

Black Magic Level VII

Death Magic
Duration: instant
Range: 20 feet
Save: vs. CON (negates)
Type: static

Allows the caster to utter a vile word of power and cause any creatures the caster wishes within 20 feet that have less hit points than the caster, or are of lower level of ability than the caster, to save vs. CON or be slain instantly.

Destruction
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to cause all non-living material in a 10×10×10 feet volume to instantly fall into ruin. Wood structures rot and fall away; iron structures rust and weaken with corrosion; stone structures crumble to dust.

Ghost Wind
Necromancers and Witchdoctors Only
Duration: 10 minutes
Range: 1,000 feet [sight]
Save: vs. WIL (negates)
Type: static

Allows the caster to call forth a swirling wind of magical vapors from the depths of the most ancient catacombs and tombs. A ghost wind is approximately 100×100×100 feet in volume and looks very similar to a mist spell (see Mist Spells). Carried upon the ghost wind are multitudes of deranged and wailing spirits.

The spell has a range of 1,000 feet, meaning that when the spell is cast, no part of the vapors may be more than 1,000 feet from the caster. However, once created, the caster may move the mass at maximum human speed (Speed 18). As long as the caster maintains line of sight with the vapors, they can be made to move for as long as desired.

Individuals who enter (or are surrounded by) the ghost wind must save vs. WIL or go permanently insane. The Game Judge is free to assign any form of insanity to the subjects; the majority of victims resemble the sufferers of catatonia.

Great Curse

Necromancers and Witchdoctors Only
Duration: permanent
Range: special [sight]
Save: variable
Type: static

Allows the caster to create a curse causing one of the following effects:

- **Death**: the caster gazes into the eyes of an individual or creature, makes a simple gesture, and speaks a vile word of power. The subject must save vs. WIL or die after 13 hours of suffering from a strange, burning fever. If the curse is removed before the fever runs its course, death can be avoided. The caster needs to have spent at least an hour with the subject prior to casting this spell.

- **Decay**: the caster gazes into a field, makes a simple gesture, and speaks a vile word of power. A 100×100 feet area of vegetation within that field is razed, withers and dies over the course of 13 hours. The caster needs to possess a plant from the area while casting this spell (that plant also withers and dies).

- **Destruction**: the caster gazes at a small-to-medium sized building, makes a simple gesture, and speaks a vile word of power. The building will fall into ruin over the course of 13 days (i.e., walls, ceilings, and floors slowly warp and buckle). The building will completely collapse at the end of the final day. The caster needs to have spent at least an hour in the building prior to casting this spell.

Soul-stone

Duration: permanent
Range: 100 feet
Save: vs. WIL (negates)
Type: static

Before this spell can be cast, it will require a focus for the magical power. The caster will need a perfect gemstone worth at least 10,000 gp. This gemstone needs to be inscribed (i.e., etched) with a series of dark, arcane symbols and glyphs. This requires two full weeks to complete, at which time the caster may cast the spell and activate the soul-stone.

Through vile, unholy magic, the soul-stone may be used to trap the life essence of an individual or creature. The caster must hold the soul-stone while in the presence of the subject and begin reading the inscriptions. Upon hearing the first few words, the subject will feel his or her essence being pulled into the soul-stone (if the subject is a demon or devil, it will immediately offer a service in exchange for mercy and the soul-stone). The subject must save vs. WIL or have his or her essence completely drained and stored within the soul-stone. If the subject successfully saves, the soul-stone will shatter into worthless fragments, negating the spell.

A failed save will kill the subject. The lifeless body of the subject will dissolve. The caster immediately acquires half of the subject's hit points, or one ability possessed by the subject (e.g., great strength, magic resistance, flight). The hit points or ability acquired will remain with the caster for as long as he or she possesses the soul-stone. The limits of what the caster may acquire via this process are up to the Game Judge.

Once per month, the owner of the soul-stone may ask the subject a question, which must be answered truthfully.

A soul-stone's power lasts forever, unless it is destroyed; if this happens, the trapped soul is released as a ghost-like form that will not rest until it can regain a physical form and slay its captor.

A caster may never own more than one soul-stone of his or her own creation. Others may be acquired by purchase, theft, etc.

Summon Demon / Devil V

Necromancers and Witchdoctors Only
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to summon an Order V demon or devil (i.e., arch demon or arch devil).

Divine Magic

Level I

† Armor of Faith
† Blessing
Charisma
Circle of Light
Detect Magic
† Divine Light
† Faith Healing
† Omen
Protection from Evil
Purify Food & Drink

Level II

Cure Disease
Cure Paralysis
Detect Good / Detect Evil
Dexterity
Perception
Remove Curse
† Sanctuary
Speed
Strength
Will

Level III

Constitution
Create Food and Drink
Cure Insanity
Free Will
† Invocation I
† Prayer
Safe-keep
Sensory Restoration
Speak in Tongues

Level IV

† Circle of Divine Protection
Detect Lie
† Divine Guidance
† Eternal Flame
Exorcism I
† Invocation II
† Safe Passage
† Spiritual Shield
Water-walk

Level V

Exorcism II
Intelligence
† Invocation III
† Minor Miracle
Oath
† Supplication
True Sight
Warding
Wings of Heaven

Level VI

† Enlightenment
Exorcism III
† Holy Word
† Invocation IV
Part Water
Return to Sanctum
† Soul Search
Travel to Astral Plane
Truth

Level VII

† Awe
Banish
Divine Symbol of Power
† Exorcism IV
† Invocation V
† Miracle
† Omniscience
† Retribution
Word of Command

† Practitioners of Divine Magic only

Divine Magic Level I

Armor of Faith
Practitioners of Divine Magic only
Duration: 10 minutes
Range: touch
Save: none
Type: static

Allows the caster to bestow a +1 protection (armor) bonus and a +1 combat (to-hit and damage) bonus to an individual or creature.

Blessing
Practitioners of Divine Magic only
Duration: 10 minutes
Range: touch
Save: none
Type: static

Allows the caster to bestow a +1 bonus on all saves to an individual, or a +2 bonus to all saves vs. one attribute (e.g., vs. CON, vs. WIL) chosen when the spell is cast.

Charisma
See *Boon Spells* ({*attribute*} = "Charisma").

Circle of Light
Duration: 10 minutes per level of ability
Range: 100 feet
Save: none
Type: static

Allows the caster to create a spherical area of brilliant light up to 20 feet in diameter. Such a light source can be used to ward off creatures sensitive to light. This spell may be used to dispel any form of magical darkness.

Detect Magic
Duration: 1 minute
Range: 10 feet
Save: none
Type: static

Allows the caster to divine the presence of magic.

Boon Spells

Divine Magic includes a boon spell for each attribute. The characteristics of these spells are the same; the only difference being which attribute the spell is impacting; replace {attribute} with the specified spell name (e.g., Constitution, Will, etc.):

Duration: 10 minutes
Range: personal, touch
Save: none
Type: static

Allows the caster to increase the {attribute} score of an individual by 1d4 points. The subject is limited to their racial maximum +1 with this spell.

Divine Light
Practitioners of Divine Magic only
Duration: instant
Range: 100 feet
Save: vs. DEX (½ damage)
Type: variable

Allows the caster to hurl a bolt of holy light dealing 1d4 damage per level of ability to whatever it strikes. Demons, devils, and undead suffer double damage from this spell.

Faith Healing
Practitioners of Divine Magic only
Duration: instant
Range: personal, touch
Save: none
Type: variable

Allows the caster to heal an individual or creature, healing 4 hit points per level of ability.

Omen
Practitioners of Divine Magic only
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine the wisdom or advisability of a course of action (i.e., *is it safe to cross the swamp by day?*) The caster may ask one yes–no question. After a few moments, the caster will receive an omen of favorable or unfavorable portent from the lower planes.

Favorable omens include the appearance of a butterfly, dove, fish, or sparrow. Unfavorable omens include the appearance of a bat, buzzard, crow, or serpent. The Game Judge is free to use omens which are less obvious.

If the Game Judge is unsure of the answer to any question divined by a spell-caster, he or she provide a particularly vague omen; otherwise, a truthful answer must be given.

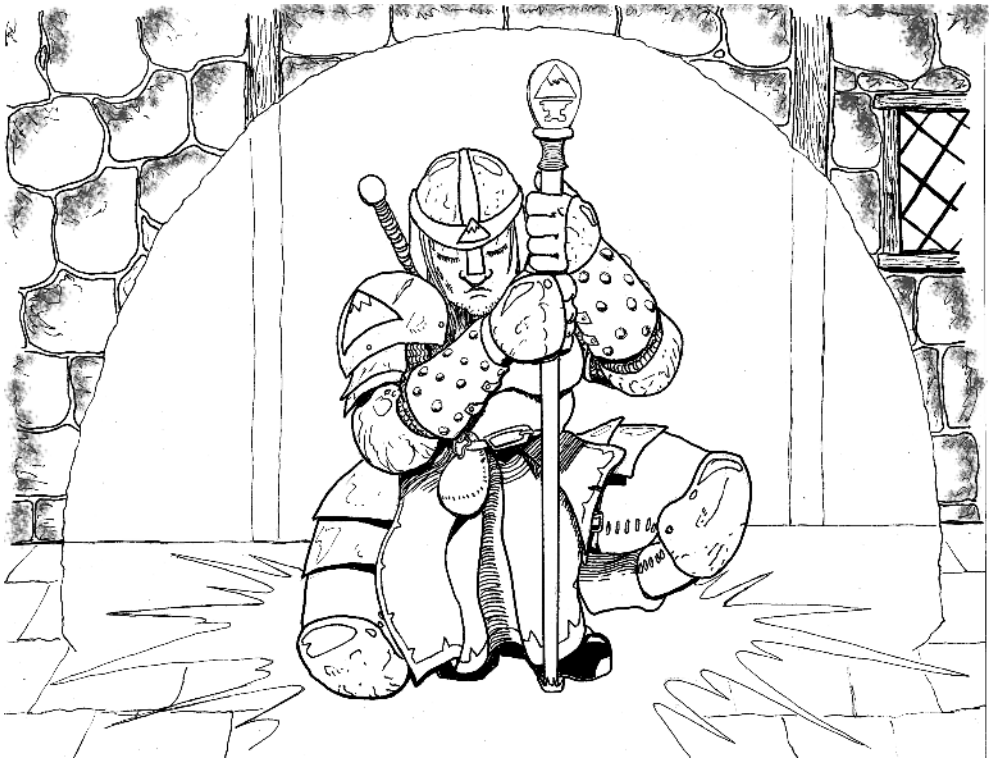
Protection from Evil
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to ward off evil summoned, evoked, or invoked creatures, forcing them to save vs. WIL or remain a minimum of 10 feet from the caster for the duration.

Purify Food and Drink
Duration: instant
Range: 10 feet
Save: none
Type: variable

Allows the caster to purify one man-day of rations (i.e., food and drink) per level of ability. This will neutralize the effects of spoilage, impurities, and even mild poisons. There is a 20% chance that magical effects within the food and drink (e.g., elixirs, potions) will be neutralized as well.

Divine Magic Level II



Cure Disease
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to cure an individual or creature of a disease.

Cure Paralysis
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to cure an individual or creature of paralysis.

Detect Good / Detect Evil
Duration: 10 minutes
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the the presence of good beings. This spell does not reveal the nature of the beings, just their presence and location.

The reverse of this spell, *Detect Evil*, allows the caster to divine the presence of evil beings. This spell does not reveal the nature of the beings, just their presence and location.

Dexterity
See *Boon Spells* ({*attribute*} = “Dexterity”).

Perception
See *Boon Spells* ({*attribute*} = “Perception”).

Remove Curse
Duration: instant
Range: personal, touch
Save: special
Type: variable

Allows the caster to remove a non-permanent curse or malediction. Chance of success is 100%, +10% per level of ability, -10% per level of ability of the caster who placed the curse.

Sanctuary
Practitioners of Divine Magic only
Duration: 1 hour
Range: special
Save: none
Type: static

Allows the caster to declare a room (or other enclosed area up to 100×100×100 feet) to be a *sanctuary* (i.e., a place of safety). A sanctuary is immune to trespass by aggressive, hostile individuals or creatures under the following conditions:

- The sanctuary is free of hostile individuals and creatures at the time the spell was cast.
- No hostile or violent activity takes place in the sanctuary.

This spell renders all access points (e.g., doors, windows, archways, gates) which provide immediate access to the sanctuary impassable for entrance only; this spell will not prevent those within the sanctuary from leaving.

Speed
See *Boon Spells* ({*attribute*} = “Speed”).

Strength
See *Boon Spells* ({*attribute*} = “Strength”).

Will
See *Boon Spells* ({*attribute*} = “Will”).

Divine Magic Level III

Constitution
See *Boon Spells* ({*attribute*} = "Constitution"). This spell temporarily increases the subject's hit points due to the increased baseline and (potentially) from increased bonus hit points per level of ability. In combat, these temporary hit points are lost first.

Create Food and Drink
Duration: instant
Range: 10 feet
Save: none
Type: variable

Allows the caster to create one man-day of rations (i.e., nutritious food and drink) per level of ability.

Cure Insanity
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to heal an individual or creature, restoring full mental health. Any mental illness or infirmity (including ill effects resulting from psychic spells) can be cured; deep rooted psychological flaws (e.g., phobias) only have a 5% chance of success (one attempt per level of ability).

Free Will
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to dispel magical control (e.g., charm, hypnosis, domination) over an individual or creature.

Invocation I
Practitioners of Divine Magic only
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to invoke a Power I celestial or sentinel (i.e., Balaha or Angel) servant of his or her deity. An offering of prayer incense or candles is required.

Prayer
Practitioners of Divine Magic only
Duration: 10 minutes
Range: touch
Save: none
Type: static

Allows the caster to bestow a +2 protection (armor) bonus and a +2 combat (to-hit and damage) bonus to an individual or creature. Additionally, the subject receives a +2 bonus on all saves, or a +4 bonus to all saves vs. one attribute (e.g., vs. CON, vs. WIL) chosen when the spell is cast.

Safe-keep
Duration: 1 day (24 hours)
Range: touch
Save: none
Type: static

This spell allows the caster to place a minor ward on an object. The protected object cannot be taken from the owner unless he or she wishes to relinquish control. Anyone other than the owner who touches the object will suffer 1d4 damage (no save) each time he or she comes in contact with the item. An individual may have only one item protected by this spell at a time.

Sensory Restoration
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to restore a lost sense (e.g., sight, hearing) to an individual or creature.

Speak in Tongues
Duration: 1 hour per level of ability
Range: personal, touch
Save: none
Type: static

Allows the caster (or subject) to speak and comprehend a language.

Divine Magic Level IV

Circle of Divine Protection
Practitioners of Divine Magic only
Duration: special
Range: personal (7 feet)
Save: none
Type: static

Allows the caster to surround him or herself in a seven feet diameter Circle of Protection from Demons, Devils, or Undead (chosen when the spell is cast). Creatures of the warded type cannot enter the area of effect. The Circle of Divine Protection lasts indefinitely (i.e., for as long as the caster maintains concentration).

Detect Lie
Duration: 1 minute
Range: special [hearing]
Save: none
Type: static

Allows the caster to divine the veracity of a statement made by another individual. The caster must comprehend the language spoken. This spell has a 75% chance to detect *lies of omission*.

A *truthful* statement need not be *factual*; it will register as true if the speaker honestly *believes* it to be true.

Divine Guidance

Practitioners of Divine Magic only
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine the answer to a question. The caster will receive this answer from his or her Deity. A prayer for guidance is never refused, and answers are always truthful (the answer may be vague or cryptic).

Eternal Flame

Practitioners of Divine Magic only
Duration: variable
Range: 7 feet
Save: none
Type: static

Allows the caster to create a brilliant globe of pure white flame 7 inches in diameter which will provide ample illumination for 20 feet. It can be used for any one of the following purposes:

- **Held in the Hands of the Caster**: individuals and creatures within this glow receive a +1 bonus to saves. The flame causes no harm to the caster and will remain lit for as long as the caster avoids combat, spell-casting, and actions which require the caster's hands.
- **Placed at the End of a Staff**: lesser demons, lesser devils, undead, evil familiars, and other such creatures will not be able to bear the sight of the piercing luminescence, thus will maintain a minimum distance of 20 feet from the flame. It will remain lit for as long as the caster maintains concentration on the flame.
- **Placed in a Temple Brazier**: it will burn forever without the need for fuel, bestowing a +2 bonus to saves for all followers of the caster's Deity within 100 feet. Once so enshrined, no force other than the caster or the caster's Deity can extinguish an Eternal Flame.

Exorcism I

Duration: instant
Range: touch
Save: vs. WIL (negates)
Type: static

Allows the caster to exorcise a spirit from the body of an individual or creature. The subject spirit is allowed a save vs. WIL. Success indicates the caster will need to attempt the exorcism again, or use other means. This spell may be used to prevent a Necromancer from rising from the dead; save vs. WIL (negates).

Divine Magic Level V

Invocation II
Practitioners of Divine Magic only
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to invoke a Power II celestial or sentinel (i.e., Kerubim or Valkyrie) servant of his or her deity. An offering of prayer incense or candles is required.

Safe Passage
Practitioners of Divine Magic only
Duration: special
Range: 100 feet, +10 feet per level of ability
Save: special
Type: static

Allows the caster to create a rose-hued path, about a foot wide and up to 100 feet long (+10 feet per level of ability). Those who walk along this path are afforded complete protection from all dangers (magical or mundane). The path can only be created upon a solid surface.

Spell-casting, fighting, and moving at a rate faster than a walk (or stopping) are impossible while on the path. Those attempting any of these will be immediately removed from the spell's protection; if this is the caster, the spell ceases immediately. The path will remain for as long as the caster walks it and has not engaged in an activity that would dispel the effect.

The path is faint, and difficult to see. All except the caster must save vs. INT or stray from the path. Once an individual has left the path, there is no way to relocate or begin walking along it again.

Spiritual Shield
Practitioners of Divine Magic only
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to protect him or herself with a shield of divine power. This shield grants the caster immunity to possession, immunity to influence and control (magical or mundane), and immunity to all forms of magical (including Mystical) detection; this spell will effectively counter a *Soul Search* (Divine Magic, level VI).

Water-walk
Duration: special
Range: 100 feet, +10 feet per level of ability
Save: none
Type: static

Allows the caster to walk along the surface of a body of water for up to 100 feet (+10 feet per level of ability). Movement at greater than a walk (or stopping) is impossible while walking on water. If the caster attempts either of these, the spell ceases immediately. The effect will remain for as long the caster walks and has not engaged in any activity that would dispel the effect, and the range has not been exceeded.

Exorcism II
Duration: instant
Range: special
Save: vs WIL (negates)
Type: static

Allows the caster to exorcise a spirit or demonic presence from a dwelling. The caster must be in the dwelling when this spell is cast. The subject spirit or demon is allowed a save vs. WIL. This spell also forces possessed individuals or creatures to leave the dwelling (no save). This spell may be used to prevent a Necromancer from rising from the dead; save vs. WIL (negates).

Intelligence
See *Boon Spells* ({*attribute*} = "Intelligence").

Invocation III
Practitioners of Divine Magic only
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to invoke a Power III celestial or sentinel (i.e., Deva or Domination) servant of his or her deity. An offering of prayer incense or candles is required.

Minor Miracle
Practitioners of Divine Magic only
Duration: variable
Range: variable
Save: none
Type: static

Allows the caster to call upon the power of his or her Deity to perform one of the following actions:

- **Catch-22**: undo any minor mishap; forestall an incident such as a melee-related fumble, a rope snapping at a crucial moment, a weapon breaking, etc. As long as the mishap is random (accidental) in nature, this spell will make it so that, for all intent and purpose, the mishap never took place.

- **Circle of Calm**: create a circle 7 feet in diameter and up to 12 feet tall that glows with an astral light. This area is impervious to inclement weather (e.g., hurricane winds, hail storms). The area within the circle will be dry and comfortable (~70° F) no matter the prevailing weather. Duration is 1 day (24 hours).

- **Restoration**: heal one individual or creature completely of all of the subject's ills and ailments (e.g., lost hit points are restored, physical and mental defects are corrected). This includes the curing of disease, poison, loss of senses, and so on. This spell cannot re-grow lost limbs or organs.

Oath
Duration: special
Range: touch
Save: none
Type: static

Allows the caster to ensure that an individual who gives his or her word (*to the caster,* on any matter) will keep it. The subject must be willing; if he or she is not, the spell will fail. If the subject breaks his or her promise, he or she will fall senseless to the ground and die within 7 days. Duration is permanent, or until the sworn act is completed. At any time, the caster may release the subject from his or her word, ending this effect.

Supplication
Practitioners of Divine Magic only
Duration: 10 minutes
Range: touch
Save: none
Type: static

Allows the caster to bestow a +3 protection (armor) bonus and a +3 combat (to-hit and damage) bonus to an individual or creature. Additionally, the subject receives a +3 bonus on all saves, or a +6 bonus to all saves vs. one attribute (e.g., vs. CON, vs. WIL) chosen when the spell is cast.

True Sight
Duration: 10 minutes
Range: special [sight]
Save: none
Type: static

Allows the caster to see through any illusion, disguise, or magical transformation; allows the caster to see invisible creatures and objects; allows the caster to see secret doors, traps, snares, and other objects hidden from view.

Warding
Duration: 1 hour
Range: personal, touch
Save: none
Type: static

Allows the caster to protect the subject from one of the following:

- A weapon type (e.g., daggers, long swords, light crossbows). Attacks from the specified weapon type cannot harm the subject.
- An elemental force (e.g., fire, ice, lightning). The subject is impervious to harm from the specified element.
- A spell (e.g., *Astral Bolt*, *Curse*). The subject has 100% magical resistance with regard to the specified spell.

Wings of Heaven
Duration: 1 hour, +10 minutes per level of ability
Range: personal
Save: none
Type: static

Allows the caster to form a large pair of brilliant white, dove-like wings from his or her upper back. These wings allow the caster to fly (2× normal movement). Spell casting and combat are not impaired while flying. The caster is limited to their maximum encumbrance level while airborne.

Divine Magic Level VI

Enlightenment
Practitioners of Divine Magic only
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine information from his or her Deity concerning one of the following subjects:

- **Buildings, Structures, Statues**: general information concerning the structure's history (e.g., maker, use, origin) and any legends associated with the structure.
- **Objects, Devices**: general information concerning the object's history (e.g., maker, previous owners, when and where it was made). If the object is magical, the caster will know all powers and uses. Historical information will be accurate, but not always specific; insignificant objects may yield little useful information.
- **Plants, Animals**: general information concerning the biology (e.g., where the plant or animal thrives, potential uses). When used to glean information for animals, the relative strength, abilities, and skills will be known.

Exorcism III
Duration: instant
Range: touch
Save: vs WIL (negates)
Type: static

Allows the caster to exorcise a demonic presence from the body of an individual or creature. The subject demon is allowed a save vs. WIL. Success indicates the caster will need to attempt the exorcism again, or use other means. This spell may be used to prevent a Necromancer from rising from the dead; save vs. WIL (negates).

Holy Word
Practitioners of Divine Magic only
Duration: variable
Range: variable
Save: none
Type: static

Allows the caster to utter a word of holy power and cause one of the following effects:

- **Dispel Control**: dispels one physical or mental control spell (e.g., *Slow*, *Haste*, *Charm*, *Hypnosis*) affecting all individuals who hear the caster.

- **Divine Ally**: cause all undead creatures within hearing range to recoil from the caster. Undead will slowly back away from the caster to a distance of 10–40 feet and will remain at a distance for 10 minutes before daring to approach.

Invocation IV
Practitioners of Divine Magic only
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to invoke a Power IV celestial or sentinel (i.e., Throne or Seraphim) servant of his or her deity. An offering of prayer incense or candles is required.

Part Water
Duration: variable
Range: 100 feet per level of ability
Save: none
Type: variable

Allows the caster to open a 10 feet wide path through a body of water 100 feet in length per level of ability (to a maximum depth of 10 feet per level of ability). Footing along the path will be safe and relatively dry. The path will remain so long as the caster maintains concentration.

Return to Sanctum
Duration: instant
Range: unlimited
Save: none
Type: variable

Before casting this spell, the caster must designate a place (e.g., quarters, temple, sanctuary) as their *sanctum*. This process takes one week (and may involve the use of incense, candles, or other offerings). The caster may only ever have one sanctum at a time.

Allows the caster to utter a word of holy power and return to his or her sanctum. The caster may bring up to 100 pounds of material with him or her per level of ability. Range is no factor. The caster can return from any place, dimension, or plane of existence.

Soul Search
Practitioners of Divine Magic only
Duration: 1 day (24 hours)
Range: unlimited
Save: none
Type: static

Allows the caster to divine the location of an individual or creature by magically tracking that individual's life energy (soul). This acts as a homing beacon alerting the caster as to the subject's movements. Range is not a factor. The caster can locate individuals no matter where they are, including other dimensions and planes of existence. Only the spell *Spiritual Shield* (Divine Magic, level IV) can mask the subject's location.

Travel to Astral Plane
Duration: instant
Range: personal; 100 feet
Save: none
Type: variable

Teleports the caster to the astral plane or to his or her home plane. The caster can teleport up to 1 additional individual per level of ability; each subject must be within 100 feet of the caster.

Truth
Duration: instant
Range: special [hearing]
Save: vs. WIL (negates); see text
Type: variable

Allows the caster to extract from an individual a truthful answer to a question. The individual being interrogated must be able to comprehend the question being asked. The subject must save vs. WIL (at a penalty of -1 per the caster's level of ability) or be forced to answer. A *truthful* statement need not be *factual*; the answer is true if the speaker honestly *believes* it to be true.

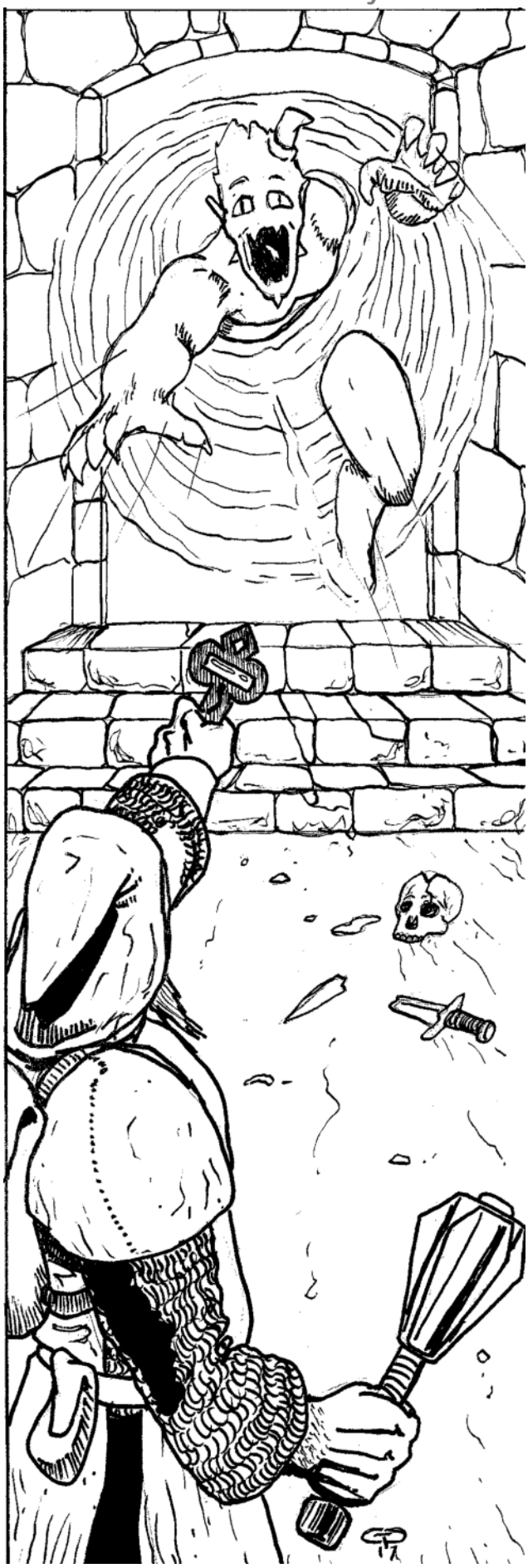
Divine Magic Level VII

Awe
Practitioners of Divine Magic only
Duration: 1 minute per level of ability
Range: personal
Save: vs WIL (see text)
Type: static

Allows the caster to radiate with the brilliance of full power of his or her faith. The caster's body takes on an unearthly appearance while emanates with an intense aura of pure spiritual force; this aura can be seen for 100 feet.

Enemies (potential antagonists) who view the caster in this state must save vs. WIL or shrink back in awe. Those that succeed this save will still hesitate for at least a full minute at the sight of the caster's true *spiritual* self. Only truly evil, vicious, or desperate creatures will dare attack the caster after seeing this form.

Those who fail their save will not interfere with the caster and his or her companions in any way so long as they are not attacked or harassed.



Banish
Duration: instant
Range: 100 feet [sight]
Save: special
Type: static

Allows the caster to forcibly return a summoned creature to its home plane by speaking a single holy word. If the creature is of equal or higher level than the caster (or has equal or more hit points than the caster), then it can attempt a save vs. WIL to avoid being banished. Creatures banished via this spell cannot return to the Prime Material plan for one year, less a day.

Divine Symbol of Power
Duration: variable
Range: variable
Save: variable
Type: static

See Advanced Practices: Symbols of Power. Allows the caster to inscribe either a Symbol of Power or a Symbol of Warding.

Exorcism IV
Practitioners of Divine Magic only
Duration: instant
Range: special
Save: special
Type: static

Allows the caster to exorcise any number of spirits and demonic presences from a dwelling. The caster must be in the dwelling when this spell is cast. The subject spirits and / or demons, if they are of equal or higher level than the caster (or have equal or more hit points than the caster) are each allowed a save vs. WIL. This spell also forces possessed individuals or creatures to leave the dwelling (no save). This spell may be used to prevent a Necromancer from rising from the dead; save vs. WIL (negates)—but only if the Necromancer was of equal or higher level than the caster.

Invocation V
Practitioners of Divine Magic only
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to invoke a Power V celestial or sentinel (i.e., Irin or Arch Angel) servant of his or her deity. An offering of prayer incense or candles is required.

Miracle
Practitioners of Divine Magic only
Duration: variable
Range: variable
Save: variable
Type: static

Allows the caster to call upon the power of his or her Deity to perform one of the following actions:

- **Circle of Tranquility**: creates a circle 21 feet in diameter and up to 21 feet tall that glows with an astral light. This area is impervious to all forms of attack (magical and mundane), as well as to inclement weather (see Minor Miracle). This barrier can only be used for protective purposes. It can be maintained for as long as the caster can maintain concentration.

- **Cleanse**: disenchants a single object, or any number of objects in an volume of 10×10×10 feet. Temporary enchantments are dispelled entirely; permanent enchantments are suspended for 1 day (24 hours).

- **Complete Restoration**: restores an individual or creature to perfect health. This spell will restore the body (e.g., re-grow lost eyes, limbs), and the mind (e.g., cure mental illness). Victims of life drain attacks can be restored via this spell as well; however, any contract linked to that loss of life will be severed (see *Phantom*, Black Magic, level IV).

- **Halt Nature**: forestalls the occurrence of, or call to a halt, any natural disaster (e.g., avalanche, flood, plague, storm, volcano) for 1 hour per level of ability. If the 'natural' disaster is not natural, but is being caused my magic that calls forth or simulates such events, this spell instantly and permanently dispels such magic.

- **Resurrection**: restores an individual or creature to life, regardless of how long it has been deceased. The spell requires a body of some sort, but its condition is not important; the spell will even work on purely skeletal remains. The subject will be returned to life in full health. They will be dazed and disoriented for 1d6×10 minutes. If the subject is not an adherent to the caster's faith, he or she will need to make a save vs. CON (+1 bonus per level of ability of the caster).

Omniscience
Practitioners of Divine Magic only
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine any information desired with regard anything (e.g., individual, creature, object, structure) within range. The cast must ask specific questions to receive this information; the caster is limited to three questions per casting. This spell acts as a combination *Detect Magic*, *Detect Good / Evil*, *Locate Object*, *Soul Search* and *Enlightenment*.

Retribution
Practitioners of Divine Magic only
Duration: variable
Range: 100 feet
Save: variable
Type: static

Allows the caster to call upon the power of his or her Deity to exact vengeance. The target must have committed some grave injustice against the Deity, the faith, or the faithful (e.g., assault, insult, attack). As long as the caster has been faithful (Game Judge's ruling), the patron Deity will allow the caster to perform one of the following actions:

- **Banish to Lower Plane**: instantly teleports an individual or creature to a lower plane. The subject is allowed to save vs. WIL (negates).

- **Seven-Year Curse**: causes an area (e.g., village, town, city, or area up to 10×10 miles) to suffer seven years of drought, pestilence, and / or plague. The exact nature of the curse is up to the Game Judge to decide. No save.

- **Destruction**: completely obliterates an area of non-living material up to 10×10×10 feet in volume. No save.

Word of Command
Duration: 1 hour
Range: special [hearing]
Save: vs WIL (negates)
Type: static

Allows the caster to speak a one-word command (e.g., cease, surrender, flee). The caster may target any and all individuals within hearing range (and may exclude any as well). The subjects must save vs. WIL or instantly obey. Subjects will continue to follow this directive for at least one hour.

Elemental Magic

Level I

Animal Mimicry
Detect Magic
Eldritch Fire
Fog
Locate Animal
Minor Healing
Night Vision
Predict Weather
Speak with Animals

Level II

Blending
Eyes of the Hawk
Frost
Locate Plant
Locate Water
Read Tracks
Trail Erasure
Warp Wood
Water Breathing

Level III

Influence Animals
Neutralize Poison
Plant Control
Resist Fire / Resist Cold
Speak with Plants
Summon Animals
Temperature Control
† Wind Song

Level IV

Animal Control
† Control Winds
Plague of Locusts
Protection from Insects
Rainstorm
Ring of Fire
Ring of Ice
Thunderbolt

Level V

† Control Water
Elemental Shield
Ice Storm
Plague of Spiders
Protection from Animals
Protection from Plants
Rock to Mud / Mud to Rock
Summon Plants

Level VI

† Control Fire
Earth Lore
† Environmental Adaptation
† Fire Storm
† Insect Swarm
Pass Through Plants and Trees
Quagmire
Summon Elemental I

Level VII

‡ Call Woodland Creature
† Control Earth
† Control Weather
† Lightning Storm
Pass through Earth and Stone
‡ Petrification / Depetrification
† Restore Life
† Summon Elemental II
† Tempest

† Practitioners of Elemental Magic only
‡ Druids only

Elemental Magic Level I

Animal Mimicry
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to perfectly imitate the call of a type of wild animal, chosen when the spell is cast. Although this spell cannot be used to communicate with the animal type, the sound can be used in other ways (e.g., while hunting, to frighten other animals, as a diversion).

Detect Magic
Duration: 1 minute
Range: 10 feet
Save: none
Type: static

Allows the caster to divine the presence of magic.

Eldritch Fire
Duration: instant
Range: 100 feet
Save: vs. DEX (½ damage)
Type: variable

Allows the caster to hurl a bolt of astral energy dealing 1d4 damage per level of ability to whatever it strikes. Eldritch Fire has a 50% chance to ignite any exposed combustible materials worn or carried by the target.

Fog
Duration: 10 minutes per level of ability
Range: 1,000 feet
Save: none
Type: variable

Allows the caster to create a dense mass of fog. The volume of fog created is up to 100×100×100 feet (+10×10×10 per level of ability). Individuals who enter (or are surrounded by) the fog are unable to see more than 10 feet in any direction. Movement at greater than half-normal speed risks bumping into, or falling over, obstacles that may be present (50% chance of a fumble-like incident occurring each round of swift movement). This chance is increased if the individual is not being careful (Game Judge's ruling).

Locate Animal
Duration: 1 hour
Range: 1 mile
Save: none
Type: static

Allows the caster to divine the relative direction in which an animal of a given species can be found. The animal must be of a type known to the caster, and native to the area.

Minor Healing
Duration: instant
Range: personal, touch
Save: none
Type: variable

Allows the caster to heal an individual or creature, healing 3 hit points per level of ability.

Night Vision
Duration: 1 hour, +10 minutes per level of ability
Range: personal, touch
Save: none
Type: static

Allows the caster to grant an individual or creature the ability to see clearly (up to 100 feet) even in pitch blackness.

Predict Weather
Duration: instant
Range: personal
Save: none
Type: variable

Allows the caster to predict the type of weather that will be prevalent in the region for the next 1 day (24 hours) per level of ability.

Speak with Animals
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to communicate with a species of animal.

Elemental Magic Level II

Blending
Duration: special
Range: personal
Save: none
Type: static

Allows the caster to blend into the surroundings within a wooded area (e.g., forest, jungle), thus rendering him or her completely invisible. The caster must remain stationary for this spell to work (any attempt to move has a 50% chance of ending this spell). Duration is indefinite, as long as the caster remains still.

Eyes of the Hawk
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: static

Allows the caster to see clearly to a distance of 1 mile. Even the most minute details are viewable via this spell.

Frost
Duration: 10 minutes
Range: special
Save: vs. DEX (avoid falling, or avoid being frozen)
Type: static

Allows the caster to coat an area up to 1,000 square feet by coating it with icy crystals. Individuals who enter this area must save vs. DEX each round of movement, or slip and fall. Alternatively, this spell can be used to freeze an individual or creature; save vs. DEX (negates).

Locate Plant
Duration: 1 hour
Range: 1 mile
Save: none
Type: static

Allows the caster to divine the relative direction in which a plant (herb, vegetable, tree) animal of a given species can be found. The plant must be of a type known to the caster, and native to the area.

Locate Water
Duration: 1 hour
Range: 1 mile
Save: none
Type: static

Allows the caster to divine the relative direction in which a source of water can be found. This spell can locate streams, lakes, ponds, swamps, etc. The water may not be clean and / or drinkable. If cast in arid areas, the nearest water may be out of range or may be found deep underground.

Read Tracks
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster examine a set of tracks for one minute and to divine the age of the tracks, the type and number of individuals or creatures in the party.

Trail Erasure
Duration: instant
Range: 10 feet per level of ability
Save: none
Type: static

Allows the caster to erase all traces of tracks or prints in a 10 feet wide path for 10 feet of distance per level of ability.

Warp Wood
Duration: instant
Range: touch
Save: none
Type: variable

Allows the caster to warp up to 1 cubit foot of wood per level of ability. The warped wood become gnarled and twisted. One cubic foot of wood is the equivalent of a small chest, 20 arrows, etc. Most wooden doors require at least ⅓ of their surface area to be warped before they will open.

Water Breathing
Duration: 1 hour per level of ability
Range: 10 feet
Save: none
Type: variable

Allows the caster grant an individual or creature to breathe normally underwater. Each level of ability allows the caster to increase the duration by 1 hour, or to add one individual or creature to the effect of this spell.

Example: A level 6 caster could grant 1 individual the ability to breathe under water for 6 hours; or 2 individuals for 5 hours; or 3 individuals for 4 hours; etc.

Elemental Magic Level III

Influence Animals
Duration: 1 hour
Range: 100 feet
Save: vs. Will (negates)
Type: static

Allows the caster to influence the behavior of animals. Any animals in range can be made to react in a friendly manner towards the caster and his or her associates, or can be made to react in a hostile manner toward any individual or group the caster designates.

Animals influenced toward friendliness may be asked for aid but cannot be commanded to attack; animals influenced towards hostility immediately attack or hunt down the designated individual(s) so long as they are within 1 mile.

Note: most animals have a Will score of 6–11.

Neutralize Poison
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to halt the effects of poison in an individual or creature. Alternatively, the caster can render a bottle, vial, or other container (up to 6 ounces) of poison, venom, or toxin inert and harmless.

Plant Control
Duration: instant
Range: 10 feet
Save: none
Type: static

Allows the caster to affect an volume of vegetation up to 10×10×10 feet causing one of the following effects:

- **Entangle**: cause vegetation to entangle and hold fast those creatures caught in the affected area. Those with Strength scores under 15 cannot escape such entangled areas; those with Strength scores 15 and above can escape in approximately 10 minutes, -1 minute per point of Strength above 15.
- **Overgrowth**: cause the vegetation to become overgrown and dense enough to act as a barrier (in the case of trees and shrubs) or an impediment (in the case of weeds and grasses) causing those who wish to pass to be forced to cut or burn their way through. The affected volume can be made to resemble a wall, circle, square, or enclosure. Tree / shrub barriers will take up to 20 minutes to cut through, or up to 10 minutes to burn through.
- **Path**: cause the vegetation, no matter how overgrown or entangled, to part, creating a clear path or area.
- **Reshape**: cause the vegetation to assume any desired shape or form. Trees can be made into serviceable huts, vines into rope bridges or ladders, shrubs into man-like forms, etc. No movement or animation is bestowed by this spell.

Resist Fire / Resist Cold
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to resist the effects of non-magical heat and fire or non-magical cold and ice, but not both. Magical fire (ice) deals half damage (round down).

Speak with Plants
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to communicate with a species of plant.

Summon Animals
Duration: 10 minutes per level of ability
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to summon 1d4 animals of any type. Summoned animals arrive in 1d3 minutes, appear within 100 feet of the caster, and will obey the caster's commands no matter what they may be. No Circle of Protection, Thaumaturgic Triangle, or offerings are necessary.

Temperature Control
Duration: 1 hour
Range: 10 feet
Save: none
Type: variable

Allows the caster to adjust the temperature of an area. This area can be as large as the caster's immediate vicinity (within 10 feet), or as small as a sphere 1 foot in diamter. The temperature can be adjusted by as much as ±10°F per level of ability.

Wind Song
Practitioners of Elemental Magic only
Duration: instant
Range: 1 mile
Save: none
Type: static

Allows the caster to listen to the sound of the wind and divine if a particular type of animal or creature is nearby (i.e., within 1 mile). Only one type of animal or creature may be listened for; the caster must be outdoors.

Elemental Magic Level IV

Animal Control
Duration: 1 hour
Range: 100 feet
Save: vs. WIL
Type: variable

Allows the caster to control one animal per level of ability. Controlled animals will follow any commands given by the caster (e.g., flee, attack). Familiars cannot be affected by this spell. After the duration has expired, controlled animals have a 50% chance of becoming hostile toward the caster unless the caster is a Druid or Druidess.

Control Winds
Practitioners of Elemental Magic only
Duration: variable
Range: variable
Save: none
Type: static

Allows the caster to control the prevailing winds, causing one of the following effects:

- **Calm**: calm any storm, hurricane, tornado, etc. (magical or mundane). Duration is instant; range is 2 miles.
- **Redirect**: shift the direction of the wind (magical or mundane) up to 180°. Duration is instant; range is 2 miles.
- **Whirlwind**: create a swirling column of wind that can be controlled to a distance of 100 feet. The whirlwind can be used to disperse clouds, dusts, gasses, insects, mists, etc. It can also be used to capsize a small boat (e.g., canoe, raft), but is not powerful enough to damage creatures or structures. Duration is 10 minutes; range is 100 feet.

Plague of Locusts
Duration: 10 minutes
Range: 100 feet; 1,000 feet [sight]
Save: vs. WIL (avoid panic)
Type: static

Allows the caster to call forth a 100×100×100 feet cloud of locusts. They can be directed up to a distance of 1,000 feet, moving en masse at 10 feet per minute. The cloud will devour all plants and vegetation in their path. Individuals who enter (or are surrounded by) the cloud suffer 1 point of damage per minute. They also must save vs. WIL or panic, fleeing in a random direction for 1d4 minutes. Smoke or flames will deter the locusts, keeping them at bay.

Protection from Insects
Duration: 10 minutes
Range: personal
Save: none
Type: static

Allows the caster to surround him or herself in a Circle of Protection from Insects, 21 feet in diameter. Insects (including other 'bugs' such as arachnids, myriapods, etc.) cannot enter the protected area. Those within the area when the spell is cast are instantly repelled.

Rainstorm
Duration: 10 minutes
Range: 1,000 feet
Save: none
Type: static

Allows the caster to call up a 100×100 feet rainstorm which drenches the area in heavy rain. Movement within the area is limited to half-speed; visibility is reduced to about 10 feet. Any fires (magical or mundane) within the area will be instantly extinguished; dirt roads and earthen barriers will be turned to mud.

Ring of Fire
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to encircle him or herself in a ring of magical flame 21 feet in diameter, 2 feet thick, and 10 feet tall. Individuals who enter the fire suffer 3d8 damage and risk igniting any exposed combustible material (50% chance).

Ring of Ice
Duration: special
Range: personal
Save: special
Type: static

Allows the caster to encircle him or herself in a ring of magical ice 21 feet in diameter, 2 feet thick, and 10 feet tall. Duration is until the ice melts. An individual attempting to pass through the barrier will need a minimum of 20 minutes to hack through the ice (assuming he or she has the appropriate tools; reduce this time for proportionally for multiple individuals working to hack through). Individuals attempting to climb over this barrier will need to make three consecutive saves vs. DEX.

Thunderbolt
Duration: instant
Range: 100 feet
Save: special
Type: static

Allows the caster to hurl a combination thunder-and-lighting bolt dealing 4d10 damage (lightning) to everything within 20 feet of where it strikes; save vs. DEX (½ damage). Additionally, those in the blast radius must save vs. CON (thunder) or be stunned for 1 minute.

Elemental Magic Level V

Control Water
Practitioners of Elemental Magic only
Duration: instant
Range: 10 feet
Save: none
Type: static

Allows the caster to disperse any body of water or ice (magical or mundane) up to 100×100×100 feet in volume. Ice cracks and thaws; water seeps into the earth or stone; and so on. This spell may also be used to allow the caster to pass through up to 100 ft. of ice without suffering harm.

Elemental Shield
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to resist all natural elemental forces (e.g., air / wind, cold / ice, electricity / lightning, heat / fire, and water / precipitation). Magical sources deal half damage (round down).

Ice Storm
Duration: 1 minute
Range: 100 feet
Save: special
Type: static

Allows the caster to call up a 100×100 feet ice storm which drenches the area in sleet and freezing rain. Movement within the area is limited to half-speed; visibility is reduced to about 3 feet. Individuals who enter (or are surrounded by) the storm suffer 5d6 damage. Those with shields may save vs. DEX (½ damage).

Flying creatures take similar damage and must save vs. DEX or plummet to the ground (having become so laden with ice they can no longer remain airborne) taking appropriate falling damage. Success indicates the creature has managed to land safely.

Plague of Spiders
Duration: 1 hour
Range: 100 feet; 1,000 feet [sight]
Save: special
Type: static

Allows the caster to call forth a 100×100 feet teeming horde of arachnids. They can be directed up to a distance of 1,000 feet, moving en masse at 10 feet per minute. The horde can cross or surmount any terrain or obstacle, excepting bodies of flame or water and magical barriers. Individuals who enter (or are surrounded by) the horde suffer 1d4+1 points of damage per minute; such individuals may save vs. DEX. Success indicates the individual can escape in 1d4 minutes. Failure indicates the individual continues to suffer damage until the horde passes, is dispelled, is dispersed, or the individual is rescued.

Protection from Animals
Duration: 10 minutes
Range: personal
Save: none
Type: static

Allows the caster to surround him or herself in a Circle of Protection from Animals, 21 feet in diameter. Animals (not *monsters*) cannot enter the protected area. Those within the area when the spell is cast are instantly repelled.

Protection from Plants
Duration: 10 minutes
Range: personal
Save: none
Type: static

Allows the caster to surround him or herself in a Circle of Protection from Plants, 21 feet in diameter. Plants (of all kinds) cannot enter the protected area. Those within the area when the spell is cast are instantly repelled.

Rock to Mud / Mud to Rock
Duration: permanent
Range: 100 feet
Save: none
Type: static

Allows the caster to change a volume of rock up to 100×100×100 feet into soft, oozing mud. Individuals (and vehicles) caught in the area are limited to quarter-speed.

The reverse of this spell, *Mud to Rock*, allows the caster to change a volume of soft mud up to 100×100×100 feet into hard rock.

Summon Plants
Duration: 10 minutes per level of ability
Range: personal
Save: special,
Type: static

See Summoning Rituals. Allows the caster to summon 1d4 plants of any type. Summoned plants arrive in 1d3 minutes, appear within 100 feet of the caster. Sentient plants and those capable of movement will obey the caster's commands no matter what they may be. No Circle of Protection, Thaumaturgic Triangle, or offerings are necessary.

Elemental Magic Level VI

Control Fire
Practitioners of Elemental Magic only
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to extinguish any fire (magical or mundane) up to 100×100×100 feet in volume, or to pass through up to 100 feet of flame (e.g., open fire, magma) without harm (duration is just long enough to pass through the area).

Earth Lore
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to commune with an area of earth (sand, soil, stone) of up to 100×100×100 feet in volume. The caster may divine the answers to as many as 3 questions regarding events which transpired in that area. Answers will arrive in 1d10 minutes.

Environmental Adaptation
Practitioners of Elemental Magic only
Duration: 1 hour per level of ability
Range: personal, touch
Save: none
Type: variable

Allows the caster to adapt an individual to any *natural* environment (e.g., desert, tundra, underwater). The subject will remain immune to all conditions indigenous to the climate chosen. He or she will have the same ease of movement and adaptability of a typical creature native to the climate or terrain in question (e.g., swim and breathe in water like fish; climb rocky terrain like goats; remain comfortable in tundra like polar bears).

Fire Storm
Practitioners of Elemental Magic only
Duration: 1 minute
Range: 100 feet
Save: vs. DEX (½ damage)
Type: static

Allows the caster to create a 10×10×10 feet volume of intense, roaring flame. Individuals who enter (or are surrounded by) the fire storm suffer 5d10 damage. Exposed combustibles will be incinerated; soft metals (e.g., gold, silver) will melt 50% of the time.

Insect Swarm
Practitioners of Elemental Magic only
Duration: 10 minutes
Range: 100 feet [sight]
Save: vs. WIL (avoid panic)
Type: static

Allows the caster to call forth a 100×100×100 feet swarm of bees, hornets, wasps, and other flying / stinging insects. They can be directed up to a distance of 1,000 feet, moving en masse at 100 feet per minute. Individuals who enter (or are surrounded by) the swarm suffer 2d6 points of damage per minute (a spell, potion, or item capable of neutralizing poison reduces damage by half). They also must save vs. WIL or panic, fleeing in a random direction until the spell ends. Heavy smoke or a large fire will keep the insects at bay.

Pass through Plants and Trees
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to pass through undergrowth, plants, trees, vegetation, etc. without leaving a trail or being slowed in any way.

If desired, the caster can enter into a suitably large tree or plant and remain within for the duration, exiting through any part of of the plant (e.g., root, limb, vine) desired. The caster will be killed if he or she attempts to remain within the plant longer, or if the plant is destroyed while he or she is within it.

Quagmire
Duration: 1 hour
Range: 100 feet
Save: special
Type: static

Allows the caster to turn a 40 feet diameter area of earth (e.g., mud, sand, soil, stone) into a 10 feet deep pit of soft, sticky mire. Individuals who enter (or become surrounded by) the mire become stuck and sink slowly down until they hit bottom. Such individuals have 1d4+1 minutes to escape before it is too late; escape requires two consecutive saves vs. STR (once per round). Individuals failing even one of these saves will asphyxiate in 1d4 minutes once they have sunk below the ability to breathe. Creatures tall enough to remain breathing will remain stuck, unable to move until rescued.

Summon Elemental I
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to summon a Lesser Elemental: sylph (air), pygmy (earth), salamander (fire), or undine (water).

Elemental Magic Level VII

Call Woodland Creature
Druids only
Duration: 1 hour
Range: personal
Save: none
Type: static

See Summoning Rituals. Allows the caster to summon a woodland creature (e.g., centaur, nymph, sprite). The summoned creature will arrive within 1d3 minutes and will appear within 100 feet of the caster. The creature will obey the caster's commands and will depart when the spell ends. No Circle of Protection, Thaumaturgic Triangle, or offerings are necessary.

Control Earth

Practitioners of Elemental Magic only
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to affect a 10×10×10 feet earthen area (e.g., sand, soil, stone) causing one of the following effects:

- **Erosion**: dissolve any barrier, structure, or surface (magical or mundane) as long as it is composed *mainly* of earthen materials. This effect can be used to cause rockslides.
- **Fissure**: create an opening in any barrier, structure, or surface (magical or mundane).

Control Weather

Practitioners of Elemental Magic only
Duration: 1 week (7 days), +1 day per level of ability
Range: 1,000 feet
Save: none
Type: static

Allows the caster to manipulate the local area's weather (approximately 10×10 miles) creating one of the following conditions:

- **Blizzard**: swirling snowstorms; visibility 10–40 feet.
- **Drought**: no precipitation; temperature 100–120°F.
- **Clear**: clear skies; temperature 60–80°F.
- **Monsoon**: drenching rain; half-movement.

Lightning Storm
Practitioners of Elemental Magic only
Duration: 1 minute
Range: 1,000 feet
Save: vs. DEX (½ damage)
Type: static

Allows the caster to create a 100×100×100 feet volume of intense, arcing electricity. Individuals who enter (or are surrounded by) the lightning storm suffer 6d10 damage. If cast while under water, the volume of this spell is doubled due to the conductive properties of water.

Pass through Earth and Stone
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to pass through up to 100 feet of earthen materials (e.g., sand, soil, stone) without leaving a trail or being slowed in any way.

If desired, the caster may enter any suitable large stone or area of earth and remain within for the duration, exiting from up to 100 feet from where the spell was cast. The caster will be killed if he or she attempts to remain longer, or the area where he or she is staying is destroyed.

Petrification / Depetrification
Druids only
Duration: 1 hour per level of ability
Range: 100 feet
Save: vs. WIL (negates)
Type: variable

Allows the caster to transform an individual or creature into stone by pointing at the subject and uttering a brief incantation.

The reverse of this spell, *Depetrification*, allows the caster to cure subjects of this spell, or other petrification effects (e.g., spell, potion, gaze).

Restore Life
Practitioners of Elemental Magic only
Duration: instant
Range: touch
Save: special
Type: static

Allows the caster to restore life to a creature. The subject must first save vs. CON in order for the spell to be effective. Success indicates the creature is restored to full hit points, mental and physical health. This spell does not remove any curses or cure any diseases; such afflictions will still need to be dealt with. If the subject fails their CON save, a Priest or Mystic may still be able to save them.

Summon Elemental II
Practitioners of Elemental Magic only
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to summon a True Elemental: syvestris (air), gnome (earth), volcanus (fire), or rusalka (water).

Tempest
Practitioners of Elemental Magic only
Duration: 10 minutes
Range: 1,000 feet
Save: none
Type: static

Allows the caster to create a raging storm 1,000×1,000 feet in area of terrifying intensity. The power of the storm will be sufficient to scuttle small to medium-sized water-borne vessels, demolish small to medium-sized wooden structures (e.g., barns, huts, small bridges), and extinguish all uncovered fires in the area, including magical fires.

Individuals who enter (or are surrounded by) the tempest suffer 1d6 damage from flying debris per minute if not within a strong shelter. Such individuals are limited to half-speed; visibility will be less than 100 feet; flying will be impossible. All domesticated animals (e.g., dogs, horses) will panic (flee, stampede) 50% of the time.

Enchantment

Level I

Charm
Circle of Light / Darkness
Conjure Missiles
Conjure Smoke
† Detect Illusion
Detect Magic
False Dweomer
Identify
Levitation
Preserve
Speak Languages
Tricks
‼ Thaumaturgic Enchantment

Level II

Apparition
Auditory Enchantment
Conjure Plant
Dwindle / Enlarge
Invisibility
Lock / Knock
† Multiple Images
† Optical Illusion
Phase Shift
Read Languages
Shatter / Repair

Level III

Circle of Silence
Conjure Animal
Conjure Fire
Conjure Water
Detect Invisibility
† Dispel Illusion
Haste / Slow
† Illusory Image
† Illusory Object
Minor Healing
Tangle / Untangle

Level IV

Animate Object
Conjure Earth
Conjure Toxic Cloud
Conjure Wind
Disappear
Flight
† Illusory Creature
Shadow Form

Level V

Dazzling Lights
Extra-Dimensional Space
† Illusory Terrain
Magic Portal
Minor Enchantment
Teleportation
Traps

Level VI

Conjure Monster
Dimensional Travel
Hallucination
Image Projection
Object Transformation
Shadow Being
Suspended Animation

Level VII

Conjure Simulacrum
‡ Grand Illusion
‡ Great Conjuration
Major Enchantment
† Mass Charm
‡ Negative Illusion
Transformation

† Practitioners of Enchantment only
‡ Magicians only
‼ Thaumaturges only

Enchantment Level I

Charm
Duration: special
Range: 100 feet
Save: vs. WIL (negates) [daily]
Type: static

Allows the caster to influence the behavior of an individual or creature. The subject must save vs. WIL or regard the caster as a trusted friend. The subject will render aid to, and protect the caster, for at least 1 day (24 hours). The subject may attempt to save each day thereafter; the spell's effects will continue until the subject succeeds this save. Demons, devils, undead creatures, and creatures from the outer planes are immune to this spell.

Circle of Light / Circle of Darkness
Duration: 10 minutes per level of ability
Range: 100 feet
Save: none
Type: static

Allows the caster to create a spherical area of brilliant light up to 21 feet in diameter. Illumination is a 80 feet diameter regardless of the size of light created. Such a light source can be used to ward off creatures sensitive to light. This spell may be used to dispel any form of magical darkness.

The reverse of this spell, *Circle of Darkness*, allows the caster to create a spherical area of impenetrable darkness up to 21 feet in diameter. Non-magical light sources (e.g., torches, lamps) are ineffective within the sphere of darkness. This spell may be used to dispel any form of magical light.

Conjure Missiles
Duration: instant
Range: 100 feet
Save: vs. DEX (½ damage)
Type: variable

Allows the caster to hurl a stream of stinging missile-like projectiles dealing 1d4 damage per level of ability to whatever it strikes.

Conjure Smoke
Duration: 10 minutes
Range: 100 feet
Save: none
Type: variable
Material: a bit of charcoal or open flame (e.g., torch, candle)

Allows the caster to create a thick, billowing 10×10×10 feet cloud of smoke (+2×2×2 feet per level of ability). Individuals who enter (or are surrounded) by the cloud will have almost no visibility (about 1 foot).

Detect Illusion
Practitioners of Enchantment only
Duration: 10 minutes
Range: 100 feet [sight]
Save: none
Type: static

Allows the caster to see through any illusion, magical disguise, etc.

Detect Magic
Duration: 1 minute
Range: 10 feet
Save: none
Type: static

Allows the caster to divine the presence of magic.

False Dweomer
Duration: 1 day (24 hours)
Range: 10 feet
Save: none
Type: static

Allows the caster to imbue an object or area (up to 1 cubic foot per level of ability) with a *false* aura of magic. Objects gain no magical power but radiate an aura as if they were truly magical. *True Sight* or *Spell Analysis* will reveal the mundane nature of the false dweomer; *Identify* will not.

Identify
Duration: instant
Range: personal
Save: none
Type: static

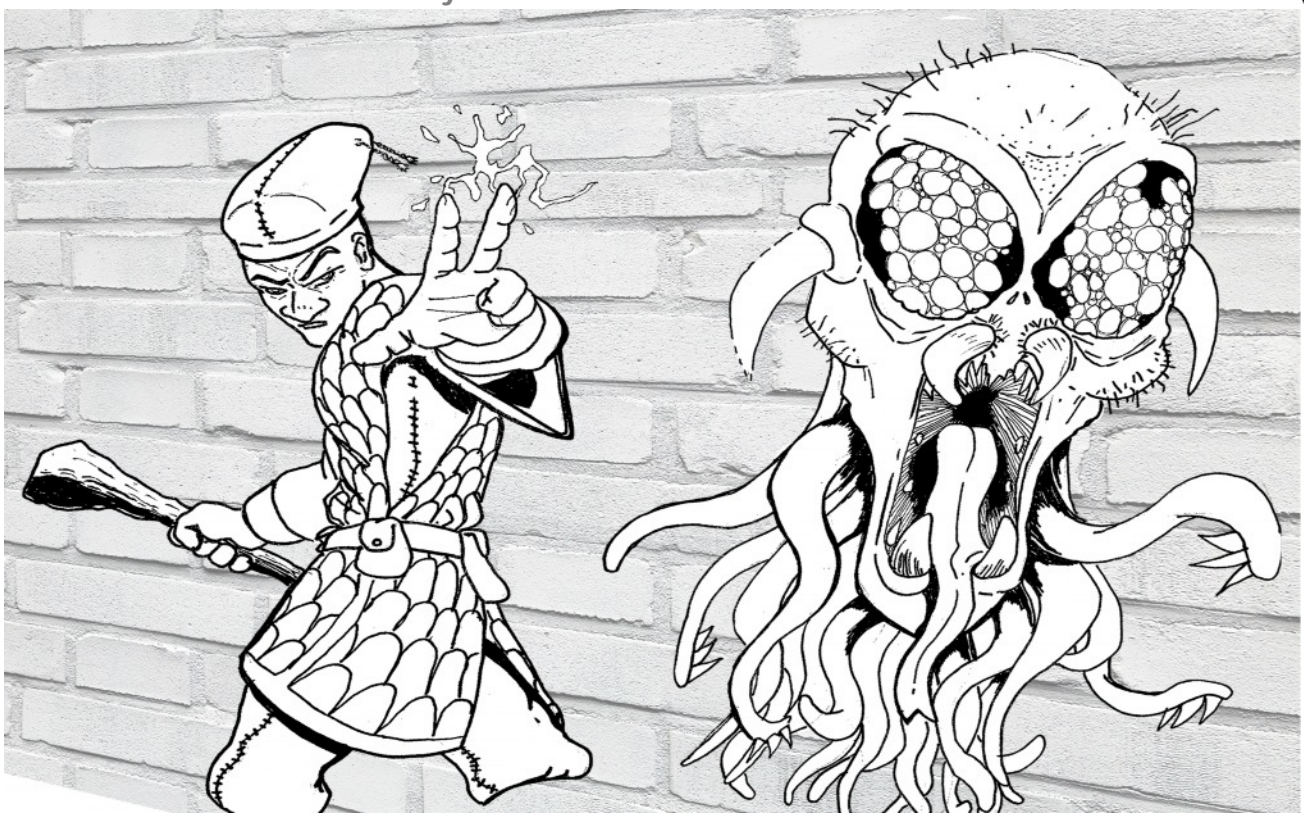
Allows the caster to identify an object or substance (i.e., animal, plant, or mineral) and divine its possible uses and powers. The object or substance must be held for this spell to function. This spell cannot identify individual living creatures, or magical / alchemical mixtures.

Levitation
Duration: 10 minutes, +1 minute per level of ability
Range: personal, touch
Save: none
Type: variable

Allows the caster to cause an object or creature to hover, rising above the ground up to 100 feet (+10 feet level of ability). This spell is limited to 300 pounds of material.

Preserve
Duration: permanent
Range: 10 feet
Save: none
Type: static

Allows the caster to preserve up to 10 pounds of plant or animal material, rendering the substance safe from spoilage due to exposure (e.g., heat, cold, moisture). When cast upon an herbal remedy, elixir, etc., this spell may preserve one container up to 24 ounces.



Speak Languages
Duration: 1 hour
Range: personal, touch
Save: none
Type: static

Allows the caster to grant an individual the ability to speak and comprehend a language.

Tricks
Duration: 1 minute per level of ability
Range: personal
Save: special
Type: static

Allows the caster to create a variety of minor illusions (e.g., colorful sparkles, puffs of smoke, small floating objects). Illusions created by this spell are harmless, and look a bit *fake*. When viewed by those of low to medium Intelligence (1–13), the viewer must save vs. INT or become fascinated by the illusion and gaze upon it for the duration. Those of high Intelligence (14–18) must save vs. INT or become fascinated for 1 minute. Those of exceptional Intelligence (18+) are immune to the effects of this spell.

Thaumaturgic Enchantment
Thaumaturges only
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to duplicate the Alchemist ability to utilize Rare Earths (although in a slightly less effective manner). This spell cannot be used to replace mineral components of an alchemical process.

Enchantment Level II

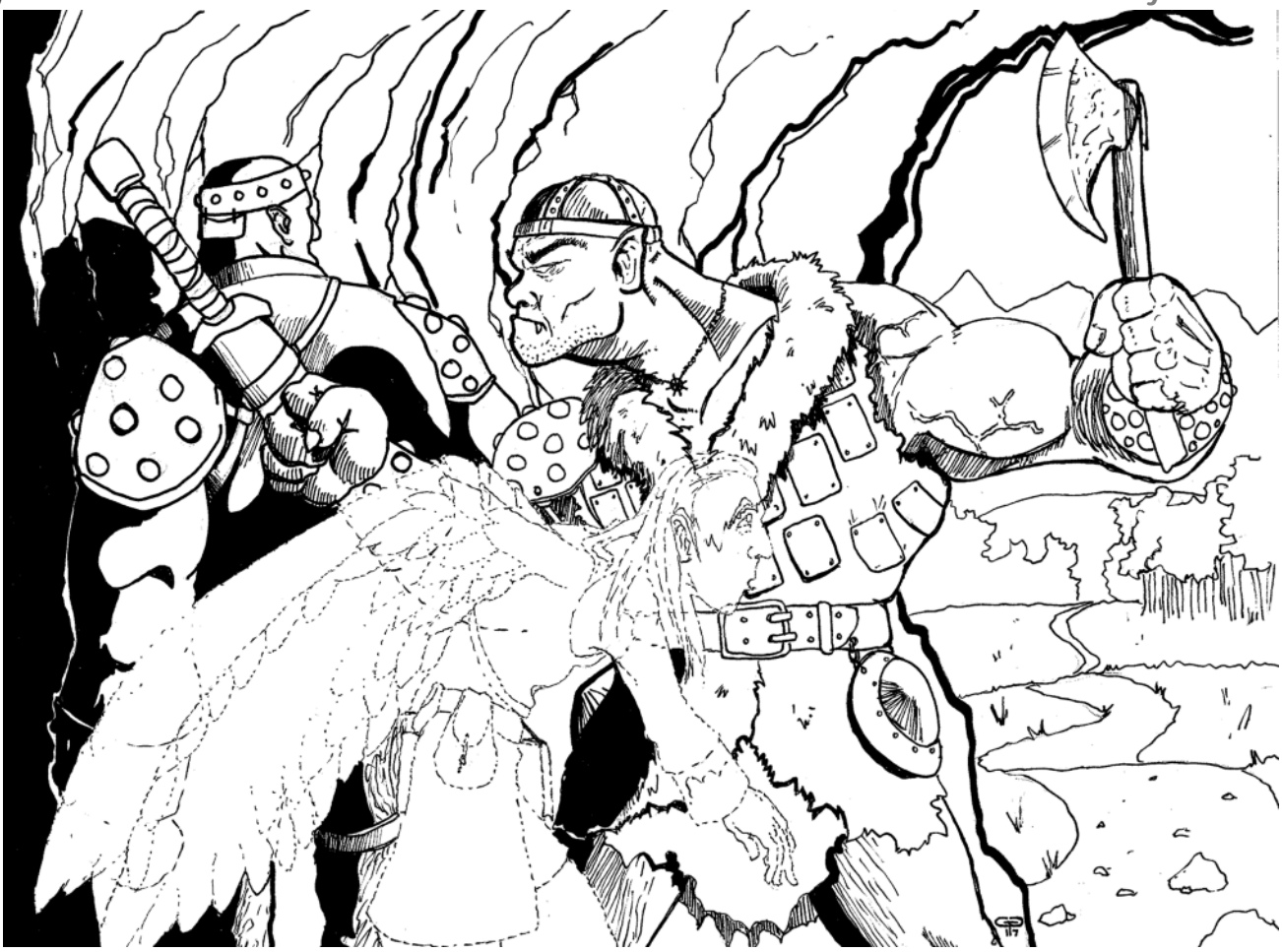
Apparition
Duration: 10 minutes
Range: 100 feet
Save: vs. INT (negates)
Type: static

Allows the caster to create an illusion of frightening aspect. Individuals who see it must save vs. INT or become frozen with fear for 1d4 minutes.

Auditory Enchantment
Duration: variable
Range: variable
Save: none
Type: static

This spell has three modes; the caster may choose one when this spell is cast.

- **Mimicry**: allows the caster to mimic the voice of any humanoid *individual*. The caster must be familiar with the voice; this spell does not grant the ability to speak other languages. Duration is 1 minute per level of ability.
- **Ventriloquism**: allows the caster to throw his or her voice up to 10 feet per level of ability. Duration is 1 minute per level of ability.
- **Phantom Voice**: allows the caster to enchant an object with the ability to speak a predetermined phrase of up to 12 words when approached or touched; commonly used as a warning for would-be thieves, trespassers, etc.



Conjure Plant
Duration: 10 minutes
Range: 100 feet
Save: none
Type: static
Material: Powder of Conjuration (see Magical Mixtures)

See Summoning Rituals. Allows the caster to conjure a full-grown plant of any type. The conjured plant will dissolve into nothingness when the duration of the spell ends.

Dwindle / Enlarge
Duration: 10 minutes per level of ability
Range: personal, touch
Save: none
Type: static

Allows the caster to shrink an individual or creature to as small as 1 inch in height / length.

The reverse of this spell, *Enlarge*, allows the caster to grow an individual or creature to as large as twice its normal size.

Invisibility
Duration: special
Range: personal, touch
Save: none
Type: static

Allows the caster to render an individual or creature invisible. The *subject* must maintain a degree of concentration; if the subject falls asleep, or engages in combat, spell-casting, or other strenuous activities, the spell effect ends immediately.

Lock / Knock
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to magically secure a door or locking mechanism (e.g., bolts, latches, padlocks). Once secure, it cannot be opened by physical force.

The reverse of this spell, *Knock*, allows the caster to open a door or locking mechanism (e.g., bolts, latches, padlocks). This spell can also be used to dispel a *Lock* or similar spell.

Multiple Images
Practitioners of Enchantment only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to create up to three illusory replicas. Each replica automatically duplicates the caster's movements, making them indistinguishable from the caster. A successful attack, or any other solid object which strikes a replica, will dispel it immediately.

Optical Illusion
Practitioners of Enchantment only
Duration: 10 minutes
Range: personal
Save: special
Type: static

Allows the caster to bend and distort light in a 10 feet diameter such that it is impossible to see him or her clearly. If an attacker successfully strikes the caster, the attacker must save vs. PER or miss the target. This spell requires at least the illumination of strong torchlight to be effective.

Phase Shift
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to step into an extra-dimensional space and re-emerge, almost instantly, up to 10 feet from the initial spot. The location of emergence must be set prior to casting this spell.

Read Languages
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: static

Allows the caster to read and write a language.

Shatter / Repair
Duration: instant
Range: 100 feet
Save: for Inanimate Objects
Type: static

Allows the caster to shatter into pieces a non-magical, brittle object (e.g., crystal, glass, porcelain, dry wood) weighing up to 10 pounds.

The reverse of this spell, *Repair*, allows the caster to mend non-magical broken objects weighing up to 10 pounds of any kind.

Enchantment Level III

Circle of Silence
Duration: 10 minutes
Range: 100 feet
Save: none
Type: static

Allows the caster to create a spherical area of silence up to 21 feet in diameter; this area effectively absorbs all sound. Conversation and the casting of verbal spells is impossible. The circle is stationary; individuals may enter or leave at will.

Conjure Animal
Duration: 10 minutes
Range: 100 feet
Save: none
Type: static
Material: Powder of Conjuration (see Magical Mixtures)

See Summoning Rituals. Allows the caster to conjure an animal (not a monster) of any type. The conjured animal will dissolve into nothingness when the duration of the spell ends.

Conjure Fire
Duration: variable
Range: variable
Save: variable
Type: variable
Material: a fire source

This spell has two modes; the caster may choose one when this spell is cast.

- **Fireball**: allows the caster to hurl a ball of flame dealing 1d6 damage per level of ability to everything within 10 feet of the point of impact; save vs. DEX (½ damage). Duration is instant; range is 100 feet.

- **Wall of Fire**: allows the caster to create a 20 feet long, 10 feet tall, 2 feet thick wall of flame. Individuals who enter (or are surrounded by) the flames suffer 1d4 damage per level of ability of the caster. Duration is 10 minutes; range is 100 feet.

Flames from this spell have a 50% chance to ignite any exposed combustible materials worn or carried by the target.

Conjure Water
Duration: variable
Range: variable
Save: variable
Type: variable
Material: a small quantity of water

This spell has two modes; the caster may choose one when this spell is cast.

- **Hail of Ice**: allows the caster to create a, ice storm 40 feet in diameter. Individuals who enter (or are surrounded by) the storm suffer 1d6 damage per level of ability of the caster; save vs. DEX (½ damage). Duration is instant; range is 100 feet.

- **Wall of Water**: allows the caster to create a 20 feet long, 10 feet tall, 2 feet thick wall of water. Once created, the wall will burst causing all creatures weighing 400 pounds or less to be swept 1d4×10 in a random direction. Those swept up in this wave must save vs. DEX or be knocked prone. A Wall of Water can also be used to extinguish flames (magical or mundane).

Detect Invisibility
Duration: 10 minutes
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the presence of invisible objects or creatures.

Dispel Illusion
Practitioners of Enchantment only
Duration: instant
Range: personal, touch
Save: none
Type: static

Allows the caster to dispel the effects of an illusion from the mind of an individual or creature, restoring normal perception. This spell does not dispel the illusion, only its effects on the subject.

Haste / Slow
Duration: 10 minutes
Range: 100 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to double the speed of an individual or creature. The subject gets double its normal number of attacks per combat round. Unwilling subjects may save.

The reverse of this spell, *Slow*, allows the caster to reduce the speed of an individual or creature by half (round up). The subject gets half its normal number of attacks per combat round. Unwilling subjects may save.

Illusory Image
Practitioners of Enchantment only
Duration: special
Range: 100 feet
Save: special
Type: static

See *Illusions*. Allows the caster to create an illusory replica. This replica can be directed to a range of 100 feet. As long as the caster maintains concentration, the replica can be maintained and animated (e.g., walk, fly, gesture). The replica cannot speak, make any noises, or interact with its surroundings.

Illusory Object
Practitioners of Enchantment only
Duration: 1 hour per level of ability
Range: 100 feet
Save: special
Type: variable

See *Illusions*. Allows the caster to create an illusion of an object up to 1 cubic foot in size per level of ability. The illusion is not capable of movement; it cannot be made to resemble an individual or creature.

Minor Healing
Duration: instant
Range: personal, touch
Save: none
Type: variable

Allows the caster to heal an individual or creature, healing 1 hit point per level of ability.

Tangle / Untangle
Duration: 10 minutes
Range: 100 feet
Save: special
Type: static

Allows the caster to animate up to 100 feet of rope (or vine, chain, etc.). The rope can be wrapped around an individual or creature, causing him or her to save vs. DEX or become entangled (unable to move). Even a successful save means the target will need 1 minute to untangle themselves. The material and the Strength of the target should be considered (e.g., a large or powerful individual may be able to break free depending on the type of material). Game Judge's ruling.

The reverse of this spell, *Untangle*, allows the caster to untie knots in ropes (or vines, chains, etc.), or to free an individual or creature from entanglement (magical or mundane).

The material is animated for 10 minutes; the final state of the material (i.e., tied, tangled, untangled, etc.) remains when the spell has ended.

Enchantment Level IV

Animate Object

Duration: 1 minute per level of ability
Range: 100 feet
Save: vs. STR (escape strangulation)
Type: variable

Allows the caster to animate an object weighing up to 5 pounds per level of ability. The caster must maintain concentration on the object. The object can be controlled up to a range of 100 feet; it can be made to hover, fly, or even attack (at the caster's combat capability). Attacking objects deal 1d4 damage per 5 pounds weight; *weapons* deal their normal damage.

Objects capable of constriction (e.g., ropes, vines, chains) can be made to strangle an individual or creature, dealing 1d4 damage per minute. Escaping such objects requires a save vs. STR.

Conjure Earth

Duration: variable
Range: variable
Save: variable
Type: variable
Material: a small quantity of earth or stone (respectively)

This spell has two modes; the caster may choose one when this spell is cast.

- **Dust Storm**: allows the caster to call forth a 10×10×10 feet dust storm which can be made to move at up to 10 feet per minute to a range of 100 feet. Individuals or creatures who enter (or are surrounded by) the storm suffer 1 point of damage per minute they remain, and must save vs. DEX or be blinded for 2d6 minutes. Duration is 10 minutes, +1 minute per level of ability; range is 100 feet.

- **Wall of Stone**: allows the caster to create a 20 feet long, 10 feet tall, 2 feet thick wall of stone. Range is 100 feet; duration is 1 hour (after which the wall crumbles to dust).

Conjure Toxic Cloud

Duration: 10 minutes, +1 minute per level of ability
Range: 100 feet
Save: special
Type: static
Material: one powdered dose of the toxin conjured

Allows the caster to conjure a 10×10×10 feet cloud of toxic vapors which can be made to move at up to 10 feet per minute to a range of 100 feet. The effects, including any saves, are per the toxin material component used.

Conjure Wind
Duration: variable
Range: variable
Save: variable
Type: static
Material: a breath of air from the caster

This spell has two modes; the caster may choose one when this spell is cast.

Gust of Wind: allows the caster to create a gust of wind. This wind will deflect the course of any mist, dust, or gas (magical or mundane). Duration is instant; range is 100 feet.

Vortex: allows the caster to create a 10 feet diameter, 100 feet tall swirling vortex. The vortex can be moved at a rate of 10 feet per minute to a distance of 100 feet. Individuals or creatures weighing less than 400 pounds who enter (or are surrounded by) the vortex must save vs. DEX or be hurled 1d4×10 feet into the air (falling damage applies). A vortex can also be used to disperse magical earth or stone barriers.

Disappear
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to step into an extra-dimensional space and re-emerge, one full minute later, up to 100 feet from the initial spot. The location of emergence must be set prior to casting this spell. It is not possible to see into any other plane while within the extra-dimensional space.

Flight
Duration: 1 hour, +10 minutes per level of ability
Range: personal, touch
Save: none
Type: static

Allows the caster to grant an individual or creature flight. While flying, the subject is limited to his or her maximum encumbrance limit; speed is double the normal ground speed.

Illusory Creature
Practitioners of Enchantment only
Duration: special
Range: special [sight]
Save: special
Type: static

See *Illusions*. Allows the caster to create an illusion of an individual or creature up to 20 feet in height / length. The creature can move and speak (make sounds) as desired. The caster must maintain concentration and line of sight with the illusion. Duration limited to the concentration of the caster; range is indefinite.

Shadow Form
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to animate his or her shadow, giving it a degree of substance. The Shadow Form is a silhouette duplicate of the caster's form. The caster can control the Shadow Form to a range of 100 feet.

The Shadow Form can engage in combat, or perform relatively simple tasks. It has no intelligence of its own; it is a mentally controlled puppet. The Shadow Form has the same combat capabilities as the caster, deals 1d8 damage with a successful attack, and has 1 hit point per level of ability of the caster. As the Shadow Form has some substance, weapons deal normal damage to it. Any magical light spell will dispel it at once.

Enchantment Level V

Dazzling Lights
Duration: instant
Range: personal
Save: vs. DEX (negates)
Type: static

Allows the caster to create a brilliant flash of multi-colored light causing all creatures within 20 feet to save vs. DEX or be blinded for 10 minutes. Those who make their save will be unable to see clearly for 1 full minute.

Extra-dimensional Space
Duration: 1 hour per level of ability
Range: touch
Save: none
Type: static

Allows the caster to enchant any relatively small container (e.g., bag, pocket, pouch, sack) with an extra-dimensional space. This space can hold up to 1,000 pounds of material (e.g., coins, gems) without adding weight or volume (i.e., a bulge) to the container. Items placed within the container may be retrieved simply by reaching in and pulling them out, or by dumping the container. If the container is destroyed (or seriously damaged; game Judge's ruling), all material in the extra-dimensional space is lost forever; as is all material that remains within that space beyond the spell's duration.

Illusory Terrain
Practitioners of Enchantment only
Duration: 1 day (24 hours)
Range: 1,000 feet
Save: special
Type: static

See Illusions. Allows the caster to create an illusory area up to 1,000×1,000×1,000 feet in volume. The illusory area can appear as any terrain desired (e.g., desert, forest, hills). The area may be populated with illusory creatures, objects, and so on, or illusory objects of any sort.

Magic Portal
Duration: 1 hour
Range: touch
Save: none
Type: variable

Allows the caster to create a passage up to 10 feet long per level of ability through any solid or semi-solid substance. The passage is limited 10 feet in height and width.

Minor Enchantment
Duration: 1 hour
Range: touch
Save: none
Type: static

Allows the caster to enchant any non-magical weapon, shield, or suit of armor with one of the following effects (based on the item enchanted):

- **Weapon**: +1 to-hit roll and damage bonus
- **Shield**: +1 defensive (parry) roll bonus
- **Armor**: +1 protection

Teleportation
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to instantly teleport to any location on the same plane of existence, regardless of distance, so long as the caster knows or has examined closely the destination. The caster may take with him or her up to 100 pounds of gear and other materials. Weight permitting, the caster could include living creatures in their teleport, assuming those individuals are willing.

Traps
Duration: indefinite
Range: touch
Save: none
Type: static

Allows the caster to enchant an object or area (e.g., chest, hallway) such that it is able to indefinitely store another spell (up to level V; the caster must cast the spell to be stored immediately after this spell). The object or area is then *programmed* to release this spell under a specific condition (e.g., when touched, when an individual or creature passes a specific point, when a particular word or phrase is spoken).

Enchantment Level VI

Conjure Monster
Duration: 10 minutes
Range: 100 feet
Save: none
Type: static
Material: Powder of Conjuration (see Magical Mixtures)

See Summoning Rituals. Allows the caster to conjure a monster (not a demon, devil, undead, or creatures from the outer planes). The conjured monster will dissolve into nothingness when the duration of the spell ends.

Dimensional Travel
Duration: instant
Range: personal
Save: none
Type: variable

Allows the caster to instantly teleport to any location on any known plane of existence so long as the caster knows or has examined closely the destination. The caster may take with him or her up to 100 pounds of gear and other materials per level of ability. Weight permitting, the caster could include living creatures in their teleport, assuming those individuals are willing.

Hallucinations
Duration: 1 minute
Range: 100 feet
Save: vs. PER (avoid insanity)
Type: static

See Illusions. Allows the caster to create an illusion of such terrifying aspect that any who behold it must save vs. PER or go insane—*permanently*. Those who fail this save will wander aimlessly, babble incessantly, and be of no use to anyone until a cure can be effected.

Image Projection
Duration: 1 minute per level of ability
Range: special
Save: none
Type: variable

See Illusions. Allows the caster to create an illusory replica. This illusion appears in any location the caster is familiar with or has studied, regardless of distance or plane of existence. The replica is an exact duplicate of the caster, though devoid of substance. The caster can see and hear as though he or she is where the replica stands; the caster can move, speak and even cast spells through the replica, but cannot interact with physical objects.

Enchantment Level VII

Object Transformation
Duration: 1 day (24 hours)
Range: 100 feet
Save: none
Type: static

Allows the caster to temporarily alter the size, shape, and substance of an object weighing up to 1,000 pounds. The transformation must have some *sympathetic* resemblance to the original. For example: a boulder could become a pebble, a ball, or a statue; it could not become a feather, a wine skin, or a tree. The Game Judge should allow any transformation that can be reasonably justified.

Shadow Being
Duration: 1 hour
Range: personal
Save: none
Type: variable

Allows the caster to animate his or her shadow (similar to the level IV spell *Shadow Form*), giving it a degree of substance. The Shadow Being is a silhouette duplicate of the caster's form. The caster may move and speak through the Shadow Being; the caster can see and hear as through he or she were where the Shadow Being stands.

The Shadow Being can engage in combat, or perform relatively simple tasks. It has no intelligence of its own; it is a mentally controlled puppet. The Shadow Being has the same combat capabilities as the caster, deals 1d12 damage with a successful attack, and has half the hit points of the caster. The Shadow Being has some substance; however it is immune to non-magical weapons. Any magical light spell will dispel it at once.

Suspended Animation
Duration: 1 week (7 days), +1 day per level of ability
Range: personal, touch
Save: vs. WIL (negates)
Type: variable

Allows the caster to place an individual or creature into a deep, trance-like state. The subject appears lifeless; their metabolic rates are reduced so low they no longer need food, water, or even *oxygen* for the duration. The duration of the spell must be set prior to casting. Once suspended, the subject cannot be awakened by any means until the spell's duration ends. Despite the lack of sustenance, the subject will awaken alert and refreshed.

The practical application of this spell are limitless (e.g., an individual with a terminal ailment may be suspended until appropriate aid can be administered). Unwilling recipients may save vs. WIL (negates).

Conjure Simulacrum
Duration: special (until slain)
Range: touch
Save: none
Type: static
Material: Powder of Conjuration (see Magical Mixtures) made from (e.g., hair, nail-clippings, blood) of the individual being duplicated

Allows the caster to create a duplicate of an individual or creature (not a demon, devil, undead, or creature from the outer planes). The duplicate has the same abilities as the original (i.e., attributes, profession, level of ability, hit points, etc.); the duplicate possesses almost all of the original's memories, though these memories will be faulty or incomplete in some areas (save vs. INT to recall any particular detail, acquaintance, etc.; Game Judge's ruling).

While the duplicate is capable of independent thought and action, it will faithfully follow the commands of its creator. *Detect Magic*, *True Sight*, and similar spells will reveal the true nature of the duplicate. A caster can never create more than one simulacrum of any particular individual. The duration of the simulacrum is permanent (although the duplicate does age, can be slain, etc.).

Grand Illusion
Magicians only
Duration: 1 day (24 hours)
Range: 1,000 feet
Save: special
Type: static

See Illusions. Allows the caster to create an illusion or combination of illusory effects encompassing a volume of up to 1,000×1,000×1,000 feet. The illusion may include auditory (sound), olfactory (smell), visual, and thermal components. It can make use of planned actions or events (e.g., illusory creatures may be programmed to attack, speak, or act as the caster sees fit; trees may be seen to blow in the breeze).

Great Conjuration
Magicians only
Duration: 1 day (24 hours)
Range: 1,000 feet
Save: none
Type: static
Material: 1 pound of appropriate construction material

Allows the caster to conjure up to 100×100×100 feet of construction (e.g., bridge, fortification, hut, tower, wall).

Major Enchantment

Duration: special
Range: 100 feet
Save: none
Type: static

Allows the caster to place a permanent dweomer upon a spell which he or she has cast, giving the affected spell a duration of *permanent*. This spell requires 1 hour to cast. In that time, the caster cannot be interrupted or have his or her concentration taken from him or herself. Once complete, the caster will be exhausted and drained. He or she must save vs. CON. Success indicates the caster is incapable of further spell-casting for 1 day (24 hours). Failure indicates the caster is incapable of further spell-casting for 2 days (48 hours).

This spell cannot be used to give living beings permanent magical powers (e.g., flight, invisibility). It can be used to give permanency to curses, conjurations, illusions, etc. (Game Judge's ruling). Only a *Wish*, *Miracle*, or *Major Enchantment* cast in reverse can remove this effect.

Mass Charm

Practitioners of Enchantment only
Duration: special
Range: 100 feet
Save: vs. WIL (negates) [daily]
Type: static

Allows the caster to influence the behavior of 1 individual or creature per level of ability. The subjects must save vs. WIL or regard the caster as a trusted friend. The subjects will render aid to, and protect the caster, for at least 1 day (24 hours). The subjects may attempt to save each day thereafter; the spell's effects will continue for each subject until he or she succeeds this save. Demons, devils, undead creatures, and creatures from the outer planes are immune to this spell.

Negative Illusion

Magicians only
Duration: 1 hour per level of ability
Range: 100 feet
Save: special
Type: static

See Illusions. Allows the caster to create a reverse (or *negative*) illusion up to 10×10×10 feet in volume. This causes individuals to believe that something which *does exist* has vanished.

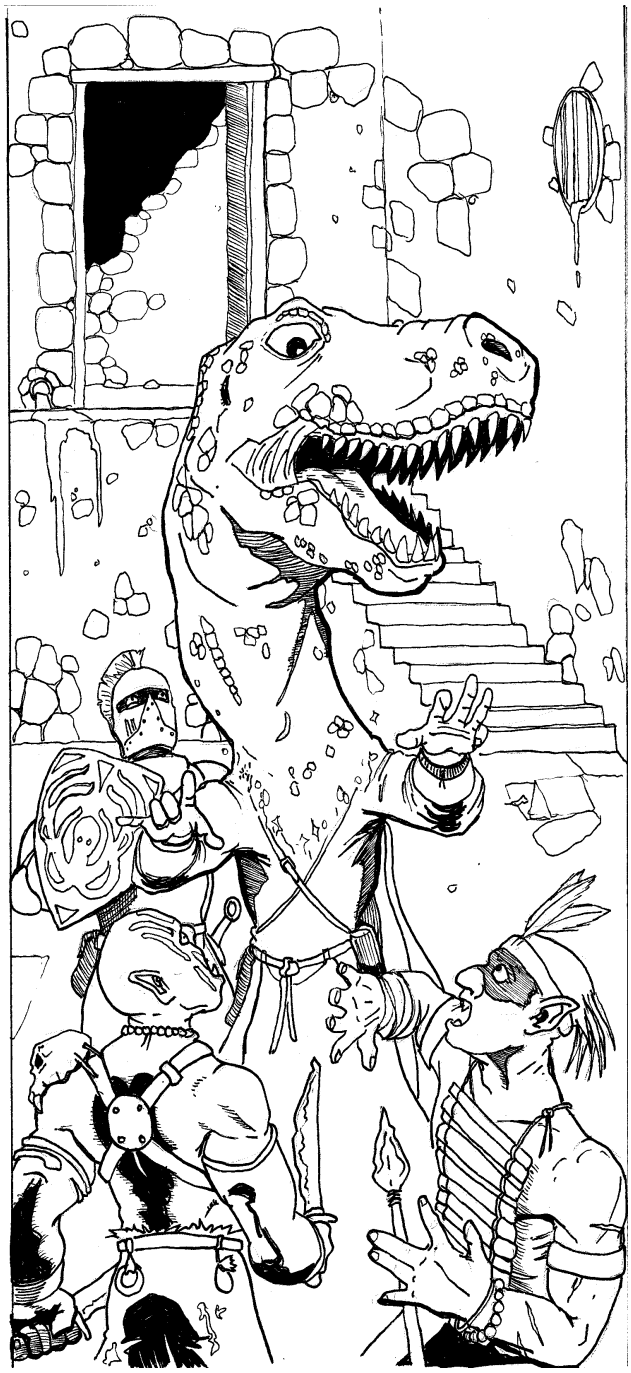
> **Example**: if cast upon a sword, it will appear that the sword has vanished. If grasped, the holder is entitled tot he standard illusory save vs. PER. Failure indicates the wielder is convinced the sword is gone.

No amount of persuasion will convince those who fail their PER save that what they don't see is really there. *Dispel Illusion* will restore normal perception. *Detect Invisibility* will not reveal the hidden object or creature as they are not invisible.

Transformation

Duration: 1 hour
Range: personal, touch
Save: vs. CON (negates)
Type: static

Allows the caster to cause an individual or creature to assume the appearance, shape, size, and abilities (i.e., attributes, combat capabilities, etc.) of another creature type or race (not demons, devils, undead, or creatures from the outer planes).



High Magic

Level I

Command: Open
Detect Influence
† Evocation I
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Sigil
Spellbind
Spell of Constraint
† Word of Power

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Aura of Deception
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Level V

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Level VII

Aura of Spell Failure
† Evocation V
Gesture of Power
† Power Word: Kill
Spell of Eternal Confinement
Sphere of Control
Symbol of Power
† True Name
† Word of Exile

† Wizards and Cabalists only

Command Spells

With the exception of Command: Open, command spells force individuals or creatures to bend to the caster's will. Commands must be forcefully spoken, and must be in a language the subject understands.

Word Spells

Word spells are similar to Command spells, only there is not generally a subject. Word spells must be forcefully spoken; with no subject, the words need not be spoken in a language understood by any but the caster.

High Magic Level I

Command: Open
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to open a door or locking mechanism (e.g., bolts, latches, padlocks). This spell can also be used to dispel a *Hold Portal* or similar spell.

Detect Influence
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine if an individual or creature is under the influence of magical control (e.g., *Charm*, *Command*, *Hypnosis*, *Spellbind*); this spell will determine the nature of the control, if any.

Evocation I
Wizards and Cabalists only
Duration: special
Range: personal
Save: none
Type: static

See Summoning Rituals. Allows the caster to evoke a familiar spirit, minor spirit, or an Order I demon or devil (minor / lesser demon, or minor / lesser devil).

Hold Portal
Duration: 1 minute per level of ability
Range: 100 feet
Save: none
Type: variable

Allows the caster to magically secure a door or locking mechanism (e.g., bolts, latches, padlocks). Once secure, it cannot be opened by physical force.

Sigil
Duration: permanent
Range: touch
Save: none
Type: variable

Allows the caster to inscribe his or her personal sigil (e.g., seal, emblem) onto an object or surface causing one of the following effects. The inscription can be in any form (e.g., scratched, engraved, inked, painted) as long as it is plainly visible. A caster is not warded by his or her own sigil.

- **Seal**: When inscribed onto a chest, door, or locking mechanism (bolts, latches, padlocks), none but the caster may open it.
- **Protection**: The object inscribed deals 2 points of damage per level of the caster's ability (no save) to any who touch it. A caster may only have one such item on his or her person at a time.

Spellbind
Duration: 1 minute per level of ability
Range: 100 feet
Save: vs. WIL (negates)
Type: variable

Allows the caster to cause an individual or creature become bound, unable to move and / or speak (chosen before the spell is cast).

Spell of Constraint
Duration: instant
Range: 100 feet
Save: special
Type: static

Allows the caster to charge a summoned creature with a single, specific service. Creatures of lower level or fewer hit points than the caster get no save; otherwise, the creature is allowed a save vs. WIL (negates).

This spell can be used to release a creature summoned by another caster of its bondage; it cannot be used to turn the summoned creature against it's former master. Released creatures return immediately to their home plane.

Word of Power
Wizards and Cabalists only
Duration: instant
Range: 100 feet [sight]
Save: vs. DEX (½ damage)
Type: variable

Allows the caster to speak a single word and engulf an individual or creature in fire, ice, or electrical energy dealing 1d4 damage per level of ability. The Word of Power must be spoken in a commanding voice.

High Magic Level II

Aura of Deception
Duration: 1 hour per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to magically alter his or her appearance, or apparent alignment. In the former case, facial features, hair, and stature may be altered considerably, though the caster's race (e.g., human, elf, dwarf) cannot be changed. In the latter case, the caster's aura may be magically altered to any desired alignment. It is not possible to use this spell in both modes at the same time.

Command: Forget
Duration: permanent
Range: touch
Save: vs. INT (negates)
Type: static

Allows the caster to force an individual or creature to save vs. INT or forget a piece of information (e.g., incident, fact) which the subject knows.

Command: Sleep
Duration: 1 hour
Range: 100 feet
Save: vs. WIL (negates)
Type: variable

Allows the caster to force up to one individual per level of ability to save vs. WIL or fall into a deep, magical sleep. Subjects cannot be awoken via non-magical means.

Countermand
Duration: special
Range: 100 feet
Save: special
Type: static

Allows the caster to gain control over an individual or creature already under the influence of another caster. To do this the caster must save vs. WIL. Success indicates the original control is usurped. Countermand does not alter the nature of the control, it simply transfers command. Duration is the *remaining* duration of the original spell. This spell cannot be used against summoned creatures; it can be used to gain control of those under the effects of *Charm*, *Hypnosis*, *Control*, *Spellbind*, *Command*, etc. (Game Judge's ruling).

Ritual Magic
Duration: 1 hour
Range: personal
Save: none
Type: variable

Allows the caster to focus on a single skill or operation, increasing the chance of success by +1 (or +5%, as applicable) per 2 levels of ability (round down). This ritual takes 10 minutes to perform.

Word of Healing
Duration: instant
Range: personal, touch
Save: none
Type: static

Allows the caster to heal an individual or creature, healing 1 hit point per level of ability.

Word of Warning
Duration: special
Range: touch
Save: none
Type: static

Allows the caster to place an invisible, magical ward upon an object or area. If the object or area is touched, or an individual trespasses, the ward is activated: the caster is informed that an intruder is present. Distance at that point is no factor. An intruder is unlikely to notice the ward without a *Detect Magic* spell. Word of Warning relays no specific information about the intruders. Duration is until triggered.

High Magic Level III

Aura of Free Action
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to surround themselves in an invisible field of magical energy. This field provides the following benefits:

- Affords the caster immunity to *Command*, *Slow*, entangling spells, etc. (Game Judge's ruling).
- Allows the caster to move without hindrance through mud, quagmire, while under water, etc.

Aura of Protection
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to surround him or herself in an invisible field of magical energy. All attacks deal one-half normal damage to the caster (round down). This stacks with damage reduction from saving throws (e.g., ½ damage × ½ damage = ¼ damage).

Command: Answer
Duration: instant
Range: special [hearing]
Save: vs. WIL (negates)
Type: static

Allows the caster to force an individual or creature to save vs. WIL or answer truthfully a single question. If the subject resists this spell, the caster will know this. The subject's true name cannot be gained via this spell.

Command: Stop
Duration: 10 minutes per level of ability
Range: 100 feet
Save: vs. WIL (special)
Type: static

Allows the caster to force an individual or creature to save vs. WIL or cease a specific action. Success indicates the subject resists the spell, but will still pause for one combat round (one minute); they may continue unimpeded after. Failure indicates the subject may perform any actions other than the one they were commanded to cease for the duration of this spell.

Divination
Duration: 1 minute
Range: personal
Save: none
Type: static

Allows the caster to use any reflective surface (e.g., mirror, polished metal, calm water) as a scrying device. The caster will see an individual or creature, object, or place (as desired). The caster can divine the direction and distance to the subject, as well as the general surroundings (e.g., forest, castle). Only a brief glimpse is revealed.

Evocation II
Wizards and Cabalists only
Duration: special
Range: personal
Save: none
Type: static

See Summoning Rituals. Allows the caster to evoke a lesser spirit, or an Order II demon or devil (winged demon, or winged devil).

Sphere of Influence
Duration: instant
Range: personal
Save: vs. WIL (negates)
Type: static

Allows the caster to emanate a sphere of influence 20 feet in diameter causing individuals or creatures who enter to save vs. WIL or adopt one of the following responses:

- **Friendliness**: subjects will offer the caster aid, advice, etc. as requested.
- **Contrariness**: subjects will act in a manner contrary to their personality (e.g., vicious creatures become docile, or vice-versa; lawful creatures act chaotic; loyal guards accept bribes).

Word of Guard
Wizards and Cabalists only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to become temporarily immune to magical control and influence (e.g., *Charm*, *Hypnosis*, *Spellbind*).

High Magic Level IV

Aura of Awareness
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to surround him or herself in an invisible field of magical energy. While an Aura of Awareness is in effect, it is impossible to spy upon the caster via magical or mundane means without his or her knowledge (i.e., the caster can *feel* that he or she is being watched). The caster will know the direction and distance to the spy, unless the spying is being done though a scrying device.

Aura of Silence
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to surround him or herself in an invisible field of magical energy. While an Aura of Silence is in effect, the caster is absolutely silent; he or she cannot make noise purposefully or accidentally. The caster cannot cast further spells that require a verbal component while silenced.

Command: Away
Duration: 1 hour
Range: special [hearing]
Save: vs. WIL (special)
Type: static

Allows the caster to force an individual or creature to save vs. WIL or leave his or her presence. Success indicates the subject resists, but will still be forced to move away from the caster for one combat round (one minute); he or she may continue unimpeded after. Failure indicates the subject must travel away from the caster until out of the caster's site and remain so for the duration of the spell. If the caster attacks the subject, this spell is negated immediately.

Evocation III
Wizards and Cabalists only
Duration: special
Range: personal
Save: none
Type: static

See Summoning Rituals. Allows the caster to evoke a greater spirit, or an Order III demon or devil (i.e., greater demon, or greater devil).

Magic Resistance
Duration: 1 minute per level of ability
Range: personal, touch
Save: none
Type: variable

Allows the caster to imbue an individual or creature, object, or small area (20 feet diameter) with an invisible field of magic resistance. Any spell cast upon the subject, or from within the area, has a 5% chance to fail (+2% per level of ability; 50% maximum).

Power Word: Hold
Wizards and Cabalists only
Duration: 1 minute per level of ability
Range: 20 feet
Save: vs. WIL (negates)
Type: variable

Allows the caster to cause all individuals or creatures within 20 feet to become unable to move or speak.

Sphere of Confusion
Duration: 10 minutes
Range: 20 feet
Save: vs. PER (negates)
Type: static

Allows the caster to cause all individuals or creatures within 20 feet to become completely disoriented. Subjects cannot take any decisive actions and will wander aimlessly.

Word of Passage
Wizards and Cabalists only
Duration: 10 minutes
Range: 100 feet
Save: none
Type: static

Allows the caster to create a 10×10×5 feet opening through any non-living substance. This passage will remain structurally sound even is cast on sand, water, mists, fields of energy, etc.

High Magic Level V

Command: Obey
Duration: instant
Range: special [hearing]
Save: vs. WIL (special)
Type: static

Allows the caster to force an individual or creature to save vs. WIL or perform a service or action. Success indicates the subject resists the spell, but will be confused for one combat round (one minute); he or she may continue unimpeded after. Failure indicates the subject obeys the command at once. The subject cannot be made to kill or harm themselves; he or she can be commanded to perform any relatively simple action or service.

Cursed Incantation of Power
Wizards and Cabalists only
Duration: permanent
Range: 100 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to curse an individual or creature. The subject must save vs. WIL or experience one of the following effects:

- **Attribute Loss**: reduces one attribute score of the subject to one-half it's current score (round up).
- **Illness**: any type of illness may be caused. If desired, the malady can be made to be fatal; death cannot occur in less than seven days.
- **Transformation**: the subject can be transformed in age, appearance, gender, size, or even species. The subject cannot be transformed into a creature of greater level.

If the caster knows the subject's true name, or possesses an object of significant importance to the subject (Game Judge's ruling), the subject gets no save against this spell.

Inscription
Duration: special (until activated)
Range: touch
Save: variable
Type: static

Allows the caster to inscribe any spell of High Magic the caster knows upon any solid and relatively smooth surface using magical inks, paints, or chalk. The inscription takes approximately one hour to complete. Once complete, the inscription is charged; any individual or creature attempting to read or decipher the inscription will activate the spell and suffer the corresponding consequences. A casual viewing of the inscription is not enough to activate the underlying spell; careful scrutiny or study is – even if the observer is unable to read.

Power Word: Stun
Wizards and Cabalists only
Duration: instant
Range: 20 feet
Save: vs. CON (negates)
Type: static

Allows the caster to cause all individuals or creatures within 20 feet to save vs. CON or be stunned 2d4 minutes.

Reveal
Duration: 1 minute
Range: special [sight]
Save: none
Type: static

Allows the caster to divine one of the following:

- Whether an individual or creature, object, or area is real or illusory.
- Whether an individual or creature, object, or area is protected by a magical ward or spell. If it is, the caster can divine the nature of the protection (e.g., vs. Fire, vs. Charm). This spell will not reveal the presence of protective devices (e.g., amulets, talismans).
- The true nature (e.g., alignment, race, profession, relative power) of an individual or creature. This spell can see through disguises, magical transformations, etc.

This spell may be used in conjunction with a scrying device or an appropriate divination spell.

Sphere of Panic
Duration: 1 hour
Range: personal
Save: vs. WIL (negates)
Type: static

Allows the caster to emanate a 40 feet diameter sphere causing all individuals or creatures in the area to save vs. WIL or flee in the caster's presence in unreasoning terror. Subjects will do anything to escape from the caster even if it is certain to be harmful or fatal to them (e.g., run through flames, leap from walls or cliffs).

Sphere of Secrecy
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to emanate a 40 feet diameter sphere rendering the area immune to scrying, location spells, etc.

Word of Transport
Wizards and Cabalists only
Duration: instant
Range: personal, touch
Save: vs. WIL (negates)
Type: static

Allows the caster to teleport an individual or creature to any place or area known to the caster. Word of Transport cannot be used for inter-dimensional travel. The subject is limited to his or her maximum encumbrance limit in gear. It is possible to use this spell on an unwilling subject; such subjects are allowed a save vs. WIL, and cannot be transported into any environment which would, by its nature, be instantly fatal to the subject.

High Magic Level VI

Aura of Spell Turning
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to surround him or herself in an invisible field of magical energy. This field reflects any attack spell, curse, or influence spell cast upon him or her back upon the original caster. Aura of Spell Turning is not effective against area-of-effect spells (e.g., mists, clouds).

Evocation IV
Wizards and Cabalists only
Duration: special
Range: personal
Save: none
Type: static

See Summoning Rituals. Allows the caster to evoke a higher order spirit, or an order IV demon or devil (i.e., nether demon, nether devil).

Creating the Talisman

The spell Talisman requires a focus. The caster must first fashion a medallion from a 1 ounce of copper, silver, or gold. The material used determines the level of spell the talisman can store:

- **Copper**: levels I or II
- **Silver**: levels III or IV
- **Gold**: levels V or VI

This requires two full days to complete, at which time the caster may cast the spell and inscribe the talisman.

Geas
Duration: special (until the quest is complete)
Range: touch
Save: none
Type: static

Allows the caster to command an individual or creature (not a demon, devil, undead, or being from an outer plane) to undertake a quest. The details must be clearly described in a language the subject understands. If the subject allows the quest to be explained, he or she is bound. If the subject refuses to honor the Geas, he or she will sicken and die within seven days.

Power Word: Blind
Wizards and Cabalists only
Duration: 1 minute per level of ability
Range: 20 feet
Save: vs. CON (negates)
Type: static

Allows the caster to cause all individuals or creatures within 20 feet to save vs. CON or be blinded for the duration of the spell.

Sphere of Delusion
Duration: 1 hour
Range: 20 feet
Save: vs WIL (negates); special
Type: static

Allows the caster to emanate a 20 feet radius sphere of delusion causing all individuals or creatures in the area to save vs. WIL or become subject to the caster's mental influence. Subjects will believe anything the caster says.

The caster may tell the subjects they have been turned into mice, buried alive, etc. If the caster describes a situation which, if real, would cause certain death, the subject must save vs. WIL again, or *actually die*. Success indicates the spell is instantly broken. Subjects will accept the reality the caster describes, and act accordingly. With the exception of the special death-save rule above, the elements of this false reality cannot harm the subjects unless they perform a harmful action (e.g., ingest poison, jump over a cliff). If the caster attacks the subject, the spell is broken immediately.

Talisman
Duration: permanent
Range: touch
Save: none
Type: static

Before this spell can be cast, it will require a focus for the magical power. See *Creating the Talisman*, left. Once the talisman is complete, it may be activated via this spell. The medallion may be inscribed with any one spell of the appropriate level of High Magic. Inscription takes one full day, after which the talisman is charged with the inscribed spell. At any time desired, the holder may cast the inscribed spell by holding the medallion and speaking a command word. Talismans hold their charge indefinitely; they must be recharged after each use (this takes one hour). A caster may own any number of talismans, but may carry no more than three on his or her person at a time. Talismans do not count toward the limit of seven magic items individuals may carry.

Word of Destruction
Wizards and Cabalists only
Duration: instant
Range: 100 feet
Save: none (magic items can save)
Type: static

Allows the caster to annihilate up to 10×10×10 feet of non-living matter, reducing it to dust. Magic items are allowed a saving throw. Word of Destruction can be used to disperse any type of energy field or magical barrier.

Word of Summoning
Wizards and Cabalists only
Duration: instant
Range: special
Save: none
Type: static

Allows the caster to instantly summon an object to his or her hands. The object cannot weigh more than 10 pounds and must be something the caster either owns or has procured. This spell cannot be used to summon objects possessed by others. which are in the possession of other individuals. Range is indefinite as long as the object is on the same plane of existence as the caster.

High Magic Level VII

Aura of Spell Failure
Duration: permanent
Range: touch
Save: none
Type: static

Allows the caster to imbue an object, or small area (10 feet radius) with a invisible field of magical protection. The object or area becomes immune to one spell *effect* (e.g., a door can be made immune to any form of spell which would open it such as *Command: Open*, *Knock*, etc.). Because this is anti-magic, an Aura of Spell Failure cannot be detected via *Detect Magic* spells; *Spell Analysis* will reveal its presence. Only one such aura can be cast upon a given object or area; large areas may be made proof against a specific spell effect if several are cast in succession.

Evocation V
Wizards and Cabalists only
Duration: special
Range: personal
Save: none
Type: static

See Summoning Rituals. Allows the caster to evoke a spirit of the highest order, or an order V demon or devil (i.e., arch demon, or arch devil).

Gesture of Power
Duration: variable
Range: 100 feet
Save: variable
Type: variable

This spell has six modes; the caster may choose one when this spell is cast. These effects have no verbal components.

- **Beckon** (*left hand upraised, fingers grasping*): allows the caster to force an individual or creature to save vs. WIL each combat round or or be forced to approach the caster. Duration is 1 minute per level of ability.

- **Burn** (*left hand upraised, fingers in horn sign*): allows the caster to engulf an individual or creature in flames, causing him or her to suffer 1d6 damage per minute (no save). All exposed non-magical combustible items are ignited. The flames can only be extinguished by magical means. Duration is 1 minute per level of ability.

- **Death** (*left hand upraised, index finger pointed at target*): allows the caster to force an individual or creature to save vs. WIL or lapse into unconsciousness and die. Success indicates the subject is reduced to ½ of his or her current hit point total (round down).

- **Gate** (*hands held aloft, spread wide apart*): allows the caster to create a gate to another plane. The gate is a vertical circle, 10 feet in diameter. Duration is 10 minutes.

- **Hold** (*clenched left hand*): allows the caster to immobilize one individual or creature, or object up to 10×10×10 feet in size. Creatures are allowed a save vs. WIL. Success indicates they can move at one-half normal speed. Duration is 1 minute per level of ability.

- **Protection From Evil** (*right hand upraised, fingers in horn sign*): allows the caster to force a demon, devil, or undead creature to refrain from attacking the caster. Duration is 10 minutes.

Power Word: Kill
Wizards and Cabalists only
Duration: instant
Range: 20 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to cause all individuals or creatures within 20 feet to save vs. WIL or die. Creatures of a level greater than the caster are immune.

Spell of Eternal Confinement

Duration: permanent
Range: 20 feet [sight]
Save: special
Type: static

Before this spell can be cast, it will require a focus for the magical power. See *Creating the Vessel*, right. Once the vessel is complete, it may be activated via this spell. The caster can trap an undead spirit, demon, or devil (but not arch demons or arch devils), confining it to the vessel.

Faced with the threat of imprisonment, the subject will offer service in exchange for the vessel. If this is what the caster desires, he or she may exact an oath from the subject and hand over the vessel. If the caster desires to imprison the entity, this spell must then be cast.

The subject is allowed three saves vs. WILL. If all three are successful, the vessel loses its power and the creature will depart at once, cursing the caster and vowing revenge. Should the subject fail even one of these saves, it will be imprisoned in the vessel. The caster may then seal the vessel with his or her personal sigil and use it to exact up to three future services from the subject. To do this, the caster need only open the vessel as desired and command the subject to appear.

Once three services have been extracted, the subject can go free. As such, the subject will comply with each without hesitation when called upon. Imprisoned creatures will seek to twist the letter and intent of any command, and will be able to go free following the completion of its third service.

Creatures freed from a Spell of Eternal Confinement will be the sworn enemies of the caster for life. Individuals who find a sealed vessel of brass may exact servitude from the subject, if they dare.

Sphere of Control

Duration: special
Range: 20 feet
Save: vs WIL (negates)
Type: static

Allows the caster to influence the behavior of all individuals or creatures within 20 feet. Subjects must save vs. WIL or regard the caster as a trusted friend. Subjects will render aid to, and protect the caster, for at least 1 day (24 hours). Subjects may attempt to save each day thereafter; the spell's effects will continue until the subject succeeds this save.

Symbol of Power

Duration: permanent
Range: touch
Save: special
Type: static

Allows the caster to inscribe any one of the Symbols of Power (see Advanced Practices).

Creating the Vessel

Spell of Eternal Confinement requires a focus. The caster must first obtain a brass lamp or other vessel of superior workmanship costing no less than 1,000 gp.

The caster must then spend one full week in the preparation of the vessel, inscribing it with the true name of the diabolic entity which the caster means to imprison. Once this has been done the caster must confront the subject, bring forth the vessel, and announce his or her intention.

True Name

Wizards and Cabalists only
Duration: instant
Range: 100 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to cause an individual or creature of lesser level of ability than the caster to save vs. WIL or reveal its true name (if it knows its true name). The subject will regard the caster as a sworn enemy.

Word of Exile

Wizards and Cabalists only
Duration: instant
Range: 100 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to banish an individual or creature to any place or plane. The caster must know the given name of the subject. The subject is not allowed a save if he or she is of lesser level of ability or has fewer hit points than the caster; or the caster speaks the subject's true name.

It is not possible to exile the subject to a place that would, by its nature, cause instantaneous death.

Low Magic

Level I

Chant
Commune with Nature Spirits
Detect Magic
Foretell
† Image Magic I
‡ Locate Power Animal
‡ Magic Darts
Seeing
Spirit Empathy

Level II

Altered State
Fast Traveling
† Image-Magic II
Protection from Spirits
Spirit Self
Spirit Track

Level III

† Image Magic III
Premonition
Seeing Stone
Shape Change: Animal
Song of Courage
Song of Fear

Level IV

Dreams
† Image Magic IV
Limited Invisibility
‡ Power
Spirit Contact
Trance State

Level V

Call Nature Spirit
‡ Lesser Spirit Force
† Magic Arrow
Shape Change: Were-Form
Transfer Sensation
Travel to Spirit Realm

Level VI

Calling
† Power Healing
Returning
‡ Spirit Force
Visions
† Warrior's Spirit

Level VII

‡ Dual Consciousness
Exorcise Spirit
Mass Trance State
‡ Pointing
‡ Recall Spirit
Soul Transference

† Practitioners of Low Magic only
‡ Shamans only

Low Magic Level I

Chant
Duration: special
Range: 100 feet
Save: none
Type: variable

Allows the caster to instill courage and strength in his or her allies within 100 feet by chanting, singing, and / or dancing. Subjects gain a +1 bonus on to-hit and damage rolls. This bonus increases by +1 per three levels of ability (round down; +4 maximum). Duration is indefinite; as long as the caster chants, sings, or dances.

Chant may also be employed against enemies of the caster. This allows the caster to instill doubt and weakness in his or her foes within 100 feet. Subjects suffer a -1 penalty on to-hit and damage rolls. This penalty is increased by -1 per three levels of ability (round down; -4 maximum). Duration is indefinite; as long as the caster chants, sings, or dances.

Commune with Nature Spirits
Duration: 5 minutes
Range: personal
Save: none
Type: static

Allows the caster to speak with the lesser types of spirits found in natural surroundings. The caster may ask one question; as long as the question pertains to the general vicinity where the spirits reside, they will answer truthfully. Otherwise, the spirits will not answer.

Detect Magic
Duration: 1 minute
Range: 10 feet
Save: none
Type: static

Allows the caster to divine presence of magic.

Foretell
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine whether or not a particular route or course of action presents a danger to an individual or group.

A distinction can be made as to whether any danger that exists is minimal, fairly hazardous, or perilous.

Image Magic I
Practitioners of Low Magic only
Duration: instant
Range: special [sight]
Save: vs. WIL (negates)
Type: static

Creating the Image

The various Image spells require a focus. The caster must first fashion a likeness of the intended target from wood, grass, or straw. Such a likeness will require no more than a few hours to enchant. Once created, the likeness can only be used by its creator, and may only be employed once per day no matter what purpose or image spell it is being used for.

For ill effects, the subject is allowed a save vs. WIL to negate each use of an Image spell upon the likeness. The caster must be able to see the subject in order to employ an Image spell; this can be via scrying device. Once an Image spell is activated, visual contact is no longer needed to maintain the effect.

Destroying the likeness (or using a counter likeness, see below) is the only way to dispel its power.

Counter Likenesses

A caster can create a counter-likeness. Creation of the focus is handled exactly as a standard likeness, above. Once created, each Image spell can be cast in reverse on the counter-likeness to render the initial likeness moot with that particular spell.

Before this spell can be cast, it will require a focus for the magical power. See *Creating the Image*, above. Once the image is complete, it may be activated via this spell.

Allows the caster to heal the subject of the likeness, healing 3 hit points per level of ability, or to harm the subject of the likeness, dealing 1 point of damage per level of ability.

Locate Power Animal
Shamans only
Duration: instant
Range: personal
Save: none
Type: static

See Summoning Rituals. Allows the caster to summon a guardian spirit – the power animal – into service. Roll on the table below to see what form the power animal takes.

Roll	Animal Type	Roll	Animal Type
1	Bear	**5**	Hawk
2	Coyote	**6**	Raven
3	Eagle	**7**	Wolf
4	Fox	**8**	Special †

The power animal will be the same level of ability, and have the same number of hit points, as the caster. As the caster rises in level, so will the power animal.

† The Game Judge may have any animal native to the area respond to the summons.

The power animal is with the caster in spirit at all times and may be called upon up to three times a day to fight for the caster (such callings have a duration of 10 minutes), identify the nature of any single spirit presence, or shape change the caster into the form of the power animal (such shape-changes have a duration of 10 minutes per level of ability). In return for the use of its abilities, the guardian spirit is said to receive the pleasure of existing in physical form. Thus a power animal is pleased when called and will immediately respond. As long as the power animal resides within the caster's body, the caster is immune to possession. These abilities are innate to the power animal and do not require further spell casting.

A caster is limited to one power animal at a time. If the current spirit helper is somehow captured, the caster will likely do most anything to get it back. Only if the spirit is destroyed may the caster acquire a new power animal.

Magic Darts

Shamans only
Duration: instant
Range: 100 feet
Save: none
Type: variable

Allows the caster to hurl 1d4 lesser nature spirits per level of ability dealing 1 damage each to whatever they strike.

Seeing

Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the alignment and relative level of ability (e.g., low, medium, high, very high) of an individual or creature. Countering this spell requires the ability to thwart psychic abilities.

Spirit Empathy

Duration: 10 minutes per level of ability
Range: 100 feet
Save: none
Type: static

Allows the caster to communicate with an individual or creature. This communication is empathic in nature; while complex thoughts and ideas cannot be communicated, basic emotions, intentions, and desires can. Speech is not required for this spell to function.

Low Magic Level II

Altered State

Duration: 1 minute per level of ability
Range: special
Save: none
Type: static

Allows the caster enter a trance-like state of consciousness. While in this altered state, the caster the caster can detect the presence of magic to a range of 10 feet, and can detect illusory, invisible, astral, or ethereal presences to a range limited only by line of sight.

Fast Traveling

Duration: 1 hour per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to run at maximum speed without tiring or the need for rest; the caster can cover twice the distance normally allowed for a terrain type.

Low Magic Level III

Image Magic II
Practitioners of Low Magic only
Duration: instant
Range: special [sight]
Save: vs. WIL (negates)
Type: static

Before this spell can be cast, it will require a focus for the magical power. See *Creating the Image*. Once the image is complete, it may be activated via this spell.

Allows the caster to cure the subject of the likeness of a disease, or to infect the subject of the likeness with a disease.

Protection from Spirits
Duration: 1 minute per level of ability
Range: 100 feet
Save: none
Type: static

Allows the caster to create an invisible 20 feet diameter circle of protection from spirits. This includes summoned elementals, non-corporeal undead, and any spell which is spirit-based (e.g., *Magic Darts*, *Spirit Track*, *Spirit Self*).

Spirit Self
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: variable

Allows the caster's spirit self (a.k.a., *astral form*) to leave his or her body. While in spirit form, the caster is capable of traveling at great speeds to any place on the material plane (e.g., underground, underwater, through solid objects).

In spirit form, the caster can see and hear, but is unable to affect the material world (although it is possible for spirit forms to engage in magical combat with each other). The caster's physical body is incapable of thought or action while the spirit form remains detached. If the caster's body is killed or destroyed while separated from its spirit, the caster is doomed to remain in spirit form forever.

Spirit Track
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine the exact direction in which an individual or creature (not a demon, devil, or undead) can be located, or whether an individual or creature has passed through a specific 100×100 feet area. This spell requires 10 full minutes to cast, during which time the caster is in a quiet, trance-like state. Countering this spell requires the ability to thwart spirit-based spells.

Image Magic III
Practitioners of Low Magic only
Duration: permanent
Range: special [sight]
Save: vs. WIL (negates)
Type: static

Before this spell can be cast, it will require a focus for the magical power. See *Creating the Image*. Once the image is complete, it may be activated via this spell.

Allows the caster to remove a curse from the subject of the likeness, or to curse the subject of the likeness with one of the following curses:

- **Attribute**: one of the subject's attribute scores is reduced to one-half its current value (round up).
- **Blind**: the subject becomes blind.
- **Mute**: the subject becomes mute.
- **Paralysis**: the subject becomes paralyzed.

Premonition
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to divine impending danger. Once cast, for the duration of the spell, the caster will be forewarned if he or she is about to face danger; he or she will feel a premonitory tingle. No specific information is divined; only one premonition can be received per casting.

Seeing Stone
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to employ any crystal or translucent stone as a scrying device. A Seeing Stone may be used to view an individual or creature, an object, or a location so long as the caster has seen the subject at least once before.

Shape Change: Animal
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: static
Material: a cloak or mask made from some part of the animal to be transformed into.

Allows the caster to assume the shape and abilities of any type of animal (not monster).

Song of Courage
Duration: special
Range: 100 feet
Save: none
Type: variable

Allows the caster to make his or her allies within 100 feet immune to mundane fear, or to negate the effects of magical fear.

In the former case, the subjects will fight courageously, even if greatly outnumbered or facing terrifying antagonists.

In the latter case, the song acts as a counter spell against any spell, substance, or presence which causes fear or fear-like effects; as well as any incantation, substance, or presence which causes fear by magical means (including a Song of Fear). The spell's effects will last as long as the caster continues to sing.

Song of Fear
Duration: special
Range: 100 feet
Save: vs. WIL (negates)
Type: variable

Allows the caster to cause fear within his or her enemies. All enemies within a 100 of the caster must save vs. WIL or flee in fear for as long as the caster continues to sing.

Low Magic Level IV

Dreams
Duration: special
Range: 100 feet
Save: none
Type: static

Allows the caster to bestow a divinatory dream upon an individual or creature. The next time the subject goes to sleep, he or she will dream about his or her future; the dream may be favorable or not, but will most certainly come to pass.

Image Magic IV
Practitioners of Low Magic only
Duration: special
Range: 1,000 feet
Save: vs. WIL
Type: static

Before this spell can be cast, it will require a focus for the magical power. See *Creating the Image*. Once the image is complete, it may be activated via this spell. Allows the caster to cause any one of the following effects within the subject of the likeness:

- **Immobility**: by grasping the image's arms and legs, the caster can immobilize and / or restrain the subject.
- **Silence**: by covering the image's mouth, the caster can cause the subject to be muted.
- **Pain**: by placing a sharp object into the image, the subject will feel excruciating pain in that part of their body. While the subject suffers no actual damage, the caster can manipulate the subject so as to cause him or her to temporarily lose the use of an arm, leg, or a sense (e.g., sight, hearing, speech) if the sharp object is placed in the correct area. If the sharp object is not removed from the image, the effect will continue.

Limited Invisibility
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: static

Allows the caster to become invisible. This spell requires a certain degree of concentration to maintain; engaging in combat or further spell-casting while invisible will cause this spell to end immediately.

Power
Shamans only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to utilize the power of the spirits bound into his or her service, increasing the caster's Strength, Dexterity, Constitution, or Will to the racial maximum.

Spirit Contact
Duration: special
Range: personal
Save: none
Type: static

Allows the caster to communicate with the spirit of a deceased individual or creature. The caster may ask up to three questions. The chance of the spirit answering the question is determined as follows:

The deceased was…

- …personal friend of the caster: 100%
- …unknown to caster; same alignment: 75%
- …unknown to caster; non-opposing alignment: 50%
- … unknown to caster; opposing alignment: 25%
- …an enemy of the caster: 75% †

Spirit contact with individuals of opposing alignment runs the risk of attack by the hostile spirit. If the spirit refuses to answer, it will attempt to possess the nearest individual or creature. If the intended host is unprotected, he or she must save vs. WIL or become possessed.

Killing the possessed character, or exorcising the hostile spirit, will banish it back to its native plane. Otherwise, it will be free to travel the material plane in search of a body; it can make as many as three attempts at possession. If all three attempts fail, the spirit will remain in spirit form, trapped on the prime material plane.

Trance State
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to enter into a deep, trance-like state after performing ritual meditation for 10 minutes. While in this state, the caster will only take one-half damage from any physical attack.

Low Magic Level V

Call Nature Spirit
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to call forth a nature spirit of any type. As long as there is an ample quantity of the appropriate element at hand, the summoned nature spirit will arrive in 1d4 minutes, appearing within 100 feet of the caster, and will obey the caster's commands for one hour. The summoned spirit will be equal in level of ability with the caster; it cannot be bound into service, thus no Circle of Protection, Thaumaturgic Triangle, or offerings are necessary.

Lesser Spirit Force
Shamans only
Duration: 10 minute per level of ability
Range: 10 feet
Save: none
Type: variable

Allows the caster to utilize the power of the spirits bound into his or her service, physically repelling all individuals or creatures, and objects weighing up to 50 pounds per level of ability. Those affected suffer no damage, but can be kept at a minimum distance of 10 feet from the caster by the spirits' power for the duration. This spell requires total concentration. Creatures are not prohibited from performing actions as they desire outside the area of effect; those capable of ranged attacks may employ them.

Magic Arrow
Practitioners of Low Magic only
Duration: special
Range: touch
Save: none
Type: static

Allows the caster to enchant an arrow. A magic arrow has double normal range, deals double normal damage, and will automatically hit its target so long as the shooter can see the target, and that target is no smaller than 1 foot in diameter. Once enchanted, a magic arrow retains its power until it has been shot. Each magic arrow counts toward the limit of magic items an individual may carry.

† The spirit is also 90% likely to lie or mislead the caster.

Shape Change: Were-form
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: static
Material: a cloak or mask made from some part of the animal associated with the were-form to be transformed into.

Allows the caster to assume the shape and abilities of any type of were-creature.

Transfer Sensation
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Calls into effect the 'Law of Equivalences', causing physical attacks against the caster to be likewise felt by the attacker. Any damage done to the caster will be inflicted upon the attacker as well. This spell is not effective against magical attacks or missile weapons. This spell cannot be used to transfer or multiply curative or restorative effects.

Travel to Spirit Realm
Duration: special
Range: personal, touch
Save: vs. WIL (negates)
Type: variable

Allows the caster to travel in spirit (a.k.a., *astral*) form to any plane of existence. If desired, the caster may bring along one additional individual or creature per level of ability. Unwilling subjects are allowed a save vs. WIL to resist. The duration is limitless; this spell must be cast again to return to the material plane and physical form.

Low Magic Level VI

Calling
Duration: instant
Range: unlimited
Save: none
Type: static

Allows the caster to contact an individual or creature whom the caster has met at least once. Regardless of distance, the subject will sense that the caster is calling. No message can be sent via this spell, but the subject will know the caster is beckoning.

Power Healing
Practitioners of Low Magic only
Duration: instant
Range: personal, touch
Save: none
Type: static

Allows the caster to utilize the power of the spirits bound into his or her service to cause one of the following effects:

- **Cure Insanity**: allows the caster to cure one type of mental illness.
- **Healing**: allows the caster to restore an individual or creature to full hit points, minus 1d4 points.
- **Sensory Restoration**: allows the caster to restore one of the five senses to an individual or creature.

This spell requires an intricate ritual which takes 10 minutes to complete, during which time the caster may perform no other action. This ritual is exhausting to the caster, who will have his or her Constitution score reduced by one-half; this is restored at a rate of 1 point per hour of rest.

Returning
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to teleport to any place that he or she has been to earlier that day. Distance is not a factor; this spell cannot be used to teleport between planes of existence. The caster is limited to his or her maximum encumbrance in gear and supplies.

Spirit Force
Shamans only
Duration: instant
Range: 100 feet
Save: special
Type: variable

Allows the caster to utilize the power of the spirits bound into his or her service, unleashing them into a bolt of pure spirit energy dealing 1d6 damage per level of ability to any demon, devil, spirit, or undead creature it strikes (no save).

If this bolt targets an individual or creature, the subject must save vs. WIL or have his or her spirit is forcibly removed. Unless the subject is capable of astral projection or spirit travel, the body dies instantly; the subject's disembodied spirit will be forced to roam the prime material plane.

Visions
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine an event that will take place within the next day (24 hours). The caster may see the location of a desired item, foretell imminent danger, or see the death of a party member – or his or her own death. The vision will be vague and hazy, but will come to pass.

Warrior's Spirit
Practitioners of Low Magic only
Duration: 1 minute per level of ability
Range: personal
Save: special
Type: variable

Allows the caster to call upon the spirit of one of his or her warrior ancestors. The caster must save vs. WIL. Success indicates that the ancestor will offer aid in battle, allowing the caster to double his or her number of attacks per round. Failure indicates the spell has failed.

Low Magic Level VII

Dual Consciousness
Shamans only
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to utilize the power of the spirits bound into his or her service to separate his or her conscious mind and spirit into two distinct entities. Thus, the caster may:

- Sleep and perform physical activities simultaneously
- Travel in spirit form while maintaining physical awareness and mobility
- And so on.

If subjected to mental influence (e.g., *Charm*) while in dual form, the caster is allowed two saves to resist the effect. Only if both saves fail will the caster be subject to the effect. Dual Consciousness has one disadvantage: each half of the caster's dual self has half of the total hit points; saves against magical attacks suffer a penalty of -4. This spell does not separate the caster into two physical beings.

Exorcise Spirit
Duration: instant
Range: touch
Save: vs. WIL (negates)
Type: static

Allows the caster to exorcise a spirit from the body of an individual or creature. The subject spirit is allowed a save vs. WIL. Success indicates the caster will need to attempt the exorcism again, or use other means. This spell may be used to prevent a Necromancer from rising from the dead; save vs. WIL (negates).

Mass Trance State
Duration: 1 minute per level of ability
Range: 20 feet
Save: none
Type: variable

Allows the caster, and up to one additional individual or creature per level of ability, to enter into a deep, trance-like state after the caster performs a ritual meditation for 10 minutes. While in this state, the subjects will only take one-half damage from any physical attack.

Pointing
Shamans only
Duration: instant
Range: 100 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to point at an individual or creature and force them to save vs. WIL or die instantly. The caster need not speak, but the subject must be facing the caster.

Recall Spirit
Shamans only
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to recall and restore the spirit of a recently slain individual or creature. The subject will be restored to life so long as the body has been dead no longer than 1 day (24 hours). The subject will be in a weakened state: 1d4 hit points, exhausted, in need of rest. If the subject's body was destroyed or severely damaged (e.g., dismembered), this spell will be ineffective.

Soul Transference
Duration: permanent
Range: 100 feet
Save: vs. WIL
Type: static

Before this spell can be cast, it will require a two foci for the magical power. This first focus is similar to the likeness used in Image spells (see *Creating the Image*), but requires a full week to fashion. The second focus is either a second image such as the first, or it is an object to hold the soul of the victim (also requiring one week to fashion). Once the foci are complete, they may be activated via this spell.

Allows the caster to steal an individual's spirit, transferring it to the body of another individual or creature, or into an object created to house the soul. The individual whose soul is to be stolen requires an image created to act as a focus for the spell. If the soul is to be housed within another individual or creature, then an image of that individual is also needed; otherwise the second focus is to become the home of the stolen spirit.

Once the preparations have been completed, the caster may confront the primary subject and cast the spell; he or she is allowed a save vs. WIL to resist the spell. Success indicates the spell fails and both images are rendered powerless. Failure indicates primary subject's soul is removed from his or her body and placed either into the target subject's body, or the target focus, as designated by the caster.

The soulless body, while no longer living, can be used as a mindless slave similar to a zombie, but possessing the hit points and level of the victim. Only a *Wish*, *Miracle*, or another *Soul Transference* spell can rejoin the subject's spirit and body.

Mysticism

Level I

Aura Reading
Clairvoyance
Empathy
Heightened Perception
† Inner Vision
‡ Mystic Bolt
Object Reading
Suggestion

Level II

Clairaudience
Contemplation
Extra-sensory Perception
Mind Mask
Mind over Body
Path of Wisdom
Subliminal Perception
Telekinesis
† Transcend Hunger and Thirst

Level III

Astral Projection
‡ Clairsentience
Emotional Influence
† Inner Strength
† Mystic Healing I
Path of Direction
Precognition
Psychic Shield

Level IV

Alter Aura
† Body Control
Dowsing
Mental Barrier
† Mystic Healing II
Psychic Assault
Sending
Sixth Sense

Level V

‡ Dissociation
Mandirin
Mass Suggestion
Mind Read
‡ Mystic Circle of Protection
† Mystic Healing III
Telepathic Suggestion
‡ Transfer Consciousness

Level VI

† Celestial Vision
Mass Telepathic Suggestion
‡ Materialization
† Mind over Matter
Retrocognition
† Telepathic Command
Teleport Self
† Transcend Pain

Level VII

‡ Bilocation
‡ Dematerialization
Divert Energy
† Expanded Consciousness
‡ Mantric Invocation
‡ Mass Telepathic Command
† Mind Blast
‡ Mystic Gift
Pathway of Knowledge
Symbol of Power

† Practitioners of Mysticism only
‡ Mystics only

Mysticism Level I

Aura Reading
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the alignment of an individual or creature by reading the color of the subject's aura (e.g., dark, black, red = evil; bright, yellow, white = good; medium, green, blue = neutral).

Clairvoyance
Duration: 1 minute per level of ability
Range: special
Save: none
Type: static

Allows the caster to see from another location as though he or she were standing there. Distance is not a factor, however the target area must be familiar to the caster. An area shielded by metal sheeting will block Clairvoyance. This ability is only useful on the Prime Material plane.

Empathy
Duration: 1 minute per level of ability
Range: 20 feet
Save: none
Type: static

Allows the caster to read the emotions of an individual or creature. Language is not a factor as only emotions are detected.

Heightened Perception
Duration: 1 minute per level of ability
Range: 100 feet
Save: none
Type: static

Allows the caster to divine presence of physical individuals or creatures beyond walls or doors, around corners, hidden or obscured, etc. The caster will know the general type of presence (e.g., animal, human, undead), but not the specific information (e.g., size, alignment, level of ability, alignment). This spell cannot be used in conjunction with a *Mind Mask*.

Inner Vision
Practitioners of Mysticism only
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: static

Allows the caster to see normally, even if his or her vision has been obscured or negated, including blindness.

Mystic Bolt
Mystics only
Duration: instant
Range: 100 feet
Save: vs. DEX (½ damage)
Type: variable

Allows the caster to hurl a bolt of ki energy dealing 1d4 damage per level of ability to whatever it strikes.

Object Reading
Duration: special
Range: touch
Save: none
Type: static

Allows the caster to learn information about, or through, an object. For each minute the caster spends reading the object, an unknown bit of information will be revealed, as follows:

- **Minute 1**: the meaning of any writings or inscriptions on the object.
- **Minute 2**: the approximate age of the object.
- **Minute 3**: the powers (if any) and uses of the object.
- **Minute 4**: a mental image of the individual who last possessed the object. The image may be vague in nature.

There is a 5% chance information revealed through this spell will be inaccurate or distorted. Curses and / or traps which placed upon or within the object will (almost always) be activated by this spell.

Suggestion
Duration: instant
Range: 10 feet per level of ability
Save: vs. INT (negates)
Type: static

Allows the caster to project an empathic suggestion into the mind of an individual or creature. The suggestion must appear logical or reasonable to the subject; it cannot be something which would obviously be harmful to the subject or place them in great peril. The subject can save vs. INT. Success indicates the subject is aware that this thought did not original in his or her mind; they will realize that someone is attempting to influence them. Failure indicates they believe the idea to be their own and will act upon it as soon as possible. Language is not a factor as the suggestion is empathic in nature.

Mysticism Level II

Clairaudience
Duration: 1 minute per level of ability
Range: special
Save: none
Type: static

Allows the caster to hear from another location as though he or she were standing there. Distance is not a factor, however the target area must be familiar to the caster. An area shielded by metal sheeting will block Clairaudience. This ability is only useful on the Prime Material plane.

Contemplation
Duration: instant
Range: 10 feet
Save: none
Type: static

Allows the caster to divine the presence of hidden doors, secret passageways, hidden objects, etc.

Extra-sensory Perception
Duration: 1 minute per level of ability
Range: 20 feet
Save: special
Type: static

Allows the caster to read an individual or creature's mind. Thoughts are in the same language that the subject speaks, so may be unintelligible. Subjects with an Intelligence score of 12+ may save vs. INT to detect the intrusion; but not to stop it.

Mind Mask
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: static

Allows the caster to mask his or her thoughts, rendering them immune to mental influence (e.g., *Charm*, hypnosis).

Mind over Body
Duration: variable
Range: personal
Save: none
Type: variable

Allows the caster to perform any one of the following feats:

- **Levitate**: allows the caster to levitate up to 100 feet in the air. Duration is 10 minutes per level of ability.
- **Self-Healing**: allows the caster to heal him or herself 2 hit points per level of ability. Duration is instant.
- **Unimpeded Movement**: allows the caster to ignore the effects of any spell which slows, hastens, entangles, etc., and to move unimpeded through any terrain (e.g., mud, quagmire). Duration is 10 minutes per level of ability.

Path of Wisdom
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine which of a set of routes is safest, most direct, most perilous, most indirect, etc. This spell requires 10 minutes meditation to cast. The safest path need not be without danger at all; answers are relative.

Subliminal Perception
Duration: 1 minute per level of ability
Range: 20 feet
Save: none
Type: static

Allows the caster to divine the presence of magic; or hidden, invisible, ethereal, spirit, or astral presences. This spell cannot be used in conjunction with a *Mind Mask*.

Telekinesis
Duration: instant
Range: 10 feet per level of ability
Save: none
Type: variable

Allows the caster to psychically move physical objects. The object can be made to move vertically or horizontally and will gain momentum as it moves; 20 feet minimum is needed to use an object as a projectile. A 10 pound object (medium density, relatively blunt) thrown via this spell deals 1d6 damage; each additional 10 pounds adds +1 damage.

Telekinesis cannot be used directly on living beings; it can be used on inanimate objects (e.g., rugs, chairs, weapons). The maximum weight of an object that can be moved via this spell is 10 pounds per level of ability.

Transcend Hunger and Thirst
Practitioners of Mysticism only
Duration: 3 days per level of ability
Range: personal
Save: none
Type: static

Allows the caster to transcend the need for food or drink, rendering him or her immune to the effects of hunger and thirst in even the harshest climatic conditions.

Combination Spells

Several spells of Mysticism are actually combinations of multiple spells (e.g., *Clairsentience* = *Clairvoyance* + *Clairaudience*). The benefit of such spells is that multiple spell effects can be generated with the casting of a single spell, saving time and not counting as two or more spells cast that day.

Combination spells may have duration, range, save, and type values which differ from the underlying spells. All spell effects within the combination spell use the new values when cast this way.

Unless otherwise stated, all other characteristics (e.g., capabilities, effects, limitations) remain as part of the combination spell.

Mysticism Level III

Astral Projection
Duration: indefinite
Range: personal
Save: none
Type: static

Allows the caster to enter into a deep trance-like state, and leave his or her body, projecting their consciousness. The astral body may travel the astral plane or the material plane.

When traveling on the material plane, the astral body has full faculties of sight, hearing, smell, and touch, but will be unable to influence the physical world in any way. The astral body is likewise immune to harm; it is even immune to detection, save certain magics. The duration of this spell is indefinite; the caster may return to his or her body at will.

If the caster's physical body disturbed while this spell is in effect, his or her consciousness immediately returns to the physical body and the spell is broken; returning this way causes the caster to become disoriented for 1d4 minutes.

Clairsentience
Mystics only
Duration: 1 minute per level of ability
Range: special
Save: none
Type: variable

See Combination Spells. *Clairvoyance* + *Clairaudience*.

Emotional Influence
Duration: 1 hour
Range: 20 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to influence the behavior of any number of individuals or creatures. The subjects must save vs. WIL or experience one of the following emotions:

- **Antipathy**: subjects feel a strong dislike, and possibly become hostile (50% chance), toward an individual or group the caster designates.

- **Apathy**: subjects become bored and disinterested with an individual or group the caster designates.

- **Sympathy**: subjects become understanding and sympathetic, possibly even helpful (50% chance) toward an individual or group the caster designates.

Inner Strength
Practitioners of Mysticism only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to focus his or her ki energy, temporarily increasing his or her Strength score to the racial maximum (or racial maximum +1 if he or she is already at the racial maximum).

Mystic Healing I
Practitioners of Mysticism only
Duration: instant
Range: personal, touch
Save: none
Type: variable

Allows the caster to heal an individual or creature, healing 2 hit points per level of ability.

Path of Direction
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine the relative direction in which an individual or creature, object, or location can be found. The caster must be familiar with the subject. This spell requires 10 minutes of meditation prior to being cast.

Precognition
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to divine an event that will take place within the next day (24 hours). The caster may see the location of a desired item, foretell imminent danger, or see the death of a party member – or his or her own death. The vision will be vague and hazy, but will come to pass.

Psychic Shield
Duration: 1 hour
Range: personal
Save: none
Type: static

Allows the caster to create an invisible shield of psychic energy, rendering him or her immune to spells such as *Aura Reading*, *Detect Lie*, *Extra-sensory Perception*, *Psychic Assault*, etc.

Mysticism Level IV

Alter Aura
Duration: 10 minutes per level of ability
Range: personal
Save: none
Type: static

Allows the caster to alter his or her aura, disguising the caster's true alignment. *Read Aura*, *Detect Good / Evil*, and similar spells will produce incorrect results as desired by the caster.

Body Control
Practitioners of Mysticism only
Duration: variable
Range: personal
Save: none
Type: static

Allows the caster to perform any one of the following feats:

- **Feign Death**: allows the caster to enter into a state of suspended animation; the caster can pre-program the spell to return him or her to consciousness prior to the duration of the spell. Duration is 1 day (24 hours) per level of ability.

- **Immunity**: allows the caster to live in a hostile climate (e.g., desert, frozen waste) without suffering from exposure. Duration is 1 day (24 hours) per level of ability.

- **Walk on Water**: allows the caster to walk upon the surface of any body of water, mud, etc. without sinking. Duration is 10 minutes per level of ability.

Dowsing
Duration: 1 minute per level of ability
Range: 100 feet
Save: none
Type: variable

Before this spell can be cast, it will require a focus for the magical power. The caster will need a Y-shaped sprig of hazelwood. This dowsing rod is held in both hands and acts as a direction finder.

Allows the caster to divine the presence and location of various substances. This spell can be used to locate water (including underground sources), any metal (must be specified when the spell is cast), or a direction.

Dowsing a direction (a.k.a., map-dowsing) can be used to determine the location (direction and distance) of a place the the caster has been to before. Map dowsing ignores the normal range restrictions of this spell.

Mental Barrier
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to project his or her ki, creating an impenetrable aura of protective energy extending 1 foot from his or her body. While protected, the caster is immune to damage from physical attacks. Complete concentration is required to maintain this spell; thus attacks, spell-casting, and other such tasks are impossible.

Mystic Healing II
Practitioners of Mysticism only
Duration: instant
Range: personal, touch
Save: none
Type: static

Allows the caster to cure an individual or creature of a disease.

Psychic Assault
Duration: instant
Range: 20 feet
Save: special
Type: static

Allows the caster to launch a powerful mental attack taking one of the following forms:

- **Confusion**: all individuals or creatures within 20 feet of the caster must save vs. WIL or become hopelessly confused for 5d6 minutes. Subjects will be indecisive, cannot cast spells, attack, or partake in any planned activity. They will defend themselves if attacked, but otherwise remain aimless.
- **Fear**: all individuals or creatures within 20 feet of the caster must save vs. WIL or flee in terror for 5d6 minutes.
- **Psychic Energy Drain**: an individual or creature within 20 feet of the caster must save vs. WIL or lose 2d8 points of Intelligence. This loss is permanent and is treated as a curse.

Any subject of this spell, in any of its forms, engaged in any type of psychic spell-casting (e.g., *Extra-sensory Perception*, *Sending*) is considered defenseless and is automatically fails their save.

Sending
Duration: instant
Range: special
Save: none
Type: static

Allows the caster to contact an individual or creature that he or she knows personally and send a message of up to 12 words. Communication is one way. Distance is not a factor; this spell can send a message across planes of existence.

Sixth Sense
Duration: 1 hour
Range: 1,000 feet
Save: none
Type: static

Allows the caster to receive a psychic warning of any impending danger up to six minutes before it occurs. The nature of the threat is not divined by this spell, nor is the exact timing. The caster does divine the relative nearness and urgency of the threat.

Mysticism Level V

Dissociation
Mystics only
Duration: 10 minutes, +1 minute per level of ability
Range: 100 feet
Save: none
Type: variable

See Combination Spells. Choose two of the following:

- Empathy
- Extra-sensory Perception
- Subliminal Perception

Alternatively, the caster may chose one of these spells, and maintain a normal conversation while doing so.

Mandarin
Duration: 10 minutes, +1 minute per level of ability
Range: personal
Save: none
Type: variable

See Combination Spells. *Astral Projection* + *Subliminal Perception*.

Mass Suggestion
Duration: instant
Range: 10 feet per level of ability
Save: vs. INT (negates)
Type: variable

Allows the caster to project an empathic suggestion into the minds of up to one individual or creature per level of ability. For each subject, the suggestion must appear logical or reasonable; it cannot be something which would obviously be harmful to the subject or place them in great peril. Each subject can save vs. INT. Success indicates the subject is aware that this thought did not original in his or her mind; they will realize that someone is attempting to influence them. Failure indicates they believe the idea to be their own and will act upon it as soon as possible. Language is not a factor as the suggestion is empathic in nature.

Mind Read
Duration: 1 minute
Range: 10 feet per level of ability
Save: special
Type: static

Allows the caster to read the thoughts and emotions of an individual or creature. The caster may attempt to discover a secret or bit of knowledge (e.g., the recipe for a potion, a spell, the subject's greatest weakness). In this case, the subject will become aware of the intrusion and may resist the attempt; save vs. WIL (negates). Otherwise, the subject gets no save. True names cannot be learned via this spell.

Mystic Circle of Protection
Mystics only
Duration: 10 minutes
Range: touch
Save: none
Type: static

Allows the caster to create a seven feet diameter Circle of Protection against summoned creatures.

Mystic Healing III
Practitioners of Mysticism only
Duration: instant
Range: personal, touch
Save: none
Type: static

Allows the caster to cure an individual or creature of a mental illness, or negate the effects of magical influence or control (e.g., fear, confusion, hypnosis).

Telepathic Suggestion
Duration: instant
Range: special
Save: vs. INT (negates)
Type: static

Allows the caster to send a telepathic suggestion into the mind of an individual or creature he or she knows personally. The suggestion must appear logical or reasonable to the subject; it cannot be something which would obviously be harmful to the subject or place them in great peril. The subject can save vs. INT. Success indicates the subject is aware that this thought did not original in his or her mind; they will realize that someone is attempting to influence them. Failure indicates they believe the idea to be their own and will act upon it as soon as possible. Distance is not a factor; language is, however, as the suggestion is telepathic in nature.

Transfer Consciousness
Mystics only
Duration: 1 minute per level of ability
Range: 20 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to transfer his or her consciousness into an individual or creature, or object. Whether the host is a living creature or an object, the caster retains full sensory and mental faculties. Unwilling subjects can save vs. WIL to resist the transfer.

Mysticism Level VI

Celestial Vision
Practitioners of Mysticism only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to see into any plane of existence. Any place known to the caster may be observed, or the caster may scan vast areas at random. This spell can be used to divine the presence of astral creatures.

Mass Telepathic Suggestion
Duration: instant
Range: special
Save: vs. INT (negates)
Type: variable

Allows the caster to project a telepathic suggestion into the minds of up to one individual or creature per level of ability. For each subject, the suggestion must appear logical or reasonable; it cannot be something which would obviously be harmful to the subject or place them in great peril. Each subject can save vs. INT. Success indicates the subject is aware that this thought did not original in his or her mind; they will realize that someone is attempting to influence them. Failure indicates they believe the idea to be their own and will act upon it as soon as possible. Distance is not a factor; language is, however, as the suggestion is telepathic in nature.

Materialization
Mystics only
Duration: permanent
Range: touch
Save: none
Type: static

Allows the caster to create a non-magical object weighing up to 10 pounds. The object materializes in the caster's hands. The object can be made of only the most common materials (e.g., wood, iron, glass, clay, cloth, food stuffs). Anti-magic effects may cause the created object to vanish into nothingness (Game Judge's ruling).

Mind over Matter
Practitioners of Mysticism only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to become ethereal. This enables the caster to pass through solid barriers at his or her normal movement rate. While ethereal, the caster is immune to non-magical weapons and individuals or creatures; he or she can fly at double his or her normal movement rate.

Retrocognition
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to receive a vision of some past event which transpired in a given 100×100×100 feet volume. The vision may be of a violent death, an unusual or rare occurrence, the passage of an individual or creature whom the caster knows, etc. The vision will be vague and enigmatic.

Telepathic Command
Practitioners of Mysticism only
Duration: instant
Range: special
Save: vs. WIL (negates)
Type: static

Allows the caster to send a telepathic command into the mind of an individual or creature he or she knows personally. The command can be a direct, overt order. The subject must save vs. WIL or obey the command immediately. Distance is not a factor; language is, however, as the command is telepathic in nature.

Teleport Self
Duration: instant
Range: personal
Save: none
Type: static

Allows the caster to teleport to any location the caster is familiar with. The caster is limited to his or her maximum encumbrance limit. Distance is not a factor; this spell cannot be used to teleport between planes of existence.

Transcend Pain
Practitioners of Mysticism only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Prior to casting this spell, the caster must visualize a task. This task must be described to the Game Judge in detail. Once this spell is cast, the caster may perform this task, and no other for the duration of the spell.

This spell allows the caster to enter a deep, trance-like state rendering him or her immune to pain and harm. Because total concentration is required to maintain the trance, the caster is unable to speak, cast spells, attack, or perform any complicated series of actions while under the influence of this spell – other than the task this spell was cast to allow.

The task can be as remarkable as walking through a hail of arrows, grasping a red-hot object and pulling it from a fire, and so on. While this spell affords immunity to the caster, it bestows no such protection to the caster's possessions, garments, etc.

Mysticism Level VII

Bilocation
Mystics only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

See Combination Spells. *Astral Projection*. Allows the caster to retain full physical awareness while utilizing *Astral Projection*. The physical form cannot cast spells, but maintains full consciousness and mobility.

Dematerialization
Mystics only
Duration: instant
Range: touch
Save: special
Type: variable

Allows the caster to dematerialize an individual or creature, or object. The maximum weight that can be affected is 50 pounds per level of ability. Living creatures can save vs. WIL to resist his spell; magic items can save as well. Non-magical items get no save. Creatures and objects subject to this spell disintegrate in a flash of blinding light and can never be returned to material form.

Divert Energy
Duration: instant
Range: personal
Save: special
Type: static

Allows the caster to divert the flow of any focused energy or magical attack (e.g., *Eldritch Fire*, *Power Bolt*, *Mystic Bolt*) directed at him or her. This spell requires almost no time to cast; thus, the caster simply saves vs. WIL to divert the attack to his or her right or left. If there is a valid target of the spell in the general vicinity of where it was diverted, there is a 50% chance it will strike them (normal saves for such attacks still apply).

If the diversion fails, the caster cannot take advantage of any save the target spell might have allowed. This spell cannot be used to divert area-of-effect spells (e.g., *Fireball*, *Mist*, *Ice Storm*).

Expanded Consciousness
Practitioners of Mysticism only
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to reach a heightened state of awareness and consciousness that he or she is able to divine magical emanations and presences of any sort (e.g., invisible, astral physical). The caster is also aware of being watched or scryed upon, the emotional state of individuals or creatures within the range of the spell, as well as hidden objects, secret doors, etc.

Mantric Invocation
Mystics only
Duration: special
Range: personal
Save: special
Type: static

See Summoning Rituals. Allows the caster to summon any demon, devil, or spirit being by invoking its true name.

Mass Telepathic Command
Mystics only
Duration: instant
Range: special
Save: vs. WIL (negates)
Type: variable

Allows the caster to send a telepathic command into the minds of 1 individual or creature he or she knows personally per level of ability. The command can be a direct, overt order. Each subject must save vs. WIL or obey the command immediately. Distance is not a factor; language is, however, as the command is telepathic in nature.

Mind Blast
Practitioners of Mysticism only
Duration: instant
Range: 20 feet
Save: vs. WIL (negates)
Type: static

Allows the caster to project their psychic and ki energies, creating a powerful blast of mental force. All individuals and creatures within 20 feet must save vs. WIL or be rendered unconscious for 1d6×10 minutes.

Mystic Gift
Mystics only
Duration: special
Range: touch
Save: none
Type: static

Allows the caster to bestow the ability for a individual or creature to cast one of the following spells:

- Aura Reading
- Heightened Perception
- Mind Mask
- Subliminal Perception

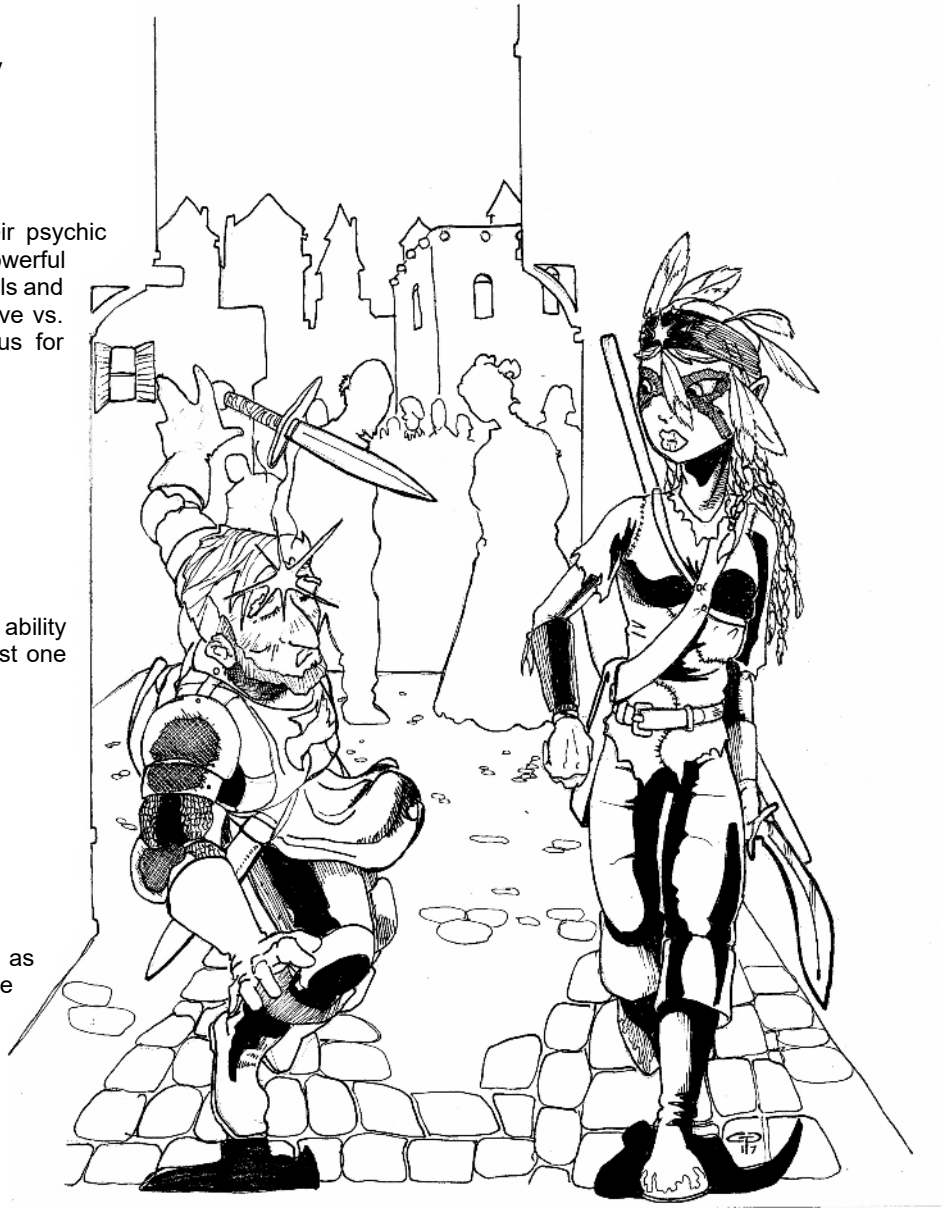
The spell gifted will function as though the caster had cast it; the subject must cast the spell within 1 day (24 hours).

Pathway of Knowledge
Duration: instant
Range: personal
Save: special
Type: static

Allows the caster to meditate for 1 day (24 hours) and concentrate on a demon, devil, or spirit being. When this meditation is complete, the caster must save vs. WIL. Success indicates that the caster has learned the true name of the entity they were concentrating on.

Symbol of Power
Duration: variable
Range: variable
Save: variable
Type: static

See Advanced Practices: Symbols of Power. Allows the caster to inscribe either a Symbol of Power or a Symbol of Warding.



Sorcery

Level I

Detect Magic
Force Shield
Hypnosis
Infra-vision
Power Bolt
Slow Gravity
Variable Light / Darkness
Vertigo

Level II

Alter Gravity
Bands of Force
Globe of Illumination
Reflection
Spontaneous Combustion
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Level III

Confer Invisibility
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Level IV

† Alchemy I
Force Sphere
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Level V

† Alchemy II
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† Alchemy III
Anti-magic Shield
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Level VII

Acid Rain
Alter Matter
Dimension Track
Negative Energy
† Reverse Time
† Sorcerer's Gate

† Sorcerers only

Sorcery Level I

Detect Magic
Duration: 1 minute
Range: 10 feet
Save: none
Type: static

Allows the caster to divine presence of magic.

Force Shield
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to create a dome-shaped shield of energy which absorbs 1 point of damage per 2 levels of ability (round up) from each attack against the caster. The shield protects that caster from all directions, save directly below (i.e., attacks or spells which originate from beneath the caster are not warded against). This shield in no way restricts the caster's movement. Even a 1-point shield is proof against biting or stinging insects, *Mist* spells, will keep the caster dry in foul weather, etc. The caster will not be able to eat, drink, or grasp anything with them prior to the spell being cast.

Hypnosis
Duration: 1 day (24 hours)
Range: 10 feet
Save: vs. WIL (negates)
Type: static

Before this spell can be cast, it will require a focus for the magical power. The caster will need a small, polished object (e.g., coin, medallion) which must be shown to the subject as the spell is cast. Allows the caster to influence the behavior of an individual or creature. The subject must save vs. WIL or obey the commands of the caster. If the subject is commanded to do anything radically against his or her belief or alignment, the spell is immediately broken.

The caster may place a post-hypnotic suggestion on the subject. As long as the spell's duration is not exceeded, the subject will obey the post-hypnotic suggestion at the exact time, or under the specific circumstances, dictated.

Infra-vision
Duration: 10 minutes per level of ability
Range: 100 feet [sight]
Save: none
Type: static

Allows the caster to see heat images. This spell only works in darkness.

Power Bolt
Duration: instant
Range: 100 feet
Save: variable
Type: variable

Allows the caster to hurl a bolt of magical energy dealing 1d4 damage per level of ability to whatever it strikes.

The magical energy is effectively a physical, blunt force which can be used to batter down doors and other barriers. The average two-inch thick wooden door can withstand 1d4+8 damage before breaking; heavier, re-enforced, and iron doors can withstand 2×, 3×, and 4× this, respectively.

A *Power Bolt* can also be used as a stunning attack. The bolt does normal damage, but only half of that is true damage; the remainder is subdual damage. If a subject is reduced to 0 hit points by a stunning Power Bolt spell, he or she is knocked unconscious for 2d10 minutes.

A *Power Bolt* can be used to knock down a foe. The subject of such a *Power Bolt* will suffer no damage, but must save vs. DEX or be knocked 1d10 feet backwards and to the ground. The subject will need a minute to regain their feet. Creatures weighing 400 pounds or more are immune to this effect.

Slow Gravity
Duration: special
Range: 100 feet
Save: none
Type: variable

Allows the caster to reduce the speed of one falling creature or object (weighing no more then 400 pounds) per level of ability to a slow, floating glide. Creatures and objects suffer no damage from the fall as long as they fall no more than 100 feet; beyond this, falling continues as normal.

Variable Light / Darkness
Duration: 10 minutes per level of ability
Range: 100 feet
Save: none
Type: static

Allows the caster-to create a ray, sphere, or area of either bright, gleaming light or impenetrable darkness. The maximum size of the area approximately 1,000 cubic feet. This can be a ray 2×2×250 feet, a 24 feet diameter sphere (12 feet radius), or a 10×10×10 feet cube. This spell may be used to dispel any form of magical light or darkness.

Vertigo
Duration: instant
Range: 100 feet
Save: vs. CON (negates)
Type: static

Allows the caster to force an individual or creature to save vs. CON or become severely dizzy for 1d4+8 minutes. If the subject does not sit or lie down immediately, there is a 50% chance each minute he or she will lose their balance.

Sorcery Level II

Alter Gravity
Duration: 1 hour
Range: 100 feet
Save: special
Type: variable

Allows the caster to alter the gravitational forces affecting an individual or creature, or object. The force of gravity is either doubled, or halved. *Alter Gravity* can be used to increase or decrease the damage done by or to falling objects, the weight (encumbrance) of an object, etc. The maximum amount of weight that can be impacted by this spell is 50 pounds per level of ability. Living creatures are allowed a save vs. WIL (negates).

Bands of Force
Duration: 10 minutes
Range: 100 feet
Save: vs. STR
Type: static

This spell allows the caster to create a series of spiraling bands of magical energy which entwine and bind an individual or creature. The subject must save vs. STR or remain bound by these bands for the duration of the spell. Even if this save is successful, the subject will need a full minute to free him or herself unless the subject weighs 400+ pounds, or possesses greater than human maximum Strength.

Globe of Illumination
Duration: 10 minutes per level of ability
Range: 100 feet
Save: none
Type: variable

Allows the caster to create a spherical area of brilliant light 1 foot in diameter. Illumination is a 60 feet diameter. Such a light source can be used to ward off creatures sensitive to light. This spell may be used to dispel any form of magical darkness.

Reflection
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: variable

Allows the caster to create a magical aura around themselves which reflect light-type spells and gaze attacks back upon the attacker.

Spontaneous Combustion
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to magically ignite combustible materials. The initial area of flame cannot exceed 1 square foot; however, the flames are intense and will spread quickly, doubling in area each minute for as long as sufficient fuel exists, or the fire is extinguished. If *green* wood is ignited, a great deal of smoke will be produced.

Structural Analysis
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the weakest point in a structure or object. This spell can detect unsafe passageways, rotten or weakened beams, the weakest link in any chain, etc. This spell is informational in that it can be used to divine how much weight a given structure can support, etc. The maximum size of the area this spell can examine is 10×10×10 feet. This spell cannot examine living creatures.

Sorcery Level III

Confer Invisibility
Duration: 10 minutes per level of ability
Range: touch
Save: none
Type: variable

Allows the caster to turn invisible an individual or creature, object, or area up to 1 cubic foot per level of ability.

Disperse Energy
Duration: instant
Range: personal
Save: none
Type: variable

Allows the caster to disperse up to 1d6 points of damage per level of ability of magical or elemental energy. This spell requires almost no time to cast, thus it can be used as a defense against such attacks in combat. If used, the caster must forgo any save that spell would normally allow.

Identify Herbs and Plants
Duration: instant
Range: 10 feet
Save: none
Type: static

Allows the caster to divine the species and uses of a plant, herb, etc. This spell requires the caster study the subject for at least one full minute prior to making a determination.

Sorcery Level IV

Mass Hypnosis
Duration: 1 day (24 hours)
Range: 100 feet
Save: vs. WIL
Type: variable

Allows the caster to influence the behavior of up to 1 individual or creature per level of ability. Subjects must save vs. WIL or obey the commands of the caster. If a subject is commanded to do anything radically against his or her belief or alignment, the spell is immediately broken for them.

The caster may place a post-hypnotic suggestion on a subject. As long as the spell's duration is not exceeded, the subject will obey the post-hypnotic suggestion at the exact time, or under the specific circumstances, dictated.

Omni-vision
Duration: 10 minutes
Range: personal
Save: none
Type: static

Allows the caster to see in all directions simultaneously. Using Omni-Vision more than once per hour has a 10% chance of causing blindness due to the intense strain on the caster's eyes (optic nerve).

Sounding
Duration: instant
Range: touch
Save: none
Type: variable

Allows the caster to determine the depth or thickness of any structure or substance (e.g., walls, bodies of water, mists). This spell can reveal the existence of secret doors, subterranean passageways, hidden compartments, etc. The area of effect is 10×10 feet; the caster must specify the direction they are analyzing.

Alchemy I
(a.k.a., Quantitative Analysis)
Sorcerers Only
Duration: instant
Range: 10 feet
Save: none
Type: static

Allows the caster to divine the identity of an alchemical preparation (e.g., dust, elixir, gas, potion, powder, venom).

Force Sphere
Duration: 1 day (24 hours)
Range: 100 feet
Save: none
Type: static

Allows the caster to create an invisible 20 feet diameter sphere (or dome) of protective energy. The sphere is proof against weather, insects, mists, gasses, small animals, etc.

While not especially strong, the shield will stop non-magical missiles (e.g., arrows, bolts) and small to medium rocks; it will keep out creatures and objects weighing up to 100 pounds. Larger creatures and objects will break through the sphere in 10–60 seconds. Excessively heavy projectiles will puncture the sphere.

Magnetic Field
Duration: 10 minutes per level of ability
Range: 100 feet
Save: vs. STR
Type: variable

Allows the caster to create a 10×10×10 feet field of intense magnetic force. This field can be charged either positively, or negatively.

A positively charged field attracts objects which are subject to magnetism (e.g., iron). Individuals and creatures wearing iron armor, carrying iron weapons, etc. who enter the field must save vs. STR or be pulled to the center of the field. Removing or dropping the magnetic materials will allow escape.

A negatively-charged field repels objects which are subject to magnetism (e.g., iron). Individuals and creatures wearing iron armor, carrying iron weapons, etc. who attempt to enter the field must save vs. STR or be kept at bay.

Sonic Blast
Duration: instant
Range: 100 feet
Save: vs. CON
Type: static

Allows the caster to create a thunderous explosion of sound causing individuals and creatures within 20 feet of the blast to save vs. CON or be stunned for 1d6 minutes. Success indicates the subject is not stunned, but will still be unable to hear for at least one minute. Non-magical glassware in the area will need to save or be shattered.

Species Identification
Duration: instant
Range: 100 feet
Save: none
Type: static

Allows the caster to divine the species and uses of an individual or creature. This spell requires the caster study the subject for at least one full minute prior to making a determination. This spell reveals a creature's strengths, behaviors, and motives. Half the time (50%), this spell will reveal special abilities (but not weaknesses).

Spell Analysis
Duration: instant
Range: touch
Save: none
Type: static

Allows the caster to analyze an individual or creature, object, or volume up to 10×10×10 feet and divine if the subject is under any form of magical spell (e.g., protection, control, curse, trap). The nature and strength of the control will be revealed.

Sorcery Level V

Alchemy II
Sorcerers Only
Duration: instant
Range: 10 feet
Save: none
Type: static

Allows the caster to enchant the mixed ingredients of an alchemical dust, elixir, potion, or powder. An Alchemist may be needed to mix and prepare the ingredients, but this spell reduces the time required by 50%.

Aura of Non-detection
Duration: permanent
Range: touch
Save: none
Type: static

Allows the caster to create an anti-magic aura which can cloak an object or volume up to 10×10×10 feet. Objects and areas protected by this spell will be immune to a specified spell of detection (e.g., *Detect Magic*, *Detect Invisibility*, *Detect Good / Evil*). Living creatures cannot be protected by the spell, but they can remain within an area that is protected and be undetectable. If a *True Sight* spell is used, there is a 20% chance it will be unable to see through this cloaking. If *Spell Analysis* is used, the aura will be detected, but not the underlying protected element.

Mass Invisibility
Duration: 10 minutes per level of ability
Range: touch
Save: none
Type: variable

Allows the caster to turn invisible one individual or creature, object, or volume up to 10 cubic feet, per level of ability.

Negative Gravity
Duration: 1 minute per level of ability
Range: 100 feet
Save: none
Type: variable

Allows the caster to negate gravity in a volume of 10×10 feet, causing all individual or creatures, and objects within the volume to float 20 feet in the air. Subjects may float gently back to the ground when the spell ends, or they may crash down taking normal falling damage, caster's choice.

Object Teleportation
Duration: instant
Range: touch
Save: none
Type: variable

Allows the caster to teleport an object weighing up to 10 pounds per level of ability per level of ability. This spell cannot be used to teleport objects being worn or carried. Distance is not a factor; this spell cannot be used to teleport object between planes of existence.

Teleportal
Duration: permanent
Range: 10 feet
Save: none
Type: static

Allows the caster to perform a one hour ritual creating a gate between two points. Each gate is a tall, roughly oval shape, 10×5 feet. Both points must be on the same plane (i.e., inter-planar travel is not possible via this spell), and the caster must visit, and cast this spell at, each site. Once set up, a *Teleportal* will allow one person per minute to pass through the gate. Each individual or creature is limited to his or her maximum encumbrance level in gear. A *Teleportal* can be created in such a way as to be a one-way gate.

Sorcery Level VI

Alchemy III
Sorcerers Only
Duration: instant
Range: 10 feet
Save: none
Type: static

Allows the caster to enchant the mixed ingredients of a golem, living statue, machina, or homunculus. An Alchemist may be needed to mix and prepare the ingredients, but this spell reduces the time required by 50%.

Anti-magic Shield
Duration: 1 minute per level of ability
Range: personal
Save: none
Type: static

Allows the caster to create a dome-shaped shield of energy which renders the caster immune to magical effects. Casting spells from within the field is equally impossible. This shield offers no protection from non-magical creatures, weapons, forces, etc.

Sorcery Level VII

Beam of Light
Duration: 10 minutes
Range: 1,000 feet
Save: vs. DEX (½ damage)
Type: static

Before this spell can be cast, it will require a focus for the magical power. The caster must hold a crystal; the beam of light will emanate from this crystal, taking on the same hue as the stone. Allows the caster to direct an intense beam of magical light dealing 6d8 damage per minute to whatever it strikes. A beam of light can be reflected by a reflective surface (e.g., polished metal, mirror). Mist, fog, and smoke can disperse the beam, rendering it harmless.

Dimension Trap
Duration: special
Range: 100 feet
Save: special
Type: static

Allows the caster to create an invisible gate up to 10×10×10 feet in volume. Anyone who comes in contact with the gate, must save vs. STR or be sucked within and transported to a extra-dimensional space.

Once caught, escape is impossible without a spell such as *Phase Shift*, *Disappear*, or *Dimensional Travel*. The trap may be cast anywhere (e.g.,a door, chest, passage). The trap will remain in affect until it is triggered.

Energy Field
Duration: 1 hour
Range: 100 feet
Save: vs. DEX (negates)
Type: static

Allows the caster to create an impenetrable wall, cube, dome, or cage of force up to 10×10×10 feet in volume. Once created, the field cannot be moved, or damaged. Anyone trapped within the field will be unable to escape without some sort of teleport spell. An Energy Field can be dissipated by Negative Energy.

Teleport Tracer
Duration: instant
Range: personal
Save: none
Type: variable

Allows the caster to lock onto the faint magical trail left behind when a teleport spell is cast. The caster is teleported to the same location as the spell it traced. The caster is limited to his or her maximum encumbrance limit. Distance is not a factor; this spell cannot be used to teleport between planes of existence. The spell will work only if the initial teleport spell was cast very recently (within 1 minute).

The Game Judge may rule that a *Teleport Tracer* can function on teleport spells cast more than a minute ago. If this is the case, have the caster roll a die (d4, d6, d8, d10, or d12; Game Judge's ruling). If the roll is equal to or greater than the number of minutes since the initial teleport, *Teleport Tracer* will function. The Game Judge may rule that failure on this roll teleports the caster somewhere else…

Acid Rain
Duration: instant
Range: 100 feet
Save: none
Type: static

This spell allows the caster to inundate a 10×10×10 feet volume with drenching, corrosive rain dealing 10d6 damage to individuals or creatures caught within (no save). Exposed items may be destroyed or ruined; the chances are based on the material from which they are made: wood (40%), leather (50%), fabric (60%), metallic items (25%). Reduce the chance by 5% for each +1 (or equivalent) enchantment on the item.

Acid Rain will mark smooth or cut stone, leaving pits and other blemishes; it will not, however, deal serious damage to objects or structures build from such materials. It could destroy the integrity of permanent Circles of Protection or Thaumaturgic Triangles. Acid rain will not effect ceramic or glass items.

Individuals or creatures protected by full suits of armor suffer only one-quarter normal damage for as long as their armor holds together.

Alter Matter
Duration: 1 hour
Range: 10 feet
Save: vs. WIL (negates)
Type: variable

Allows the caster to temporarily transmute up to 100 pounds of organic or inorganic material, plus 10 pounds per level of ability, into any non-living substance desired. Living creatures may save vs. WIL to avoid this effect. The caster can transmute rock to mud, flesh to stone, glass to steel, and so on. This spell cannot be used to alter or create magical materials, or magically reshape material into other forms.

Dimension Track
Duration: instant
Range: personal
Save: none
Type: variable

Allows the caster to lock onto the faint magical trail left behind when a dimensional teleport spell is cast. The caster is teleported to the same location as the spell it tracked. The caster may take with them up to 100 pounds of gear and other materials per level of ability. Weight permitting, the caster could include living creatures in their dimensional teleport, assuming those individuals are willing. The spell will work only if the initial dimensional teleport spell was cast very recently (within 1 minute). The Game Judge may rule that a *Dimension Track* can function on teleport spells cast more than a minute ago. If this is the case, have the caster roll a die (d4, d6, d8, d10, or d12; Game Judge's ruling). If the roll is equal to or greater than the number of minutes since the initial dimensional teleport, *Dimension Track* will function. The Game Judge may rule that failure on this roll teleports the caster somewhere else…

Negative Energy

Duration: instant
Range: 100 feet
Save: vs. DEX (negates)
Type: static

Allows the caster to hurl a bolt of magical negative energy, destroying any *Force Shield*, *Force Sphere*, *Energy Field*, etc. it strikes. If this bolt targets an individual or creature, the subject must save vs. DEX or be utterly disintegrated. Objects struck by the bolt (e.g., items, barriers) up to 10×10×10 feet are disintegrated (no save). Since negative energy and positive energy cancel each other, even the weakest *Force Shield* will act as proof against this spell.

Reverse Time

Sorcerers Only
Duration: special
Range: personal
Save: none
Type: static

This spell allows the caster to reverse the passage of time in his or her immediate vicinity (10 feet diameter). To those outside the area of effect, the caster seems to disappear for a fraction of a second then reappear in normal time. To the caster, the incidents and actions which occurred in the previous 10 minutes appear to be happening in reverse. While this reverse action effect is occurring, the caster may be able to alter or undo one incident within that time frame (e.g., rescue an article lost or damaged in a fire; administer a life-saving antidote to someone who just died of poison; secure a rope which became undone). While the caster has a multitude of possible actions while this spell operates, he or she cannot attack, cause someone direct harm, or cast additional spells while within the *Reverse Time* bubble.

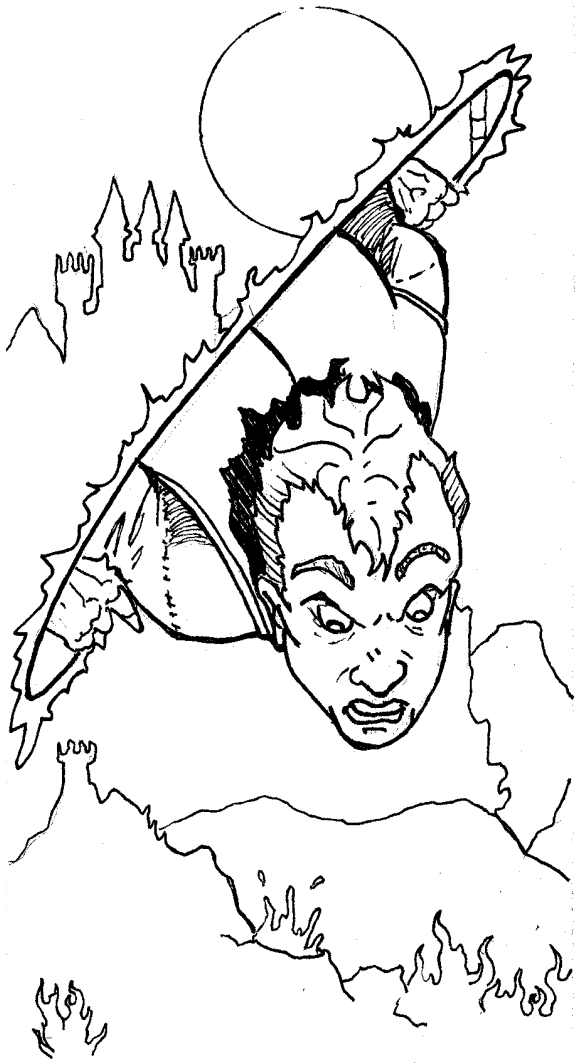
This spell will cease immediately if the caster leaves the 10 feet diameter area of effect, or the caster has lived 10 minutes in reverse. When this spell ends, the caster will immediately return to the moment they began moving backwards.

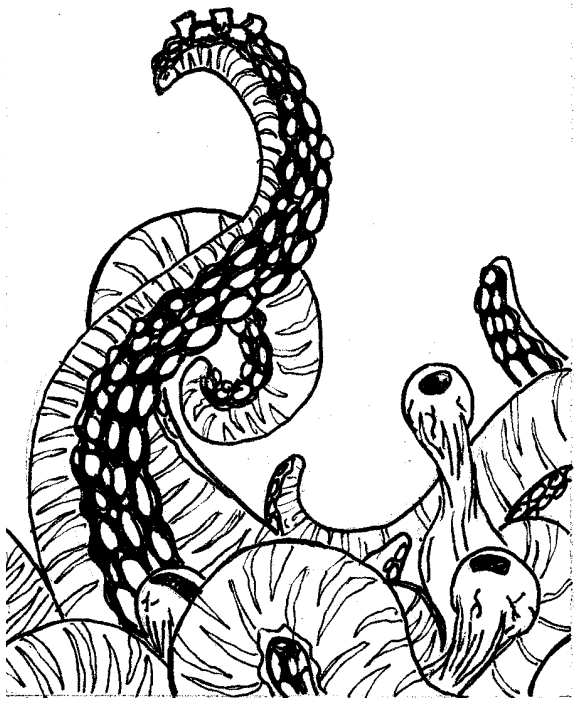
Sorcerer's Gate

Sorcerers Only
Duration: permanent
Range: 10 feet
Save: none
Type: static

Allows the caster to perform a one hour ritual creating an invisible gate between two points. Each gate is a tall, roughly oval shape, 10×5 feet. A *Sorcerer's Gate* can link locations on different planes. The caster must visit, and cast this spell at, each site. Once set up, a *Sorcerer's Gate* will allow one person per minute to pass through the gate. Each individual or creature is limited to his or her maximum encumbrance level in gear. A *Sorcerer's Gate* can be created in such a way as to be a one-way gate.

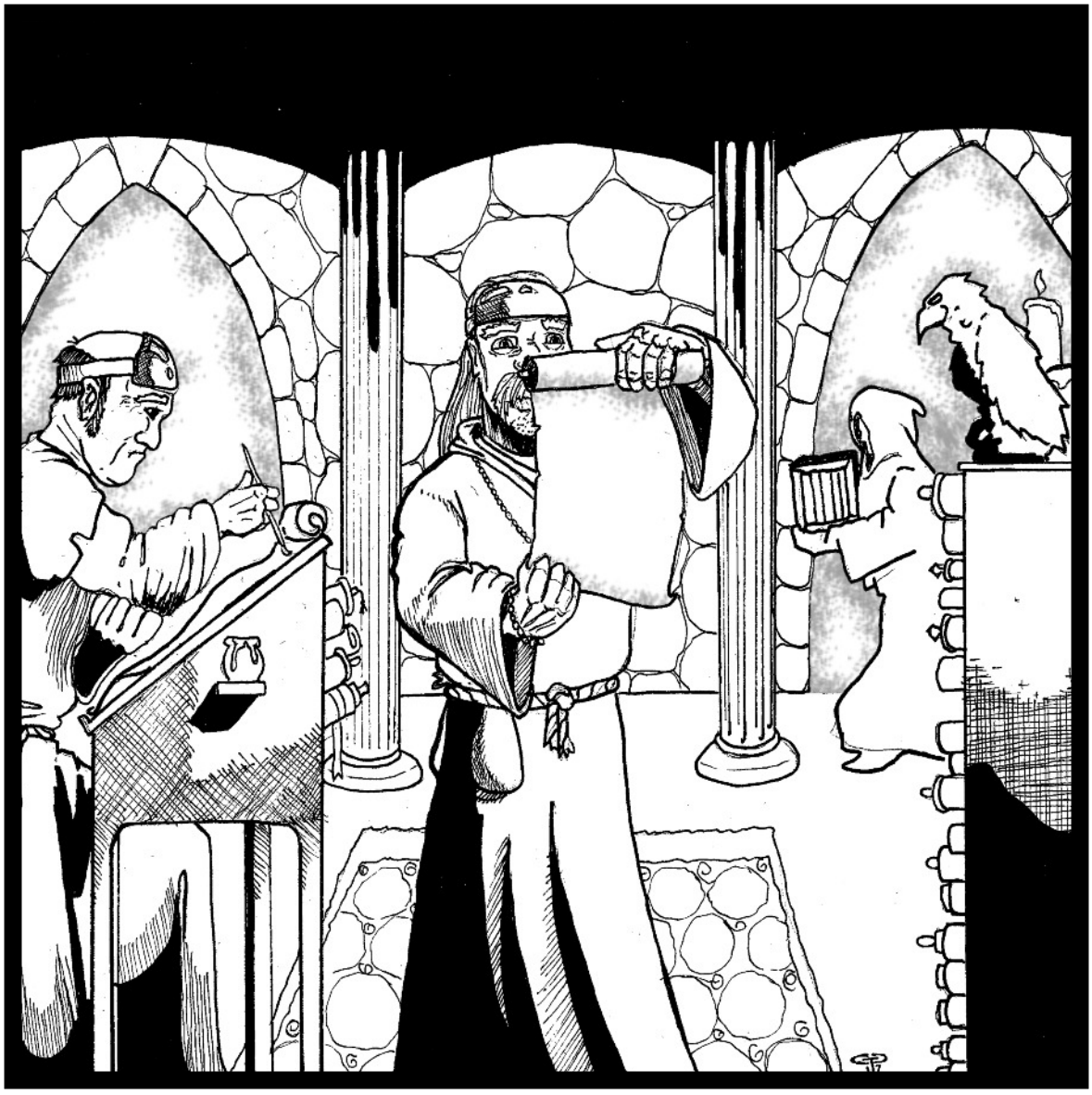
Since the gate is invisible, it is subject to unwitting trespass by those who accidentally step into the ever-open portal; it can be detected via *Detect Magic* and other spells. The caster may opt to protect the gates with symbols or wards.





Advanced Practices

Chapter 5



Alchemy

In the following pages, there are many alchemical preparations; this includes true alchemy as well as herbalism, magical preparations, and so on. The format for these items is as follows:

Skill: each advanced practice skill (e.g., Herbal Remedies, Alchemical Dusts) is listed in its own section. The skill name is followed by a brief description of the skill's wares. This may include such information as standard durations, standard saves, and so on.

Equipment: the basic equipment needed to prepare the wares of this skill. Other equipment and / or conditions are also required, but are not listed (e.g., Toxic Powders and Alchemical Dusts will both need an environment relatively free of wind). Common sense should prevail; the Game Judge is the final arbiter.

Base Materials: each skill's wares will need some baseline materials (e.g., Herbal Remedies all start with clear water). Rather than list these materials as a part of each preparation, the baseline ingredients are listed here.

Time to Complete: unless otherwise noted, this is the time to prepare one dose of the ware. To prepare multiple doses in parallel requires a laboratory and assistants.

Chance of Success: as with any skill, there is a chance of success that is used.

Purchase Cost: the prices listed are meant as a guideline. The Game Judge can look at any price and compare the prices of the ingredients used and raise or lower these prices as desired. The listed price assumes that the item is legal in the area, and is relatively easy to acquire; if either of these is untrue, the price will be considerably higher.

Individual Wares: each preparation is then listed. This starts with the ingredients that are added to the base materials. Unless otherwise stated, each item is listed in drams or carats. The materials needed are followed by a long dash ('—') and a brief description of the effects of the preparation.

Herbal Remedies

Herbal Remedies are fluid mixtures or salves with magical healing properties. Unlike Herbal Elixirs, remedies are the products of primitive Low Magic. Herbal Remedies will retain their magical properties for 1 day (24 hours) after completion, unless preserved by magical means. Unlike other mixtures, herbal remedy ingredients are not added by weight; each ingredient listed is an entire plant; this can be either fresh or dried. Herbal Remedies require 1d4 minutes to take effect.

Equipment: bowl; heat source
Base Materials: 1 ounce of clear water
Time to Complete: 1d20+40 minutes
Chance of Success: 95%
Purchase Cost: ~100 gp

Aphrodisiac Antidote
Hellebore—cures love sickness (magical or mundane).

Anti-Parasitic
Any one: Hyssop, *Thyme*, *Wormwood*—rids the body of parasites.

Cure Amnesia
Sage—restores normal mnemonic abilities.

Cure Apathy
Bishop's Weed—relieves apathy.

Cure Antipathy
Asarabaca—cures violent tendencies.

Cure Blindness
Any two: *Anemone, Eyebright, Rose*—cures temporary or induced blindness.

Cure Disease
Agrimony, Coriander—rids the body of disease.

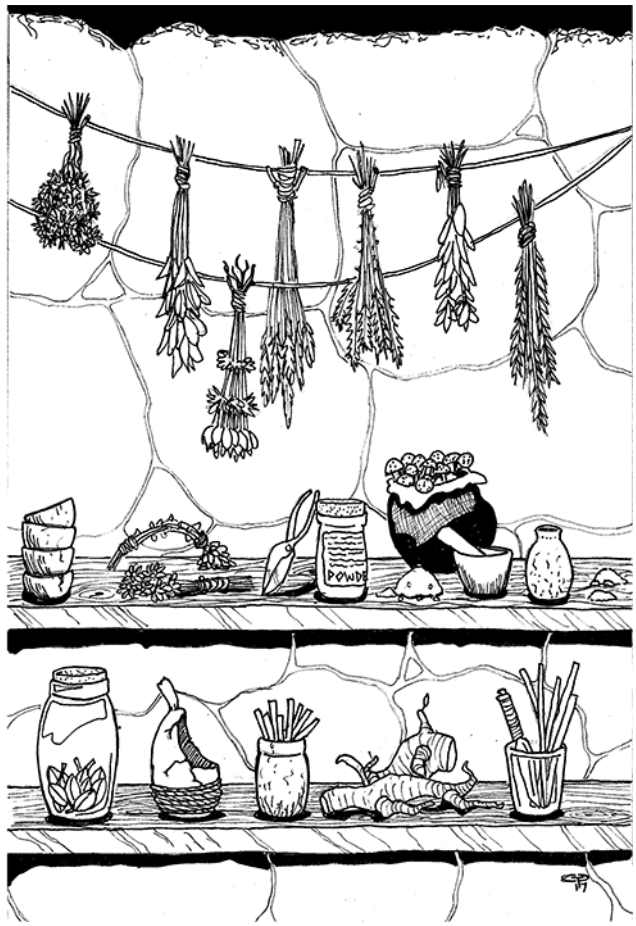
Cure Insanity
Any three: *Asarabaca, Balm, Calamint, Fumitory, Hellebore (Black), Peony*—cures temporary or induced mental disorders.

Cure Paralysis
Asparagus, Gladwyn—cures paralysis.

Heal Burns
Barberry, Moss, Shepard's Purse—heals 2d8 hit points of burn damage.

Healing
Any four: *Amaranth, All-heal, Bindwood, Bryony, Groundsel (Mountain), Moonwort, Periwinkle, Rosemary, Self-heal*—heals 1d8 hit points.

Insect Venom Antidote
Trefoil—heals 2d8 hit points of damage from insect or spider venom; stays the course of such venom.



Poison Antidote
Any three: *Alkanet, Basil, Tamarisk, Thistle, Trefoil*—heals 1d8 hit points of damage from any poison or venom.

Relieve Fever
Any one: *Rampion, Whortle*—restores normal body temperature.

Relieve Pain
Any one: *Bindwood, Groundsel (Mountain), Germander*—relieves pain of any sort.

Relieve Skin Irritations
Any one: *Flax-weed, Plantain*—relieves itching or skin irritations.

Remove Curse
Adder's Tongue, Bitter Sweet—negates the effect of a minor curse or malediction (Level I, II, or III).

Remove Fear
Borate—removes fear (magical or mundane).

Restore Speech
Lavender—restores normal vocal abilities.

Sedative
Asarabaca, yarrow—induces restful sleep. If taken with a healing remedy or potion, doubles its healing properties. Duration is 2d4 hours. The subject will be groggy, unsteady, and irritable if awakened prior.

Herbal Elixirs

Herbal Elixirs are similar to potions with a shorter duration (1d6+4 minutes). Effects last the entire duration and cannot be willed to stop. Herbal elixirs can be made from fresh or dried herbs and take effect 1 minute after they are imbibed.

Equipment: mortar and pestle; bowl; heat source
Base Materials: 1 ounce of clear water
Time to Complete: 1d4 hours
Chance of Success: 90%, +1% per level of ability
Purchase Cost: ~200 gp

Aphrodisiac
1 dram each: *Ginseng, Jasmine, Heather (Red), Lupine, Orchis, Jonquil*—becomes aroused and seeks the nearest compatible companion. This elixir lowers inhibitions, but it does not reduce character or intelligence.

Beauty
2 drams each of: *Oleander, Orchid*—bestows unearthly beauty (females only).

Charisma
4 drams *Cinquefoil*—increases Charisma by 1d4 points.

Charm
4 drams *Cellandine*—gaze acts as a *Charm* spell. May be used once; target may save vs. WIL (negates).

Detect Illusion
4 drams *Purslane*—can detect illusions; range is 20 feet.

Divination
4 drams *Hazel*—drinker divines the answer to a yes–no question.

Elixirs of Protection
Each Elixir of Protection grants the drinker protection from one threat. Protection against a class of creature will result in creatures of that type being unable to approach the drinker (but not ranged attacks, spells, etc.). Protection against other threats results in temporary immunity to, or the curing of, that threat.

- **Disease**—2 drams each: *Camphor, Gentian*.
- **Evil**—2 drams each: *Nettle, Parsley, Sesame*.
- **Lightning**—4 drams *Laurel*.
- **Lycanthropes**—4 drams *Wolf's Bane*.
- **Magical Influence**—4 drams *Tansy*.
- **Passion (Desire)**—4 drams *Flag*.
- **Serpents**—4 drams *Draconium*.
- **Spirits**—4 drams *Fennel*.
- **Vampires**—4 drams *Garlic*.

Elixirs of Resistance
Each Elixirs of Resistance grants the drinker a +2 bonus on all saves against one threat.

Magic—2 drams each: Angelica (Magical), Ash. All spell magic.

Necromancy—4 drams *Rowan*. All *Black Magic*.

Witchcraft—4 drams *Elder*. All curses.

Flying
2 drams each: *Belladonna, Hemlock*—fly at double normal ground movement rate; limited to maximum encumbrance while flying.

Hawk's Vision
4 drams *Hawkweed*—can see even the most minute details at a range of up to one mile.

Heroism
2 drams each: *Euphorbia, Oak Leaf, Vervain*—bestows racial maximum Strength and Will.

Invisibility
4 drams *Fern*—bestows invisibility.

Lock-picking
4 drams *Mistletoe*—grants a +50% bonus on all lock picking skill checks (even if the drinker does not have this skill).

Luck
2 drams each: *Lotus, Saffron*—grants a +1 bonus on all saves.

Neutralize Toxins
4 drams *Juniper*—neutralizes and renders harmless all poisons that have been added to food, drink, or magical / alchemical mixtures. This elixir is not ingested; it is added to the contaminated substance.

Premonition
4 drams *Mugwort*—drinker divines if anyone within 100 feet of them represents an immediate threat or danger. The general location of the threat is determined; the nature of the threat is not.

Speak With The Dead
4 drams *Locust*—drinker may ask someone who has died within 1 day (24 hours) up to three questions. Answers will be truthful, but cryptic.

Strength
4 drams *Betony*—increases Strength by 1d4 points.

Truth
4 drams *Sunflower*—drinker cannot tell a lie.

Toxic Powders

Toxic Powders are noxious substances added to food or drink, thrown in vials, dispersed by hand, or propelled via blow tube: range: 5 feet, impacts a 5 feet diameter area; weapon proficiency is not required to use a blow tube this way. When exposed, subjects are allowed to save vs. CON (negates). Unless otherwise noted, individuals *ingesting* Toxic Powders get no save. Duration is variable (as stated).

Toxic Powders are both volatile and dangerous. All attempts to prepare a Toxic Powder requires a save vs. DEX (+1 bonus per level of ability). Failure indicates the individual must roll an Alchemical Mishap (see Alchemists and Laboratory Facilities).

Equipment: mortar and pestle; bowl; heat source
Base Materials: 4 drams each: *tree bark*, *dried leaves*
Time to Complete: 1 day (24 hours)
Chance of Success: 90%, +1% per level of ability
Purchase Cost: ~200–300 gp (illegal in most areas)†

Amnesia
Duration: 3d6+2 minutes.
4 drams *Absinthe*—causes complete loss of memory.

False Death
Duration: 2 days (48 hours)
7 drams *Skullcap*—causes a death-like coma. Individuals skilled in the healing arts may save vs. INT to detect if the subject is still alive; others have a 5% chance of success. A poison antidote will revive the subject.

Hallucination
Duration: 1d6+4 minutes (special)
2 drams *Nightshade (Common)*–causes frightening hallucinations. Spell-casting is impossible. There is a chance 2% chance per minute of hallucinations of going permanently insane.

Ill Fortune
Duration: 1 day (24 hours)
4 drams *Black Thorn*—bestows a -1 penalty on all saves.

Itching
Duration: 1d6+4 minutes
4 drams *Marsh Crow's Foot*—causes intense itching and irritation. Subject must save vs. WIL each minute or be unable to concentrate (e.g., no combat, spell-casting, etc.).

Nausea
Duration: 1d6+4 minutes
4 drams *Cyclamen*—causes incapacitating nausea.

Paralysis
Duration: 1d6+4 minutes
4 drams *Liverwort*—causes complete paralysis.

Poison (Type I)
Duration: 1d6+4 minutes
2 drams each: *Hellebore (Toxic), Purple Foxglove*—inflicts 1d6 damage per minute.

Poison (Type II)
Duration: 1d6+4 minutes
2 drams each: *Monk's Hood, Spotted Hemlock*—inflicts 1d8 damage per minute.

Poison (Type III)
Duration: 1d6+4 minutes
2 drams each: *Nightshade (Deadly), Mandrake*—inflicts 1d10 damage per minute. Those who survive are deathly ill for 1 hour.

Sleep
Duration: 1 hour (per dose)
4 drams *Meadow Saffron*—induces sleep in 1d4 minutes.

Slowness
Duration: 1d6+4 minutes
2 drams *Water Hemlock*—reduces speed, movement, and number of attacks by half.

Vertigo
Duration: 1d6+4 minutes
4 drams *Yellow Melilot*—causes severe dizziness. Subjects must sit or risk falling each minute (50% chance).

Narcotic Powders

Black Lotus
Duration: 1 hour
1 dram *Black Lotus*–a powerful hallucinogen granting the subject heightened awareness (i.e., Extra-sensory Perception, Clairaudience, Clairvoyance). Repeated use has a 5% chance to cause addiction (no cure). Withdrawal symptoms of this narcotic are excruciating and can be fatal.

Darnell
Duration: 1 hour per dose
1 gram *Darnell*—placed in food or drink; causes a deep, stupor-like sleep.

Poppy
Duration: 1d4 hours
1 dram *Poppy*—placed in food or drink; causes intoxication. All saves suffer the standard non-proficiency penalty. Repeated use has a 1% chance to cause addiction.

Yage
Duration: 3d6+2 minutes (special)
1 dram *Yage*—save vs. WIL. Success indicates a vision of the future. Failure indicates terrifying hallucinations. Spell-casting is impossible. There is a 3% chance per minute of hallucinations of going permanently insane. Each time this narcotic is used, there is a 5% chance of becoming immune to the hallucination side-effects (explaining the drug's popularity with Shamans and Witchdoctors).

† Price listed is where available legally; if purchasing on the black market, price will be much higher.

Philtres

Philtres are fluid mixtures which cause the drinker to feel a specific emotion, or enter a specific state of mind. Unless otherwise stated, duration is 3d6+2 minutes.

Philtres are made with wine; it is difficult to differentiate them from normal wine: save vs. INT at a -4 penalty. Allow this save only if the individual questions the nature of his or her drink and examines it. The effects are instantaneous, and automatic (no save once ingested).

Equipment: mortar and pestle; glass container; heat source
Base Materials: 1 pint of wine
Time to Complete: 1d4+4 hours
Chance of Success: 90%, +1% per level of ability
Purchase Cost: ~100 gp

Apathy
4 drams *Mustard Seed*—drinker becomes bored; loses interest in all activity and discussion.

Compliance
2 drams each: *Linden, Lychis*—drinker becomes agreeable to any fairly reasonable suggestion and acts upon it at once.

Curiosity
4 drams *Sycamore*—drinker becomes curious and anxious to investigate the first subject brought to his or her attention.

Friendship
2 drams each: *Chickory, Ivy*—drinker treats all around him or her as close and trusted friends.

Love
Duration: permanent
1 dram each, any four: *Apricot, Caraway, Clary, Dill, Ginseng, Jonquil, Jasmine, Olive, Orchis, Periwinkle, Red Heather*—drinker falls madly in love with the first compatible companion whose name he or she hears spoken.

Loyalty
2 drams each: *Lime, Mint*—drinker becomes fiercely loyal to the first individual whose name he or she hears spoken.

Mirth
4 drams *Crocus*—drinker becomes joyful; laughing, smiling, and giggling continuously.

Recklessness
2 drams each: *Almond, Oats, Larch*—drinker reacts without fear or caution, regardless of the circumstances.

Refusal
4 drams *Lichen*—drinker becomes opposed to all suggestions or proposals, regardless of their nature.

Sorrow
2 drams each: *Jujuba, Willow*—drinker becomes overcome with grief and weeps continuously.

Treachery
Duration: special
4 drams *Whortleberry*—drinker betrays the first individual whose name he or she hears spoken. The nature of the betrayal is up to the Game Judge (e.g., abandoning a friend in need, turning a friend in to the authorities). Duration of this effect is special: the effect lasts until the betrayal has taken place; the drinker will act on his or her betrayal at the first opportunity.

Violence
4 drams *Lobelia*—drinker becomes violent, attacking the first individual whose name he or she hears spoken.

Voraciousness
4 drams *Lupine*—drinker develops an insatiable appetite, devouring all food in sight. If no food and drink are available, he or she abandons whatever he or she was doing to seek out food.

Venoms and Poisons

Venoms are resinous toxins which may be applied to weapons (e.g., edged weapons, darts, pins, arrows). All venoms in this section are *systemic* toxins (i.e., must be introduced via a wound or puncture). Poisons are liquids added to food or drink; they must be ingested in order to be effective.

Venoms and poisons are both dangerous. All attempts to prepare a venom or poison requires a save vs. DEX (+1 bonus per level of ability). Failure indicates the individual suffers an exposure to the substance, with all its effects.

One dose of venom is sufficient to coat one of the following:

- 1 sword or two-handed axe
- 2 hand axes
- 4 spears or javelin heads
- 6 daggers
- 10 arrows or crossbow bolts
- 20 war darts

Combinations are possible; unlisted weapons are at the Game Judge's ruling. A coating lasts until the first hit; then the weapon will need to be coated again.

Equipment: mortar and pestle; small cauldron or crucible; heat source
Base Materials: n/a
Time to Complete: 1 day (24 hours)
Chance of Success: 90%, +1% per level of ability
Purchase Cost: ~200–600 gp (illegal in most areas)†

† Price listed is where available legally; if purchasing on the black market, price will be much higher.

Venoms

The venoms listed are *concentrated* and are based on **Type 1** or **Type 2** venoms (see sidebar). Concentrated forms of **Type 3** and **Type 4** venoms are possible.

Curare

Type 2 (no save) paralysis [3d6+2]

Unknown—a vegetable toxin whose composition is known only to Shamans and Warriors of remote jungle tribes. Applied to the tips of arrows or darts, it causes instant paralysis and loss of motor and muscle control. Once the paralysis wears off, the subject must save vs. CON or die from heart and lung failure.

Ghoul's Venom

Type 2 (-0—negates) paralysis [3d6+2]

4 drams *Ghoul Tongue*—causes paralysis.

Scorpion Venom

Type 1 (-0) 2d4 [1d4+6]

4 drams *Scorpion Venom*—inflicts 2d4 damage per minute for up to 10 minutes.

Snake Venom

Type 1 (-0) 2d6 [1d4+16]

4 drams, any one: *Cobra Venom, Viper Venom, Asp Venom*—inflicts 2d6 damage per minute for up to 20 minutes.

Spider Venom

Type 1 (-0) 2d8 [1d4+6]

4 drams *Spider Venom*—inflicts 2d8 damage per minute for up to 10 minutes.

Wyvern Venom

Type 1 (-0) 100% [instant]

4 drams *Wyvern Tail*—save vs. CON or die in 2d4 minutes. Success indicates a loss of half the subject's normal hit point maximum.

Poisons

Slow Poison

Duration: permanent

1 dram *Mercury*; 3 drams *Spider Venom* (10 doses)—when added to food or drink and administered daily, Slow Poison causes the subject to weaken, losing one point of Constitution every two days. When the subject's Constitution score reaches 5 or less, he or she is bed-ridden; when it reaches 0, the subject dies (no save).

Black Death

Duration: permanent; save vs. CON (special)

1 dram each: *Mandrake, Nightshade (Deadly), Ghoul Tongue, Wyvern Tail*—causes excruciating pain, convulsions, and nearly instant death. Subject must save vs. CON or die. Success indicates a reduction to 1 hit point, and incapacitation for 1–2 hours.

Venoms

Venoms come in four primary forms, or types. These types are the baseline for all venoms in Arcanum. The venoms to the left are all based on the Venom Type 1 or 2 template. Other effects, which take place at the end of the duration, are spelled out within the venom description. All venoms may come with pain, fever, drowsiness, or other side effects which may persist hours, or even days after the initial duration is over.

Type 1

Takes effect in 2d4 minutes (ingested or injected). Deals damage over a defined period of time. Save vs. CON each minute to avoid the damage.

Type 1 (save) damage [time]

Example: Type 1 (-2) 1d4+2 [5]
Effects begin in 2d4 minutes. Save vs. CON at a -2 penalty each minute for 5 minutes or suffer 1d4+2 damage.

Type 2

Takes effect immediately (ingested or injected). Has an effect over a defined period of time. Save vs. CON (½ duration or negates).

Type 2 (save) effect [time]

Example: Type 2 (-1—½ dur) paralysis [3d6]
Effects begin immediately. Paralysis lasts 3d6 minutes. Save vs. CON at a -1 to reduce time.

Type 3

Takes effect in 1d4 minutes (ingested or injected). Subject loses one point in one or more attributes each minute. Save vs. CON each minute to avoid this effect. Lasts for a successful save count.

Type 3 (save) attributes [count]

Example: Type 3 (+1) Str, Dex [3]
Effects begin in 1d4 minutes. Save vs. CON at a +1 bonus each minute or lose a point of Strength and Dexterity; lasts until subject has made three successful saves.

Type 4

Takes effect immediately (mere contact). Has an effect over a defined period of time. Save vs. CON (½ duration or negates).

Type 4 (save) effect [time]

Example: Type 4 (-4—neg) sleep [1d4 hours]
Effects begin immediately. Save vs. CON at a -4 penalty or fall asleep for 1d4 hours.

Alchemical Dusts

Alchemical Dusts are powdered mixtures possessing spell-like magical properties. Dusts can be added to food or drunk, thrown in vials, dispersed by hand, or propelled via blow tube: range: 5 feet, impacts a 10 feet diameter area; weapon proficiency is not required to use a blow tube this way. When exposed, subjects are allowed to save vs. CON (negates). Unless otherwise noted, individuals *ingesting* Alchemical Dusts get no save. Unless otherwise noted, duration is 1 hour. All ingredients are in powdered form.

Alchemical Dusts are both volatile and dangerous. All attempts to prepare an Alchemical Dust have a 5% chance of an Alchemical Mishap (see Alchemists and Laboratory Facilities).

Equipment: mortar and pestle; bowl; heat source
Base Materials: 5 drams *Rare Earths*; 4 drams *Sulfur*; 1 dram each: *Silver, Gold, Platinum*
Time to Complete: 2 weeks; half this if receiving the aid of a Wizard, Sorcerer, or Magician
Chance of Success: 76%, +2% per level of ability; +10% if receiving the aid of a Wizard, Sorcerer, or Magician
Purchase Cost: ~500–1,000 gp

Amnesia
6 drams *Absinthe*—causes complete loss of memory.

Appearance
4 drams *Fern*; 2 drams *Mercury*; 2 carats *Onyx*—invisible individuals creatures, or objects sprinkled with this dust become visible.

Blindness
4 drams each, any two: *Anemone, Eyebright, Rose;* 2 drams *Mercury*—causes blindness.

Charming
4 drams *Celandine*—subject falls under a *Charm* spell-like effect; may save vs. WIL (negates).

Confusion
2 carats *Amethyst*; 2 drams *Mercury*—subject cannot focus on anything; he or she is confused and indecisive. There is a 10% chance each minute he or she can decide on a course of action and do something.

Control
2 drams *Tin*; 1 dram each: *Gold, Silver, Platinum*; 2 drams material from the specific creature type to be controlled (e.g., a dust of dragon control requires 2 drams of dragon bone, blood, scales, etc.)—causes up to 4 of the specific creature type to fall under a *Charm* spell-like effect. Individuals with Will scores of 10+ may save vs. WIL (negates).

Desire
1 dram each: *Ginseng, Jasmine, Red Heather, Lupine, Orchis, Jonquil*; 2 carats *Amethyst*—becomes aroused and seeks the nearest compatible companion. This elixir lowers inhibitions, but it does not reduce character or intelligence.

Detect Illusion
Duration: 1d12 seconds
4 drams *Purslane*; 2 carats *Diamond*—illusory individuals or creatures, or objects sprinkled with this dust glow faintly and appear unreal.

Disappearance
4 drams *Fern*; 2 carats *Onyx*—individuals or creatures, or objects sprinkled with this dust become invisible.

Emotional Influence
2 carats *Amethyst*; one of:

- **Antipathy**: 6 drams each: *Lichen, Larch*—subjects become hostile and uncooperative towards the first individuals or creatures they encounter.
- **Apathy**: 6 drams each: *Linden, Mustard Seed*—subjects become bored and disinterested in everything going on around them.
- **Sympathy**: 6 drams each: *Ivy, Lychis*—subjects become sympathetic towards the first individuals or creatures they encounter.

Free Action
2 drams *Marid Hair*; 4 drams *Copper*—subject moves unimpeded through mud, water, or entanglement. Also acts as an antidote for *Slow* type spells.

Half-Weight
2 drams, one of: *Griffon Feather, Roc Feather, Manticore Wing, Chimera Wing*; 2 carats of *Sapphire*—non-living materials sprinkled with this dust are reduced in weight by half.

Hallucination
6 drams *Nightshade (Common)*–causes frightening hallucinations. Spell-casting is impossible. There is a chance 2% chance per minute of hallucinations of going permanently insane.

Ill Fortune
Duration: 1 day (24 hours)
6 drams *Blackthorn*—bestows a -1 penalty on all saves.

Instant Ice
4 drams *Rare Earths*; 2 carats each: *Malachite, Moonstone* —instantly freezes up to 1,000 cubic feet of water (fresh or salt). Will melt as normal after duration ends.

Itching
6 drams Marsh Crow's Foot—causes intense itching and irritation. Subject must save vs. WIL each minute or be unable to concentrate (e.g., no combat, spell-casting, etc.).

Magic Detection
Duration: 1d12 seconds
2 drams each: *Imp Blood, Silver, Gold, Platinum*; 1 carat *Pearl*; 2 carats *Diamond*—magical individuals or creatures, or objects sprinkled with this dust glow faintly.

Nausea
6 drams *Cyclamen*—causes incapacitating nausea.

Non-Detection
Duration: permanent
4 drams *Lead*; 2 carats *Onyx*—hidden objects sprinkled with this dust are undetectable by magical means. Can be countered with Dust of Appearance, etc.

Panic
2 drams, one of: *Dragon Bones, Devil Horn*—subject drops whatever he or she is holding and flees in panic for the duration.

Paralysis
6 drams *Liverwort*—causes complete paralysis.

Petrification
Duration: 1 day (24 hours)
2 drams each: *Gorgon Eye, Basilisk Eye*—save vs. CON or be turned to stone.

Poison
Duration: special
6 drams, one of: a poison, a toxic powder—effects and duration are per poison or toxic powder used.

Rage
2 drams *Minotaur Horn*; 2 carats *Amethyst*—subject flies into a terrible rage, attacking anyone and everyone.

Sleep
2 drams each: *Saffron (Meadow), Satyr Pipe*—induces sleep in 1d4 minutes.

Slowness
6 drams *Water Hemlock*; 2 drams *Lead*—reduces speed, movement, and number of attacks by half.

Trail-Erasure
Duration: permanent
4 drams each: *Rare Earths*, *Fern*, common soil; 2 carats *Onyx*—when sprinkled over an area, erases all traces of tracks; can be used indoors or outdoors and will erase the equivalent of a path 10 feet wide and 100 feet long.

Vertigo
6 drams *Yellow Melilot*—causes severe dizziness. Subjects must sit or risk falling each minute (50% chance).

Water Evaporation
Duration: permanent
2 drams each: *Rare Earths, Mercury*; 2 carats *Malachite*—. Instantly evaporates up to 1,000 cubic feet of water (fresh or salt), or 10,000 square feet of swampland.

Magical Mixtures

All magical mixtures radiate a faint magical aura. Magical inks and fragrant oils must be stored in crystal containers (e.g., inkwells, vials, cruets) or they lose their magical properties.

Equipment: mortar and pestle; cauldron or crucible; heat source
Base Materials: n/a
Time to Complete: 1 day (24 hours)
Chance of Success: 90%, +1% per level of ability
Purchase Cost: ~100–200 gp (inks: ~700–1,000 gp)

Fragrant Oils
1 dram each: *Myrrh, Cinnamon, Olive*—used to anoint the forehead, and sprinkled within a Circle of Protection. Subject receives a +1 bonus on saves while summoning or evoking a hostile creature.

Fumes
Magical fumes are powders which are burned (e.g., within a brazier); the smoke has magical properties. The five most common types are:

- **Fumes of Favorable Aspect**: 7 drams each: *Frankincense, Myrrh*—subject receives a +1 bonus on saves while summoning hostile creatures.
- **Fumes of Precognition**: 7 drams each: *Black Poppy, Hazel, Linseed*—subject receives a vision of a future event. The vision will be vague and cryptic, but it will come to pass.
- **Fumes of Spirit Banishing**: 7 drams each: Black Myrrh, Sulphur—forces all astral, demonic, and spirit presences within 20 feet of the flames to save vs. WIL or return to their home plane.
- **Fumes of Spirit Detection**: 7 drams each: *Artemesia, Flax, Hemp*—forces all invisible presences within 20 feet of the flames to become visible at once and remain so for at least 10 minutes.
- **Fumes of Spirit Evocation**: 7 drams each: *Aloeswood, Anise, Crocus;* 7 carats *Amber*—evokes a spirit after 1d12 minutes of a type determined by the Game Judge which will answer one question pertaining to the area in which it was evoked. Upon answering the question, the spirit will depart and the fumes will be consumed. If evoked again within 1 day (24 hours), the spirit has a 50% chance of becoming angry and attempting to harm the evoker.

Magical Inks
7 drams *Kraken Ink*; 1 dram each: *Gall Oak, Gold*—yields 7 drams of magical ink, sufficient to scribe seven levels of spells (e.g., 7 level I spells; 3 level II and a level I spell).

Powders of Conjuration
7 drams ingredients from the creature type to be conjured—used as a material component for all conjuring spells. A deceased creature yields 1d12 drams of useable conjuring ingredients regardless of size. Produces 7 doses.

Potions

Potions are fluid mixtures which temporarily give the drinker magical or spell-like powers. Unless otherwise stated, duration is 1d20+40 minutes; duration for healing potions is, of course, instant. All effects last the duration and cannot be negated except through magic.

While a potion is fermenting it is extremely volatile. The chance of an Alchemical Mishap occurring on each of the 2nd to 7th days is 1% (see Alchemists and Laboratory Facilities).

If the potion base ingredients are doubled, it is possible to substitute herbal ingredients of similar properties for hard-to-get creature ingredients. This form of a potion incurs a -25% penalty on the chance of success.

Equipment: mortar and pestle; cauldron or alembic; heat source
Base Materials: 1 dram each: *Gold, Silver, Copper*; 1 carat each: 7 different gemstones; 1 pint clear water
Alchemists may substitute 2 drams *Rare Earths* for the 7 carats of gemstone
Time to Complete: 1 week
Chance of Success: 90%, +1% per level of ability
Purchase Cost: ~400–800 gp

Ageing
Duration: instant
2 drams *Ghost Garment*—drinker ages 10 years.

Berserk Rage
Duration: 2d6 minutes
1 dram each: *Minotaur Horn, Rhino Horn*—drinker flies into a rage, attacking anyone and everyone. Number of attacks per round are doubled.

Charisma
2 drams *Lodestone*; 1 carat *Beryl*—drinker's Charisma score increases by 1d4 points.

Cure Insanity
2 carats each: *Garnet, Chrysolite*—95% chance to cure drinker of any insanity or mental illness.

Emotional Influence
2 drams each: *Silver, Gold, Platinum*; 1 carat *Amethyst*—drinker can induce Anitipathy, Apathy, or Sympathy within up to 10 individuals or creatures within 20 feet. Subjects may save vs. WIL (negates).

Antipathy: subjects feel a strong dislike, and possibly become hostile (50% chance), toward an individual or group the drinker designates.

Apathy: subjects become bored and disinterested with an individual or group the drinker designates.

Sympathy: subjects become understanding and sympathetic, possibly even helpful (50% chance) toward an individual or group the drinker designates.

Extra-Sensory Perception
4 drams *Shaitan Brain*; 1 carat *Pearl*—drinker can read an individual or creature's mind. Thoughts are in the same language that the subject speaks, so may be unintelligible. Subjects with an Intelligence score of 12+ may save vs. INT to detect the intrusion; but not to stop it.

Free Action
2 drams each: *Marid Hair, Copper*—drinker can move unimpeded through mud, water, entanglement, etc. Acts as an antidote to *Slow* spells.

Flying
2 drams, one of: *Griffin Feather, Roc Feather, Manticore Wing, Chimera Wing*—drinker can fly at double normal ground movement rate; limited to maximum encumbrance while flying.

Gaseous Form
2 drams *Vampire Blood*; 1 carat each: *Sapphire, Onyx*—drinker becomes gaseous. Drinker can save vs. WIL to become solid again; this negates the potion.

Healing
2 drams each: *Sulfur, Troll Blood*; 2 carats *Jade*—heals 3d8 hit points of damage.

Heroism
2 drams each: *Leopard Heart, Lion Heart*—drinker's Strength and Will are increased to the racial maximum.

Longevity
Duration: instant
2 drams each: *Ghost Garment*, *Mercury*—drinker becomes 10 years younger.

Magic Resistance
2 drams each: *Demon Heart, Lead*—bestows upon drinker (1d4+1)×10% magic-resistance.

Night Vision
2 drams, one of: *Goblin Blood, Elf Blood*; 1 carat each: *Diamond, Black Sapphire*—drinker gains Night Vision (range: 60 feet).

Potions of Control
2 drams *Tin*; 1 dram each: *Gold, Silver, Platinum*; 2 drams material from the specific creature type to be controlled (e.g., a potion of dragon control requires 2 drams of dragon bone, blood, scales, etc.)—causes up to 4 of the specific creature type to fall under a *Charm* spell-like effect. Individuals with Will scores of 10+ may save vs. WIL (negates).

Potions of Cursed (or Reversed) Effect
1 dram each: *Mercury, Bat Wing, Black Cat Hair, Fly*—when these ingredients are added to any other potion, prior to mixing, it will reverse the effects and / or create a cursed version of that potion. Cursed potions are difficult to identify; there is a 50% chance any test (magical or mundane) will fail to detect the added ingredients.

Potions of Detection

Each potion of detection allows the drinker to detect the specified target within 20 feet. Presence is detected, not the specific nature.

- **Danger**: 2 drams *Bull Blood*; 2 carats *Black Opal*.
- **Invisibility**: 2 carats *Diamond*.
- **Lies**: 2 carats *Agate*.
- **Magic**: 2 drams each: *Imp Blood, Silver, Gold, Platinum*; 1 carat *Pearl*.

Potions of Immunity

Each potion of immunity bestows upon the drinker complete protection from the specified threat.

- **Black Magic**: 2 carats each: *Emerald, Carnelian*—protects against all curses and maledictions.
- **Cold**: 2 drams, one of: *Yeti Hide, Mummy Flesh*; 1 carat *Moonstone*—protects against cold (ice); heat (fire) deals double damage.
- **Drowning**: 1 carat each: *Malachite, Coral*—drinker can swim and breathe water.
- **Drunkenness**: 1 carat each: *Jade, Amethyst*—protects against the effects of alcohol. Other forms of intoxicant protections can be brewed as well.
- **Fire**: 2 drams *Salamander Scale*; 1 carat each: *Ruby, Fire Opal*—protects against heat (fire); cold (ice) deals double damage.
- **Magical Influence**: 2 drams, one of: *Zombie Bone, Wight Skull*; 1 dram each: *Topaz, Emerald*—protects against all forms of magical influence.
- **Petrification**: 3 drams *Gargoyle Horn*; 1 carat *Jade*—protects against petrification; all saves vs. heat or cold based attacks incur a penalty of -2.
- **Poison**: 1 dram *Unicorn Horn*; 1 carat each: *Agate, Jade*—protects against poisons and venoms; drinker is 10% likely to fumble or trip if engaged in physical activity.

Giant Strength

2 drams each: *Giant Blood, Iron*—bestows upon the drinker the strength of a giant of the type used to make the potion. Strength can (and likely will) be increased beyond normal racial maximum. Other large creatures are often substituted in these potions (e.g., Ogres, Trolls). Strengths are:

Strength	Giant Type
18	Aesir, Hobgoblin
19	Lemure, Ogre
20	Fomorian, Yeti
21	Cyclops, Swamp Troll
22	Aegir, Cave Troll
23	Jotun, Mountain Troll
24	Rock Troll
25	Titan

Protection from Evil

1 dram, one of: *Saint Hair, Saint Bone*—drinker cannot be attacked or approached by summoned or invoked creatures of evil alignment.

Regeneration

2 drams each: *Troll Blood, Sulfur*—drinker regenerates 1 hit point per minute.

Slowness

2 drams each: *Snail Shell, Lead*—drinker has speed, movement, and number of attacks per round reduced by half.

Speed

2 drams each: *Pegasus Blood, Hawk Feather*—drinker has speed, movement, and number of attacks per round doubled. As a side effect, each dose of this potion ages the drinker 1 year.

Stealth

2 drams *Mouse Tail*; 1 dram *Nymph Hair*—drinker has a 95% chance to move silently through any terrain.

Stone-to-Flesh

2 drams *Dragon Blood*—antidote for flesh-to-stone attacks. Poured over stone form. May cause actual statues to become un-living flesh (Game Judge's ruling).

Vision

2 carats *Diamond*—drinker is cured of temporary vision loss; allows drinker to see clearly for up to 1 mile.

Water Breathing

2 drams, one of: *Makara Scale, Triton Hair*; 1 carat, one of: *Malachite, Coral*—drinker can swim and breathe water.

Alchemical Devices

Only Alchemists may employ cusps, prisms, or a rod of detection. Although Craft skill (e.g., Jeweler, Goldsmith) is not necessary, it would allow for the production of higher quality devices.

Equipment: metal working tools (25 gp); glass working tools (25 gp); work area or lab
Base Materials: n/a
Time to Complete: 1 week (2 weeks for Rod of Detection)
Chance of Success: 75%, +2% per level of ability
Purchase Cost: ~1,000 gp (rod of detection: ~5,000 gp; spy glass: ~2,000 gp)

Cusps

Alchemists Only

8 drams, one of: *Dwarf Blood*, *Elf Blood, Goblin Blood*; 1 dram *Rare Earths*; 1 gp worth of other materials (e.g., lead, lime, potash, silica)—cusps are small glass lenses (worn like modern day contact lenses). The wearer gains Night Vision (range 60 feet). Cusps cannot be worn for more than an hour without risking permanent eye damage and blindness (5% chance; +2% per minute beyond 1 hour of wear). Cannot be used in conjunction with other optical devices.

Lenses

1 dram *Rare Earths*; 1 gp worth of other materials (e.g., lead, lime, potash, silica)—lenses are concave optical devices similar to magnifying glasses which can be used to examine structures which may contain secret doors, traps, etc. The user requires one minute to scrutinize a 10×10 feet area of floor, wall, or ceiling; save vs. INT. Success indicates the user has discovered any irregularities that may exist. When detecting traps this way, the presence of the trap is determined, not its nature. Cannot be used to find magically concealed doors or traps.

Poison Needle Ring

8 drams any metal—this ring will have a number of stones (real or fake) set within. Pressing the correct combination of stones will cause a small needle to spring forth. This needle can be laced with any desired toxin. The needle can be set to spring from the top of the ring (toward the back of the hand), or to spring from the bottom of the ring (toward the palm of the hand).

Prisms

Alchemists Only

1 dram *Rare Earths*; 1 gp worth of other materials (e.g., lead, lime, potash, silica)—prisms are cast into a polyhedron and finely polished. An Alchemist can gaze through the prism to detect illusions. One minute of examination is required to make a determination; save vs. INT. Success indicates that the Alchemist can tell if he or she is viewing something real or illusory.

Puzzle Locks

16 drams, one of: *Iron, Steel*, other metal—puzzle locks are intricate locking mechanisms that may or may not require a key in addition to having to solve the puzzle itself. More than 2 ounces (16 drams) or material will be needed for large locks. The penalty on any attempt to pick a puzzle lock is -3% per level of ability.

Rod of Detection

Alchemists Only

8 drams each: *Rare Earths, Lead, Mercury, Iron, Copper, Silver, Gold, Platinum*; 16 drams each: *Sulfur, Lodestone*; 1 carat each: 12 different gemstones; a plaster mold must be made to pour the molten ingredients into—an alchemical rod of detection resembles a divining rod (i.e., about 1 foot long, 'Y' shaped). An Alchemist may use it to detect a specific element, metal, or gemstone (1× per day per level of ability). Duration is 10 minutes; range is 20 feet.

Secret Compartment Ring

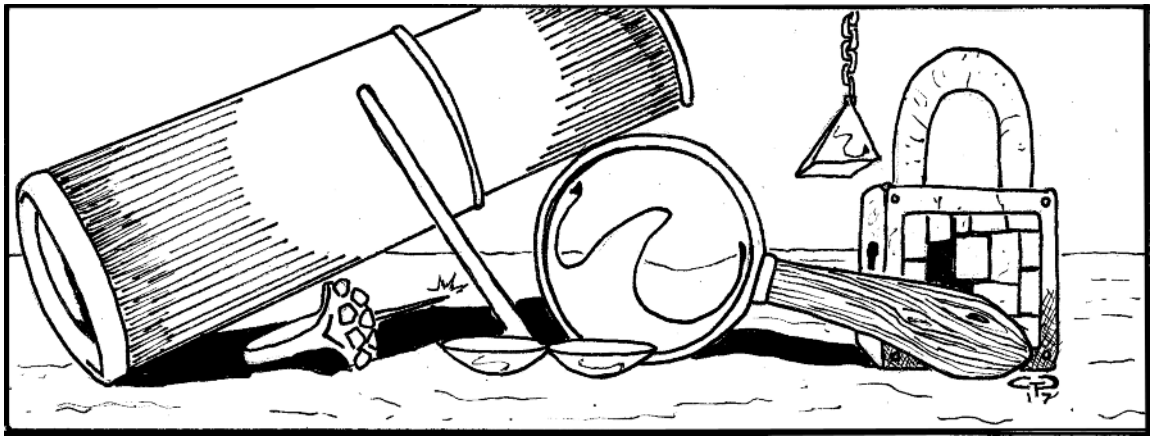
8 drams any metal—a ring with a hinged top and hollow inside compartment capable of storing one dose of Toxic Powder (or anything else of similar size).

Spy Glass

2× lens; 8 drams metal (must be strong and malleable)—a spy glass is similar to a small telescope. It consists of two specially crafted lenses (which do not have a lens' normal properties) encased in a tubular metal housing. Magnification for a spy glass is adjustable, ranging from 10× to 100×. A Master Craftsman working with the Alchemist can potentially increase the magnification to as much as 250×.

Wand of Phosphorescence

2 drams Rare Earths; 2 dozen fireflies; 8 drams toadstool; 1 gp worth of other materials (e.g., lead, lime, potash, silica)—a glass wands which glows in the dark for 1d4+1 hours illuminating an area 20 feet in diameter. The wand is recharged after 1 hour of exposure to direct sunlight.



Advanced Alchemical Equipment

Many alchemical substances can be created within a well-equipped laboratory. Some, however, require two highly specialized pieces of equipment: Aludel and Athanor. They are required equipment for the creating of *Advanced Alchemical Substances*. Creating them requires the *Rare Earths* and water to be mixed into a clay-like paste. This paste is formed into the proper shape, then coated with powdered quartz and fired in a furnace.

Equipment: fully equipped laboratory
Base Materials: n/a
Time to Complete: Aludel: 1 month; Athanor: 2 months
Chance of Success: 95%
Purchase Cost: ~10,000+ gp†

Aludel

48 drams each: *Rare Earths,* clear water; 12 carats *Quartz*—the Aludel is a philosophical urn or vase.

Athanor

96 drams each: *Rare Earths,* clear water; 96 carats *Quartz*— the Athanor is a philosophical furnace.

Advanced Thaumaturgic Equipment

A Thaumaturge's inability to utilize Rare Earths means they are incapable of making or using the aludel or the athanor, concocting Essences, etc. In place of Advanced Alchemical Equipment, Thaumaturges employ an enchanted Brass Vessel. In addition to the brass, the forging of the vessel requires the use of an eclectic combination of clays, metals, powdered crystals, stoneware, etc. Each vessel is unique to its creator, and keyed to his or her peculiarities.

Equipment: metal working tools
Base Materials: 1,000 gp worth of base material
Time to Complete: 7 weeks
Chance of Success: 90%, +1% per level of ability
Purchase Cost: ~8,000+ gp†

Brass Vessel

Via the enchanted vessel, a Thaumaturge may create Aqua Vitae, the wondrous liquid used in the creation of artificial life. The chance of success to concoct Aqua Vitae is 20%, +2% per point of Intelligence. Thaumaturges suffer a -5% with all homunculi chance of success rolls.

† Because of the special and individual properties of these devices, they are rarely available for purchase. Those who do purchase or acquire them may not be able to use them for high level alchemical operations (Game Judge's ruling).

Advanced Alchemical Substances

Alchahest, Orichalc, and Vitriol are the substances an Alchemist learns on his or her way toward learning Essences. This is not to say that they are without merit. Each of these wondrous substances are amazingly useful in their own right. They are, however, dangerous. Alchahest is the leading cause of death among Alchemists.

With any failed attempt to make Alchahest, there is a 15% chance that the Alchemist will need to roll on the Alchemical Mishap Chart. With any failed attempt to make Orichalc or Vitriol, this chance is 5%.

Equipment: fully equipped laboratory; Aludel and Athanor
Base Materials: n/a
Time to Complete: 2 weeks
Chance of Success: 75%, +1% per level of ability
Purchase Cost: Alchahest 1,000 gp; Orichalc 2,000 gp; Vitriol 500 gp

Alchahest

2 drams *Mercury*; 1 dram each: all metals and elements except one; 1 dram each: 7 different herbs; 1 dram each: blood from a mammal, reptile, fish, and bird; 1 carat each: 12 different gemstones; 1 pint clear water—once distilled down, this formula will make one vial (8 drams) of alchahest. Alchahest is the universal solvent; it will dissolve anything it comes in contact with at the rate of 1 cubic foot per second for a duration of 1d12 seconds per dram with which the object came in contact. The exceptions to this are an Aludel, and the one metal or elemental substance that was *excluded* from the preparation. Even the most minute amount of Alchahest that comes in contact with living tissue can be deadly; exposure to 1 minim deals 1d12 damage. A direct hit with a full vial of alchahest will vaporize virtually any creature it touches (except, perhaps, beings of deific power) dealing 480d12 damage…†

Orichalc

7 carats *Diamond*; 8 drams each: *Copper, Silver, Gold*—. once mixed, the paste is heated in the athanor for nearly two weeks. Once it cools, it will be a 1 inch long ingot of golden-colored metal. Each orichalc ingot can be used to grant magical powers to various metals during the forging process. The amount of orichalc required to grant a +1 bonus to armor and weapons is as follows:

Armor, full suit	7 ingots
Arrows; Bolts (*per 12 missiles*)	1 ingot
Dagger; other small weapons	1 ingot
Shield	3 ingots
Rod; Staff	2 ingots
Sword; Axe; Spear; other large wpns	3 ingots

By increasing the amount of orichalc used, weapons and armor of as high as +3 magical bonus can be created. A +3 suit of armor would require 21 ingots of orichalc, for example.

† 1d12 damage per minim; 1 vial = 1 ounce; 1 ounce = 8 drams; 8 drams = 480 minims. The average damage from exposure to a full vial of alchahest is 3,120 hit points.

The Game Judge may rule that each additional +1 requires more orichalc that the previous. If this optional rule is used, increase the number of ingots for each bonus by +33% (round up). This means that a +3 suit of magical armor would require (7 ingots + 10 ingots + 13 ingots) 30 ingots of orichalc.

Vitriol

1 dram *Alchahest*; 7 drams each: *Rare Earths*, *Copper*, *Sulphur*; 8 drams clear water—once mixed and slowly heated within the aludel, it becomes 1 vial (8 drams) of glassine, viscous fluid. Vitriol is a powerful bonding agent. One vial is enough to coat 10 square feet of material. Vitriol can make a permanent bond for stone and / or metal. Vitriol begins bonding the materials on contact, hardening after one minute. This renders them a single continuous piece of stone or metal. Once bonded, nothing can separate them (save, perhaps, alchahest).

Essences

Essences are unusual and wondrous substances that form the basis of the truly great works of Alchemy. The complex, time-consuming procedures entailed in the creation of an essence require total concentration; as alchahest is one of the required substances, this process is also fraught with danger.

Certain essences (e.g., *True Platinum*, *True Gold*) can be used to enchant non-magical objects. Objects enchanted this way are required to be of superior quality (e.g., costing at least 10× the normal price).

Alchemical enchantment is accomplished through *Dousing*. Dousing is the act of washing (coating) the object with a dose (2 drams) of the liquid essence in question. Dousing must be repeated daily for 1 week (7 days) or more, each wash requiring about 1 hour to complete. Missing even a single day will nullify the procedure (the Alchemist may begin anew).†

Equipment: fully equipped laboratory; Aludel and Athanor
Base Materials: 1 dram Alchahest
Time to Complete: 2 weeks (or more)
Chance of Success: special. Success for creating an essence hinges on Projection of Will. The Alchemist must save vs. WIL in order to complete the procedure. Failure indicates a 10% chance of an Alchemical Mishap (see Alchemists and Laboratory Facilities). Even if no mishap occurs, an unsuccessful attempt will consume the materials and result in nothing being produced.
Purchase Cost: n/a †

Essential Lodestone

12 drams *Loadstone*—once formed it is a 1 ounce dull gray stone. Once per day, the magnetic power of the stone can create a 20 feet diameter force-field (*Energy Field*, duration: 1 hour), or negate a similar field (*Negative Energy*).

Once created, the field cannot be moved, or damaged. Anyone trapped within the field will be unable to escape without some sort of teleport spell. An Energy Field can be dissipated by Negative Energy.

† Dousing may only be performed by the same Alchemist who created the essence (due to the way Projection of Will works). For this reason, essences are never purchased or sold.

Essential Tin

12 drams *Tin*—once formed, it is 1 ounce of violet-hued liquid. If an object is doused for one week, it will confer the following powers to whomever wears / carries it:

- **Immunity to Control Spells**: the wielder is immune to *Charm*, *Hold Person*, *Slow*, and other control spells.
- **Rulership**: up to 200 levels worth of creatures can be compelled to obey the wielder. Any creature with a Will score of 15 or greater may save vs. WIL (negates).

Adding 2 drams of Essential Tin to an ounce of any other dousing liquid allows the Alchemist to include a command word which will then be required to activate the item.

True Copper

12 drams *Copper*—once formed it is 1 ounce of amber liquid. If an object is doused for one week, it will confer +1 defensive abilities to the wearer (e.g., dodge, parry, etc. depending upon the object). This process can be repeated up to 4 times for a maximum +4 defense.

True Gold

12 drams *Gold*—once formed it is 1 ounce of shimmering yellow fluid. If an object is doused for four weeks, it becomes a Minor Magic Item (i.e., object of spell storing). The object will be capable of storing 1d4+5 charges of up to two spells (the spells must be cast onto the object on the final day of dousing). The item must be recharged after the spells have been expended.

True Iron

12 drams *Iron*—once formed it is 1 ounce of peacock-colored liquid. If a weapon is doused for one week, it will confer +1 offensive abilities (e.g., to-hit, damage, etc., depending upon the object). This process can apply to 1 large weapon (e.g., sword), 2–3 small weapons (e.g., dagger), or up a dozen pieces of ammunition (e.g.,arrows). This process can be repeated up to 4 times for a maximum +4 offense.

True Lead

a.k.a., **Fixed Lead**

12 drams *Lead*—once formed it is 1 ounce of smoky-gray liquid. If mixed with one gallon of paint or lacquer, this creates a coating for up to 1,000 square feet. Objects such as boats, houses, full suits of armor, etc. can be treated with this substance making them 95% magic resistant. Those within such spaces, or wearing such armor, will be equally hindered.

True Platinum

12 drams *Platinum*—once formed it is 1 ounce of iridescent fluid. If an object is doused for six weeks, it becomes a Greater Magic Item. The object will be able to store 1d6+1 spells. Cursed items can be created by adding 1 ounce of a cursed potion to the True Platinum while dousing.

True Silver

12 drams *Silver*—once formed it is 1 ounce of clear liquid. If an object is doused for two weeks, it becomes a Minor Magic Item (i.e., object of spell storing). The object will be capable of storing 1d6+10 charges of a single spell (the spell must be cast onto the object on the final day of dousing). The item must be recharged after the spells have been expended.

Variable Mercury

a.k.a., **The Philosopher's Stone**

12 drams of *Mercury*—once formed it is 1 dram (60 grains) of reddish powder. If 1 grain of Variable Mercury is imbedded into 1 ounce of yellow wax, and this is added to up to 100 pounds of molten lead (in a very large crucible), the molten metal will instantly be transformed into a like amount of the purest gold.

Waters of Sulfur

12 drams *Sulfur*—once formed it is 1 ounce of sparkling liquid. When consumed, this restores all hit points, and cures all diseases. If poured into the mouth of a deceased creature, assuming that creature has been dead no more than one hour, it will restore that creature to life and perfect health.

Essence of Rare Earths

12 drams *Rare Earths*—once formed it is 1 ounce of multi-colored crystals. Via a procedure similar to making a potion, an Alchemist can use these crystals to prepare 8 elixirs of Elemental Power (1 dram Essence of Rare Earths per). If the Alchemist drinks one of these elixirs each week for 8 weeks, he or she has a 25% chance of permanently acquiring one of the four *Elemental Powers*.

Only one such power may ever be acquired by an Alchemist; thus the Alchemist should carefully consider his or her choice before starting the treatment. Once the choice has been made, the Alchemist need only to concentrate on the Elemental Power's sigil (i.e., the focus) and ingest the elixirs. If the treatment fails, it may be repeated as many times as required to obtain success.

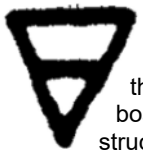
Essences: In Theory

The theory behind the core nature of essences is quite complex; in simple terms it may be stated as follows: Alchahest, the universal solvent, can dissolve, and seemingly disintegrate, almost any substance. It is believed that matter can never truly be destroyed; it can be altered (i.e., change states), but will ever remain.

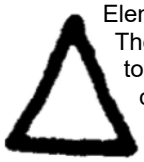
Therefore…

Alchahest does not truly destroy matter; it transmutes matter. In principle, it can distil matter into its purest and most basic state: The Essence. Under strict laboratory control, this elusive substance (which exists at the border of a physical and a metaphysical reality) may be attained and given a physical form via the Projection of Will.

Elemental Powers

The Power of Elemental Earth: Alchemists who gain this  Elemental Power are granted maximum racial strength as long as they stand upon earth or stone. This is not effective when the Alchemist's feet are not on earth (e.g., on board ship, on horseback, in a wooden structure). The Alchemist can speak the language of Earth Elementals and see normally in underground darkness.

The Power of Elemental Air: Alchemists who gain this Elemental Power have limited flight; they can glide for unlimited distances outdoors (as long as there is even the slightest breeze), and never suffer damage from falls. Gliding in underground areas is limited to 10 feet per level of ability. Gliding speed is double normal ground speed; the Alchemist is limited to maximum encumbrance while gliding. The Alchemist can speak the language of Air Elementals.

The Power of Elemental Fire: Alchemists who gain this  Elemental Power are immune to fire and heat. The Alchemist can will their body temperature to rise (superheat) so that flammable objects can be ignited with a touch; metal weapons they hold can be made to become so hot they deal 1d4 heat damage. The Alchemist can speak the language of Fire Elementals. The Alchemist suffers a -2 penalty on all saves vs. cold or water-based attacks.

The Power of Elemental Water: Alchemists who gain this Elemental Power are immune to cold and ice. The alchemist is able to breathe water, walk on water, and speak to all water-breathing creatures. The Alchemist can swim *unlimited* distances, suffer no movement penalties while underwater, and are able to move or swim underwater with the speed of a shark. The Alchemist can speak the language of Water Elementals. The Alchemist suffers a -2 penalty on all saves vs. heat or fire-based attacks.

Aqua Vitae and Homunculi

Homunculi are life forms, created through alchemy, and imbued with artificial life through aqua vitae (Waters of Life).

Aqua Vitae

Equipment: fully equipped laboratory; Aludel (i.e., aqua vitae can only be created by an Alchemist)
Base Materials: 48 ounces clear water; 48 drams *Rare Earths*; 1 dram Alchahest; 1 dram each: 20 different herbs, 30 different creature ingredients; 2 drams *Iron* (strength); 10 carats each: *Diamond* (sight), *Pearl* (wisdom), *Jade* (life). Yields 8 drams Aqua Vitae.
Time to Complete: 2 weeks
Chance of Success: 25%, +2% per point of Will
Purchase Cost: n/a

Adding 4 drams of *Tin* (rulership) produces an Aqua Vitae that possesses a unique power: when introduced to an active golem or machina, this mixture allows the Alchemist to wrest control away from the device's creator. To do this requires 1d10+10 minutes of careful, steady work. It cannot be performed if the golem or machina is moving.

Homunculus

Equipment: fully equipped laboratory; copper vat, clay, bee's wax
Base Materials: 8 drams each: Aqua Vitae, creator's blood, desired creature ingredients
Time to Complete: 2 months (1 month if assisted by a Sorcerer or Wizard)
Chance of Success: special
Purchase Cost: n/a

The size, shape, and form of the homunculus is up to the creator (players should submit a detailed description and a rough sketch of the intended appearance of the new life

Hybrids

Many of the strange hybrid creatures native to the lands of a fantasy world (e.g., manticore, chimera) could quite easily have been the result of ancient Alchemists using this form of alchemical procedure. Approximately 4% of all homunculi are capable of reproduction; thus it is quite possible for a patient (or lucky) Alchemist to create a fertile male and female who could then spread naturally.

Plants

In theory—and certain master Alchemists have claimed the ability—it is possible, perhaps with a few tweaks in the process, to create new hybrid forms of plant life (or even creature-plant crosses). The exact procedure for such an operation remains shrouded in secrecy.

form). Once appearance has been determined, its creator fashions a replica of the creature from clay; this takes two weeks (one week if a sculptor is employed to assist). The completed replica is placed into the copper vat. The ingredients (above) are then added and the vat is sealed with bee's wax and left undisturbed in a cool, dark area.

After two months, the homunculus should be fully formed, and the seal may be broken. Chance of success is determined by rolling on the Standard Life Forms or New Life Forms table.

The creature ingredients used will determine the life form's base abilities, and general type (i.e., Standard Life Form or New Life Form; see below). Unless otherwise indicated, the homunculus will obey its master. Attributes and temperament of homunculi are determined by the creature components used (e.g., strength of an ogre, dexterity of a panther, human Intelligence) In all cases, the attributes of the creatures from which the homunculus is derived will determine its abilities. This applies to other aspects of the creature as well (e.g., attributes, hit points, levels). To determine the level of a homunculus, add the levels of all the creatures used as ingredients in the vat mixture, and divide this by the number of creatures used.

An alchemist is limited to eight different creature ingredients. Thaumaturges, however, are capable of using as many as twelve. Also, a Thaumaturge can employ plant ingredients in their homunculi (some may even be capable of making new plant species; Game Judge's ruling).

Homunculi radiate a strong magical dweomer, are immune to magical influence, and are unaffected by poisons or potions of any sort. Healing spells are only half as effective when used upon an homunculus. Slain homunculi cannot be brought back to life.

Success Modifiers

The following modifiers should be applied to the Standard Life Forms and New Life Forms tables.

- -1% per every 4 combined levels of creature components employed in the mix (round down)
- -2% per level of infernal (e.g., demon, devil) monster components employed in the mix
- -10% per level of undead monster components employed in the mix

Note: incorporeal undead (e.g., ghost, shade, shadow) components cannot be used in this procedure.

- +1% per level of ability of the Alchemist
- +1% per two levels of ability a spell-caster collaborator. Such assistants must have Alchemical skill; only one such collaborator may be counted toward this bonus.

Standard Life Form

A Standard Life Form is somewhat easier to work with, and has a greater chance of success than a New Life Form. Standard Life Forms are homunculi composed of all *animal* ingredients (i.e., no monsters) and are not designed (via the clay replica) to possess abilities a typical animal would not possess (Game Judge's ruling).

Roll	Result
01–10	**Failure**: the inside of the vat is covered with a useless, foul-smelling mold.
11–34	**Mutant**: roll on the *Mutated Species* table.
35–44	**Partial Success**: homunculus is formed, but has some sort of deformity (e.g., is ½ expected size); Game Judge's ruling.
45–84	**Success**: homunculus is a perfect full-grown replica of the intended creature.
85–94	**Great Success**: homunculus is an exceptional specimen (e.g., maximum hit points, level is that of the most favorable component); Game Judge's ruling.
95+	**Frightening Success**: as *Great Success* (above) plus the creature has maximum Intelligence (and possibly Will). There is a 20% chance this creature is uncontrollable. If so, it will know it is a soulless homunculus and may despise its creator (e.g., may seek to destroy him or her); Game Judge's ruling.

New Life Forms

A New Life Form is somewhat harder to work with, and has a lesser chance of success than a Standard Life Form. New Life Forms are homunculi composed of at least one monster ingredient, and / or are designed (via the clay replica) to possess abilities a typical animal would not possess (Game Judge's ruling).

Roll	Result
01–20	**Failure**: the inside of the vat is covered with a useless, non-living slime.
21–50	**Mutant**: roll on the *Mutated Species* table.
51–60	**Partial Success**: homunculus is formed, but has some sort of deformity (e.g., is ½ expected size); Game Judge's ruling.
61–90	**Success**: homunculus is a perfect full-grown replica of the intended creature.
91–94	**Great Success**: homunculus is an exceptional specimen (e.g., maximum hit points, level is that of the most favorable component); Game Judge's ruling.
95–97	**Astounding Success**: as *Great Success* (above) but the homunculus has an amazing feature (e.g., double anticipated Strength, Speed, savagery, level); Game Judge's ruling.
95+	**Frightening Success**: as *Astounding Success* (above) only the homunculus has 1d4 such features, is utterly uncontrollable, and will attempt to kill its creator and destroy everything near it.

Mutated Species

Only roll on this table if directed from a previous table.

Roll	Result
01–60	Homunculus is a shapeless blob with average human intelligence (speaks same language as its creator) and capable of slow movement.
61–65	As above, but has Extra-sensory Perception (range 200 feet).
66–70	Homunculus has an extra head (no advantage; both move and speak in unison).
71–75	Homunculus has an extra head; each has its own personality. It is 50% likely to disagree with its creator on any subject (stopping what it was doing and arguing for 1d4 minutes). Good luck!
76–80	Homunculus has two additional limbs which it can use quite well.
81–85	Homunculus appears normal, but has a spell-like ability (e.g., may become invisible at will, shape change, fly, breath water, see invisible, detect magic, assume gaseous form). Ability and uses per day are Game Judge's ruling.
86–90	As above, but has two spell-like abilities.
91–95	As above, but has three spell-like abilities.
96–00	As above, but has four spell-like abilities.

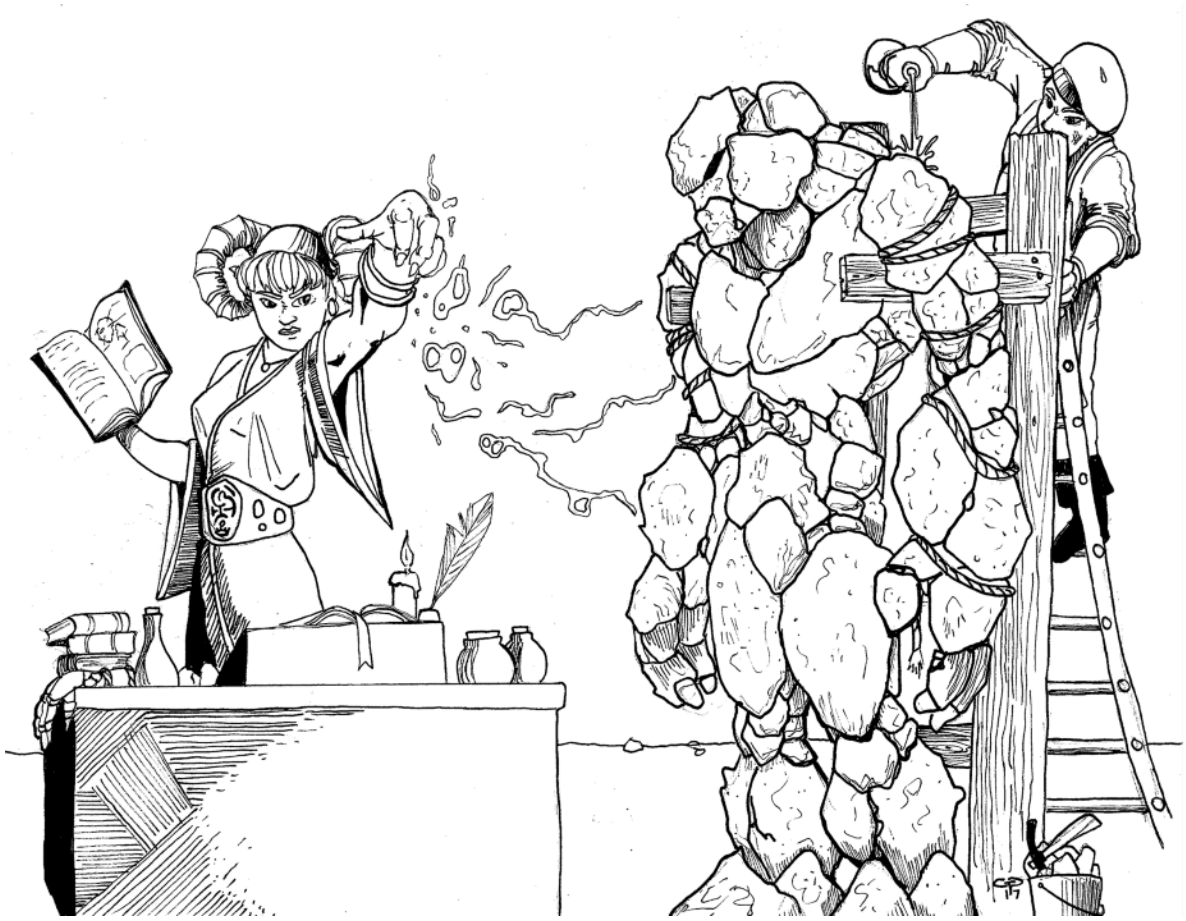
Golems

Golems are statue-like humanoids made from inorganic materials. They may be imbued with a basic, sentient life either by alchemical or magical means; they lack free will. The stats for a golem depend upon two things: the material used to construct it, and the amount of materials used.

Equipment: workshop, tools for sculpting the material
Base Materials: special (depends upon the type of golem being created); Alchemists add 8 drams *Aqua Vitae*; spell-casters cast *Animate Object* daily
Time to Complete: special (depends upon the type of golem being created); hiring an engineer, sculptor, or scholar reduces the time required by half; if an Alchemist and a Wizard, Sorcerer, or Magician work together the time required is reduced by half (these modifiers are cumulative)
Chance of Success: 65%, +25% if an engineer, sculptor, or scholar is hired to assist
Purchase Cost: n/a

All Golems have the following characteristics in addition to any listed:

- Fixed Hit points (as constructs, a golem's hit points are not determined by die rolls; they are fixed per level)
- Immunity to non-magical weapons.
- Immunity to poisons.
- Immunity to magical control.



Golems can be programmed to retain up to three simple commands (e.g., let no one pass through this door, destroy any intruder who enters) If no commands are programmed into the construct, it will obey any command given to it by its master, as long as the master is present.

Clay Golem

Base Materials: 200 pounds of clay per foot of height
Time to Complete: 6 weeks, +1 week if 7+ feet tall.

Medium-sized Construct
Alignment: Neutral (no free will)
Protection: 3
Level: 3–8 5 hp per level
Attributes

Str 7+	**Dex** 8	**Spd** 8	**Con** 12
Int 3	**Wil** 1	**Cha** 1	**Per** 10

Attacks
- Fist (2d4) [STR]

Special Attributes
- Golem Traits
- Immune to spells that do not effect earth.

Clay Golems stand between 3 and 8 feet tall. Base level of ability is 0; +1 level of ability per foot in height (i.e., 3–8). Strength is 1, +2 Strength per foot in height (i.e., 7–17).

Stone Golem

Base Materials: 360 pounds of stone per foot of height
Time to Complete: 8 weeks, +1 week per foot of height above 6 feet

Medium or Large Construct
Alignment: Neutral (no free will)
Protection: 4
Level: 6–12 6 hp per level
Attributes

Str 8+	**Dex** 8	**Spd** 8	**Con** 12
Int 3	**Wil** 1	**Cha** 1	**Per** 10

Attacks
- Fist (2d6) [STR]

Special Attributes:
- Golem Traits
- Immune to spells that do not effect stone.

Stone Golems stand between 4 and 10 feet tall. Base level of ability is 2; +1 per foot in height (i.e., 6–12). Strength is 0, +2 Strength per foot in height (i.e., 8–20).

Living Statues

Living Statues have the same characteristics as stone golems, except they may be sculpted into any form desired. They have no size limitations and can be quite elaborate. Mythical creatures such as manticores, hippogriffs, and unicorns are popular; gargoyles have long been a favorite. Appropriately fashioned living statues (i.e., with wings) can be given limited powers of flight by adding 12 ounces of flying potion to the base materials.

Living Statues have the same number of attacks, deal the same damage, and so on as the creatures after which they are fashioned. Movement, however, is only half normal due to the additional mass. It is not possible to construct a living statue without the aid of a skilled sculptor.

Metal Golems

Base Materials: 450 pounds of metal per foot of height
Time to Complete: 12 weeks, +2 weeks per foot of height above 6 feet

Medium or Large Construct
Alignment: Neutral (no free will)
Protection: 5
Level: 9–16 7 hp per level
Attributes

Str 9+	**Dex** 8	**Spd** 8	**Con** 12
Int 3	**Wil** 1	**Cha** 1	**Per** 10

Attacks
- Fist (2d8) [STR]

Special Attributes:
- Golem Traits
- Immune to non-electrical spells

Metal Golems stand between 5 and 12 feet tall. Base level of ability is 4; +1 per foot in height (i.e., 9–16). Strength is -1, +2 Strength per foot in height (i.e., 9–23).

Machina

Machina are, at their core, Metal Golems constructed with the ideals of a Living Statue. They have fewer hit points than Metal Golems due to the intricacy involved. The mechanical apparatus of these constructs are designed in such a way as to mimic the abilities of the creatures they resemble (e.g., attributes, level, attacks, movement). All machina are made from iron. Machina cannot be constructed without the aid of an Alchemist or a Scholar with engineering and inventing skills.

Equipment: workshop, metal working tools
Base Materials: special (depends upon the type of machina being created); 8 drams *Aqua Vitae*
Time to Complete: 4 months; hiring an engineer, sculptor, or scholar reduces the time required by half; if an Alchemist and a Wizard, Sorcerer, or Magician work together the time required is reduced by half (these modifiers are cumulative)
Chance of Success: 55%, +25% if an engineer, sculptor, or scholar is hired to assist
Purchase Cost: n/a

All machina have the following characteristics in addition to any listed:

- Golem Traits
- Immunity to heat / cold.

Machina can be programmed to retain up to three simple commands (e.g., let no one pass through this door, destroy any intruder who enters) If no commands are programmed into the construct, it will obey any command given to it by its master, as long as the master is present.

Iron Horse

Base Materials: 10,000 gp in raw materials

Large Construct
Alignment: Neutral (no free will)
Protection: 6
Level: 3 10 hp per level (30 hp)
Attributes

Str 20	**Dex** 7	**Spd** 20	**Con** 12
Int 3	**Wil** 1	**Cha** 1	**Per** 10

Attacks
- Kick (2d6) [STR]
- Bite (1d3)

Iron Horses are machina *Heavy Warhorses*. If a larger horse is desired, 2,000 gp worth of materials are required per additional foot of height. Iron horses have a normal encumbrance limit of 5,000 pounds.

Winged Iron Horse: if a machina *Pegasi* is desired, the flight apparatus costs an additional 15,000 gp in raw materials; the machina is level 4 (40 hp), but if it suffers 20 points of damage or more it can no longer fly.

Iron Cobra

Base Materials: 15,000 gp in raw materials

Small Construct
Alignment: Neutral (no free will)
Protection: 4
Level: 5 9 hp per level (45 hp)
Attributes

Str 6	**Dex** 15	**Spd** 14	**Con** 12
Int 3	**Wil** 1	**Cha** 1	**Per** 10

Attacks
- Bite (1d8) + Venom
- Spit (—) + Venom {20 feet}

Iron Cobras are machina *Venomous Snakes*. They have a mechanism to spray venom or deliver a poisonous bite (enough for 10 sprays or 20 bites).

Iron Constrictor: if a non-venomous constrictor is desired, remove the poison delivery system and add material to the body. It grapples for 1d12 damage per combat round.

Iron Spider

Base Materials: 20,000 gp in raw materials

Small Construct
Alignment: Neutral (no free will)
Protection: 4
Level: 7 8 hp per level (56 hp)
Attributes

Str 4	**Dex** 15	**Spd** 12	**Con** 12
Int 3	**Wil** 1	**Cha** 1	**Per** 10

Attacks
- Bite (1d8) + Venom

Iron Spiders are machina *Giant Spiders*. They have a mechanism enabling them to spin up to 100 square feet of metal webbing, and to deliver a poisonous bite (enough for 20 bites).

Iron Scorpion: if a scorpion is desired, remove the web mechanism, add a stinger to house the poison delivery system (sting deals 1d8 + venom); bite deals 1d6. Reduce the cost to create this machina by 3,000 gp.

Iron Dragon

Base Materials: 50,000 gp in raw materials

Large Construct
Alignment: Neutral (no free will)
Protection: 6
Level: 9 7 hp per level (63 hp)
Attributes

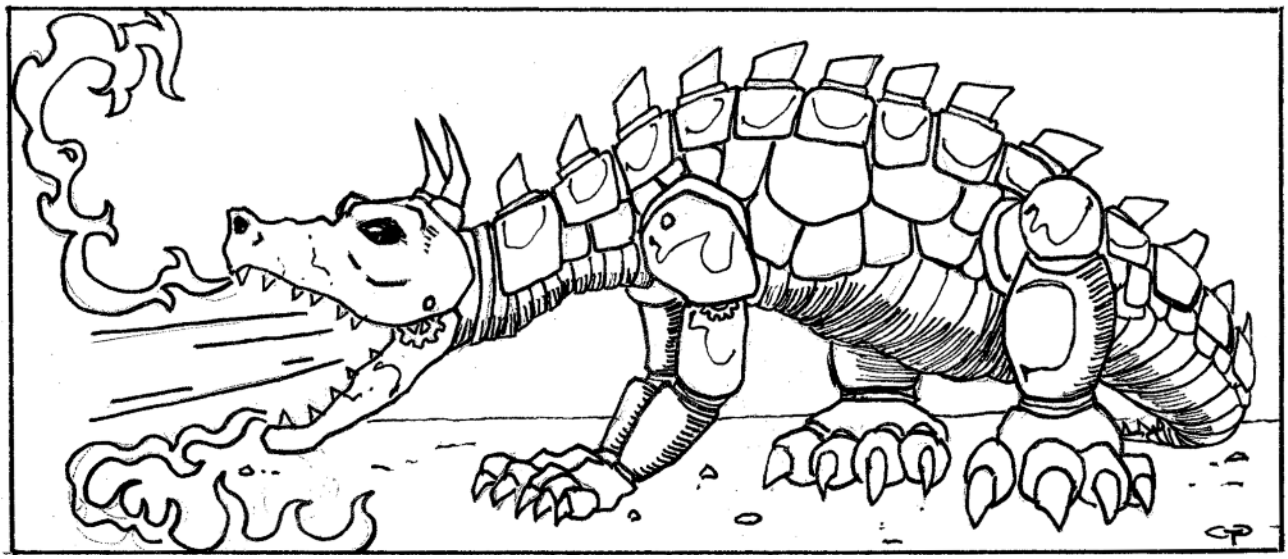
Str 18	**Dex** 10	**Spd** 10	**Con** 12
Int 3	**Wil** 1	**Cha** 1	**Per** 10

Attacks
- Bite (2d10)
- Claws ×2 (1d8)

Special Attributes
- Fire Breath (12d6) {60 feet cone}

Iron Dragons are machina *Dragons*. They have a mechanism enabling them to breathe fire which can hold up to 120 gallons of pitch / oil mixture (5 gp per gallon). This is sufficient for 3 breath attacks.

Flying Dragon: wings and a flying apparatus costs an additional 15,000 gp in raw materials; if it suffers 30 points of damage or more it can no longer fly.



Holy Items

The following items may only be made by practitioners of Mysticism or Divine Magic.

Holy Oil

Equipment: glass vial
Materials: 5 gp worth of raw materials
Time to Complete: 1 day (24 hours)
Chance of Success: 95%
Purchase Cost: 10 gp per dram

When prepared, creates 1 dram (1 dose) of Holy Oil. This substance is used to anoint the body prior to casting spells of invocation, exorcism, and other religious rituals. It bestows a +1 bonus on all saves (duration: 1 hour), provided the user is in good standing with the church. †

Holy Symbol

Equipment: wood or metal working tools
Materials: one of: 1 sp worth of hard wood, 1 gp worth of *Silver*; 5 gp worth of *Gold*, 50 gp worth of *Platinum*; other materials may be used depending upon the particular faith
Time to Complete: 1 day (24 hours)
Chance of Success: 95%
Purchase Cost: 2× material cost ‡

When prepared, a Holy Symbol weighs between ¼ and ½ pound. If wielded by a practitioner of Mysticism or Divine Magic, it is a powerful deterrent against demons, devils, and undead creatures. Once per turn, such creatures will need to save vs. WIL in order to approach the individual. Such devices are also of use in summoning rituals (see Summoning Rituals).

Holy Water

Equipment: glass vial
Materials: vessel that is a *Sacred Article*; 1 ounce water
Time to Complete: 10 minutes
Chance of Success: 95%
Purchase Cost: 2 gp per ounce

When prepared, creates 1 vial (1 dose) of Holy Water. Holy water may be prepared in any receptacle that has been turned into a Sacred Article. This substance has *many* useful properties.

When splashed onto demons, devils, and undead creatures, deals 2d6 damage per vial.

Individuals or creatures, or objects anointed (sprinkled) with Holy Water receive a +1 bonus on saves vs. curses. Duration: 1 day (24 hours).

Individuals or creatures, or objects anointed (sprinkled) with Holy Water receive temporary relief from the effects of a minor hex or malediction. Duration: 1 hour.

Sacred Articles

Equipment: n/a
Materials: n/a
Time to Complete: 1 day (24 hours)
Chance of Success: 95%
Purchase Cost: 10× material cost, or more ‼

Sacred Articles may include items such as censors, chalices, vessels, etc. Virtually any ordinary item of good-to-excellent quality may be made into a Sacred Article by spending the time imbuing the object with an aura of Mysticism or Divine Magic. Sacred Articles can be used to increase the effectiveness of any spell, ritual, or observance (e.g., increased duration, increased area of effect, more difficult to save against, etc.; Game Judge's ruling).

Sacred Articles are considered magical for all purposes. They cannot be handled by demons, devils, or undead creatures (i.e., such creatures suffer intense pain and 1d4 damage per minute; save vs. WIL to maintain contact).

Using a Sacred Article for any purpose not associated with the observance of the faith is considered sacrilege; this is certain to cause misfortune or retribution by a deity or demigod, depending upon the nature of the infraction.

Votive Candles

Equipment: n/a
Materials: 1 gp worth of raw materials
Time to Complete: 1 hour
Chance of Success: 95%
Purchase Cost: 3 gp per candle

Votive Candles are approximately 1 foot long, 4 inches in diameter at the base and tapering off toward the top. When lit, the candle bestows upon the lighter (or an individual for whom the lighter is praying) a +1 bonus to all saves for as long as the candle remains lit (approximately 12 hours) provided the user is in good standing with the church. Those assigned penance may be charged with keeping vigil over Votive Candles, lighting new ones and praying for specific individuals as they burn out.

Multiple Votive Candles

As an optional rule, the Game Judge may allow a single individual to receive the bonus from multiple Votive Candles. The maximum bonus that can be attained is +3. Each bonus requires more candles be lit and maintained for the individual:

Number of Candles	Bonus
1–3	+1
4–8	+2
9+	+3

†The phrase 'good standing with the church', is in reference to the same church of the creator of the Holy Oil.
‡ Holy Symbols adorned with gemstones, divine script, etc. are not uncommon; they are more expensive.

‼ The cost of a Sacred Article will depend greatly on the type and history of the item, as well as the powers of the item. For example, a *Blessed Cup* used in communion will go for far less than the *Holy Grail*.

Runes

Runes are magical writings engraved or etched into an object in order to empower the item. Although virtually any item may be engraved with one or more runes, the most common objects are bracers, shields, staves, and weapons.

Runic magic is subject to the following restrictions:

- Individuals who do not possess the skill to make runic magic items are limited to three such items on their person at a time. Regardless, these items also count toward the limit of seven total magic items.
- Standard runic objects are created with two runes. Only Rune Staves and Rune Wands may have more than two active runes; they are limited to six. Any item with more than two active runes is limited to Druids or Shamans.
- Each empowered rune on an item must be different. No item may be made with two or more of the same rune, even if one instance is oriented normally and another is inverted.
- The overall power of a runic item is dependent upon the creator's level of ability. In general, a runic item is limited to a +1 bonus or equivalent effect per 4 levels of the creator (rounded up).

To create a runic magic item, the player must describe to the Game Judge the object to be empowered, the effect to be generated, and the runes to be used. If the Game Judge agrees that this combination makes sense, the process can begin. The interpretation of a rune (i.e., what effect the rune has) can vary; if the rune of protection (Algiz) is carved into a shield the effect it has could be vastly different from that same rune being etched into an urn. Most runes have two orientations: normal and inverse. The inverse version of a rune has different magical properties and is listed with the name of the rune in square brackets; e.g., [Raido].

Equipment: no special materials are required unless the object to be enchanted needs special tools in order for the runes to be put into place (e.g., etched, carved, engraved, woven)
Base Materials: n/a
Time to Complete: special
Chance of Success: special
Purchase Cost: 10× material cost †

Standard Runic Items

Standard runic items can be any sort of object. These items are limited to two runes. Unless otherwise noted, these items operate continuously while worn, or wielded. Time to complete is two days for an item that requires one rune; one week for an item that requires two runes. Chance of success is 80% (+1% per level *gained*) for each rune (rolled separately). In a two-rune item, if either rune fails, the item's magic is ineffective.

Example Runic Items

Assassin's Armor
Algiz (Dexterity, skill) + [Raido] (distraction)—the wearer gains +15% on assassination attempts.

Boots of Water Walking
Gebo (freedom) + Laguz (sea, water)—the wearer may walk on water as though it were solid ground.

Good Luck Charm
Algiz (good fortune)—(3× per day) the wielder may call upon the power of the charm to get a +2 (or +10%) bonus on a skill check, saving throw, etc.

Helm of Clarity
Eihwaz (Perception) + Odin (unseen)—the wearer can see the invisible (range is 50 feet, [sight]).

Necromancer's Cloak
[Berkana] (death) + [Wunjo] (fear)—wearer radiates an aura of fear (e.g., non-allies within 20 feet must save vs. WIL or flee) if worn by a Necromancer; otherwise, the cloak deals 1d4 damage per minute to the wearer (treat as a curse).

Quill of Enchantment
Gebo (intelligence) + Sowelu (energy)—reduces time to scribe scroll by 50%.

Ring of Magic Resistance
Isa (prevention) + [Thurisaz] (anti-magic)—wearer gains 35% magic resistance; cannot cast spells.

Wedding Vow Rings
Husband's ring: Ursuz (masculinity) + Fehu (law) / Wife's Ring: [Ursuz] (femininity) + Fehu (law)—Must be used in the wedding ceremony. Each will know immediately if the ring of the other has been removed. While worn, each will know immediately if the other has done anything in violation of the wedding vows.

Runic Staff of the Magi
Odin (blank rune) + Dagaz (breakthrough) + Gebo (Intelligence) + Kano (concentration) + Sowelu (energy) + [Ursuz] (Will)—wielder must be a spell-caster; may cast an additional spell each day. Spellcasters wielding this item get +1 bonus on all saves vs. INT and WIL. Spells cast by the wielder may be enhanced in one of the following ways (chosen when the spell is cast):

- Range increased by +25%
- Area of Effect increased by +25%
- Duration increased by +25%

† Will vary greatly based on the object, runes used, etc.

Rune Staves and Wands

Rune Staves and Rune Wands are usually made from Yew wood. To begin the creation process, the item is engraved and empowered with the rune of Odin (*the unknowable*; *the blank rune*). The individual has an 80% chance of success (+1% per level *gained*). On a failed roll, the individual must save vs. PER. Failure indicates the individual does not see that the blank rune was not properly engraved or empowered. Success means the individual may try again another day. If this process fails three times, the staff or wand is ruined and cannot be empowered.

Once the power of the blank rune has been activated, the staff or wand can then be engraved and empowered with up to five additional runes (as determined by the player and Game Judge when the item was conceived). As such, a Rune Staff or Rune Wand has the potential to be very powerful.

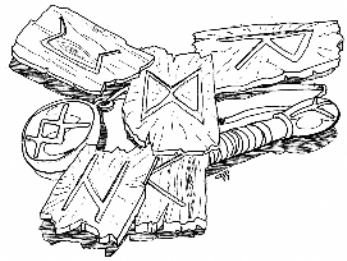
Time to complete is one week per rune (i.e., 2–6 weeks). The chance of success is 80% (+1% per level *gained*), rolled after each rune is added. Any rune that fails has a 50% chance to render the item powerless. If the item has not been ruined, the rune may be attempted again; otherwise, the process will need to be started over from the beginning.

Mannaz The Self	**Eihwaz** Defense	**Ehwaz** Movement
Gebo Partnership	**Algiz** Protection	**Laguz** Flow
Ansuz Signals	**Fehu** Possessions	**Hagalaz** Disruption
Othila Separation	**Wunjo** Joy	**Raido** Journey
Uruz Strength	**Jera** Harvest	**Thurisaz** Gateway
Perth Initiation	**Kano** Opening	**Dagaz** Breakthrough
Nauthiz Constraint	**Teiwaz** Warrior	**Isa** Standstill
Inguz Fertility	**Berkana** Growth	**Sowelu** Wholeness
		Odin The Unknowable (*the blank rune*)

Pictured are the *Futhark* (i.e., Norse / German) runes. Shamanistic Runes may look different.

Rune Interpretations

The table has the primary meaning. Additional meanings follow, below.



Odin
Normal: unknown, the unknowable, unseen
Inverted: n/a

Algiz
Normal: dexterity, good fortune, intuition, skill
Inverted: anxiety, ill fortune, speed, survival

Ansuz
Normal: air, divine word, signs, warnings
Inverted: futility, miscommunication, portents, threats

Berkana
Normal: children, earth, growth, life, mid-day
Inverted: decay, decline, death, elderly, stagnation

Dagaz
Normal: breakthrough, prosperity, reversal of fortune
Inverted: n/a

Ehwaz
Normal: moon (waxing), movement, progress, transport
Inverted: delusion, moon (waning), regress, theft

Eihwaz
Normal: aversion, perception, summer
Inverted: n/a

Fehu
Normal: community, law, livestock
Inverted: blight, disease, drought, illness, starvation

Gebo
Normal: freedom, gifts, intelligence, offerings
Inverted: n/a

Hagalaz
Normal: disruption, forces of nature, hail, sleet, winter
Inverted: n/a

Inguz
Normal: beginnings, birth, love, morning, spring
Inverted: n/a

Isa
Normal: barriers, ice, prevention, standstill, withdrawal
Inverted: n/a

Jera
Normal: autumn, constitution, evening
Inverted: n/a

Kano
Normal: fire, concentration, purification, resilience
Inverted: consumption, mutation, transition, rebirth

Laguz
Normal: chaos, flow, sea, unseen power, water
Inverted: desert, excess, greed, unseen burden

Mannaz
Normal: humility, man, race of people, woman
Inverted: isolation, loneliness, pride

Nauthiz
Normal: hardship, need, pain, source of sorrow
Inverted: cleansing, control, desire, dominance, lust

Othila
Normal: home, inheritance, native land, retreat
Inverted: disoriented (lost), foreign land, unhealthy union

Perth
Normal: hidden, future, secrets, uncertainty
Inverted: habits, past, routine, tradition, truth

Raido
Normal: afterlife, healthy union, journey, reunion, spirit
Inverted: detour, distraction, rupture, wanderlust

Sowelu
Normal: energy, light, the sun, wholeness, vitality
Inverted: n/a

Teiwaz
Normal: divine guidance, the sky, victory, warrior
Inverted: defeat, demonic influence, the underworld

Thurisaz
Normal: dimension, gateway, planes of existence
Inverted: anti-magic, ceasing of all activity, calm

Ursuz
Normal: masculinity, sacrificial animals
Inverted: femininity, wild animals, Will

Wunjo
Normal: charisma, comfort, full moon
Inverted: darkness, depression, fear, new moon

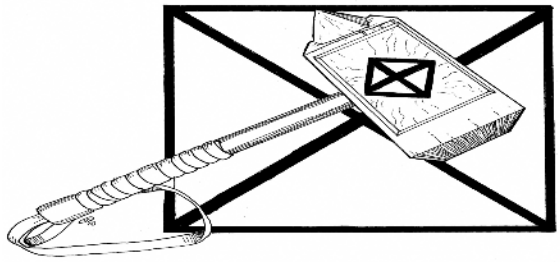
Symbols

Symbols are magical inscriptions that may be inscribed in the air, over archways, on doors, on chests, etc. Unlike runes, symbols need not be engraved or etched into a solid surface; the caster need only trace the outline of any given symbol with his or her hand, wand, or staff in order affect the spell. The spells which activate these tracings are:

- Divine Symbol of Power (Divine Magic, level VII)
- Symbol of Power (High Magic, level VII)
- Symbol of Power (Mysticism, level VII)

Unless used in the creation of a greater magic item, a symbol may not be carried or worn; it must remain in the exact location where it was inscribed.

There is no limit to the duration of a symbol's power, though it is possible to dispel a symbol by inscribing an appropriate counter-symbol (i.e., the original symbol inverted); chance of success is 50%. There are two categories of symbol: *Warding* and *Power*.

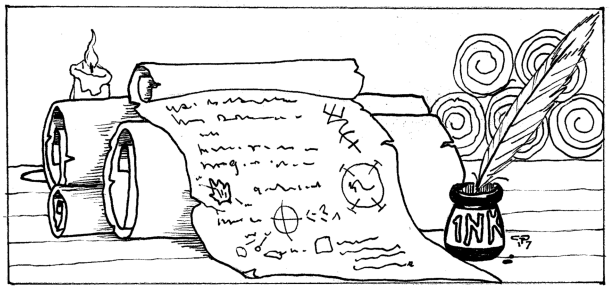


Symbols of Power

These inscriptions cause a specific, spell-like power to be released when viewed or encountered by an individual or creature other than the caster. The area of effect for these symbols is a 40 feet diameter centered on the point where the symbol was drawn. Duration is either instant or 3d6+2 minutes, based on the effect. Symbols of Power may be used as wards if so desired.

All-Seeing	dispels illusions and reveals all things invisible
Antipathy	subject becomes violent, attacking all in sight; save vs. WIL (negates)
Apathy	subject becomes listless and bored; save vs. WIL (negates)
Command	subject must obey a pre-programmed command; save vs. WIL (negates)
Confusion	subject becomes disoriented and confused; save vs. WIL (negates)
Demon's Bane	demons suffer 1d8 damage per minute for duration or until they leave the area of effect
Devil's Bane	devils suffer 1d8 damage per minute for duration or until they leave the area of effect
Disperse Energy	disperses walls, spheres, bolts of force, etc.
Dragon's Eye	Subject flees in mindless terror for duration; save vs. WIL (negates)
Elemental Power	Subject suffers 1d8 damage per minute for duration or until they leave the area of effect †
Energy	subject rendered unconscious; save vs. CON (negates)
Eye of Fire	Ignites all highly flammable items (e.g., paper, cloth) in the area of effect; save for each item
Free Will	dispels magical influence and control, restores subject's control over their own actions
Freedom	releases individuals in the area of effect from bonds, entanglement (magical or mundane)
Gate	opens a gate to any plane of existence; caster sets target location when spell is cast
Imprisonment	creates a 10×10×10 feet cube of force; save vs. DEX or become trapped for the duration
Insanity	subjects must save vs. WIL or become insane for the duration
Light	subjects must save vs. SPD or become blinded by brilliant flash of light
Pain	subjects becomes incapacitated by agonizing pain; save vs. CON (negates)
Silence	subjects must save vs. WIL of be incapable of speech
Spirit's Bane	spirits suffer 1d8 damage per minute for duration or until they leave the area of effect

† This spell deals heat (fire), cold (ice), or electrical (lightning) damage, as designated by the caster when the symbol was drawn.



Symbols of Warding

Defensive in nature, these symbols are used to prevent trespass by certain types of creatures, afford protection against certain types of spells, etc. In effect a *Symbol of Warding* acts as an invisible shield which prevents entrance or intrusion of the warded creature or spell. The area of effect for these symbols is a 40 feet diameter centered on the point where the symbol was drawn.

	vs. Arrows protection from arrows and crossbow bolts
	vs. Death Magic protection from all death spells
	vs. Demons keeps demons from physically entering or passing through the area of effect
	vs. Devils keeps devils from physically entering or passing through the area of effect
	vs. Elementals keeps elementals from physically entering or passing through the area of effect
	vs. Insanity and Magical Influence protection from magical influence, control, and insanity
	vs. Intruders alerts the caster the moment any individual or creature enters the area of effect
	vs. Magical Energy protection from any magical energy attack (e.g., *Arcane Bolt*, *Mystic Bolt*, *Word of Power*)
	vs. Scrying protection from scrying or divination.
	vs. Spirits keeps spirits from physically entering or passing through the area of effect
	vs. Swords protection from all swords
	vs. Thieves Protection from lock-picking, *Knock*, etc.
	vs. Undead keeps undead from physically entering or passing through the area of effect

Scrolls

Scrolls are the most basic of spell-storing magical items, a classification that includes minor magic items, rods, staves, and wands. Scrolls store one spell and have one charge. When used, the scroll will dissolve into dust and / or smoke. The user of a scroll needs to be able to read magic, but does not need to know how to cast the spell inscribed.

Inscribing a scroll requires complete concentration, the procedure is comparable to casting the spell in most ways; in fact, making a scroll counts as a casting of that spell for the day it was inscribed, even if the creation of the scroll is a failure.

Equipment: quill
Base Materials: papyrus, vellum, hide, or some other medium upon which to scribe the spell; incense (enough to burn for the entire scribing ritual); magical ink (1 dram per spell level inscribed)
Time to Complete: 50 minutes, +10 minutes per spell level (e.g., a level VII spell requires 2 hours to inscribe)
Chance of Success: 90%, +1% per level of ability
Purchase Cost: 100 gp per level of spell inscribed

Objects of Spell Storing

Objects of spell storing are items that can be defined by three characteristics: How many (and what) spells are stored? How many charges does the object have? Can the object be recharged?

Scrolls
Scrolls store one spell (cast when it is scribed), have one charge, and cannot be recharged. They are consumed when activated.

Minor Magic Items
Minor Magic Items store either one spell, or two spells. One-spell minor magic items have up to 16 charges, and two spell minor magic items have up to nine charges. Minor magic items can be recharged.

Wands
Wands store up to three spells, can have as many as 49 charges, and can be recharged.

Rods
Rods store up to five spells, can have as many as 36 charges, and can be recharged.

Staves
Staves store up to seven spells, can have as many as 25 charges, and can be recharged.

Recharging an object of spell storing requires that the individual is capable of casting spells of the same school of magic, and the same level as the highest spell level stored. Each charge replaced counts as a spell cast that day.

Minor Magic Items

Minor magic items are objects enchanted to store up to one or two spells. Minor magic items that store one spell can have as many as 16 charges; those that store two spells can have as many as nine charges.

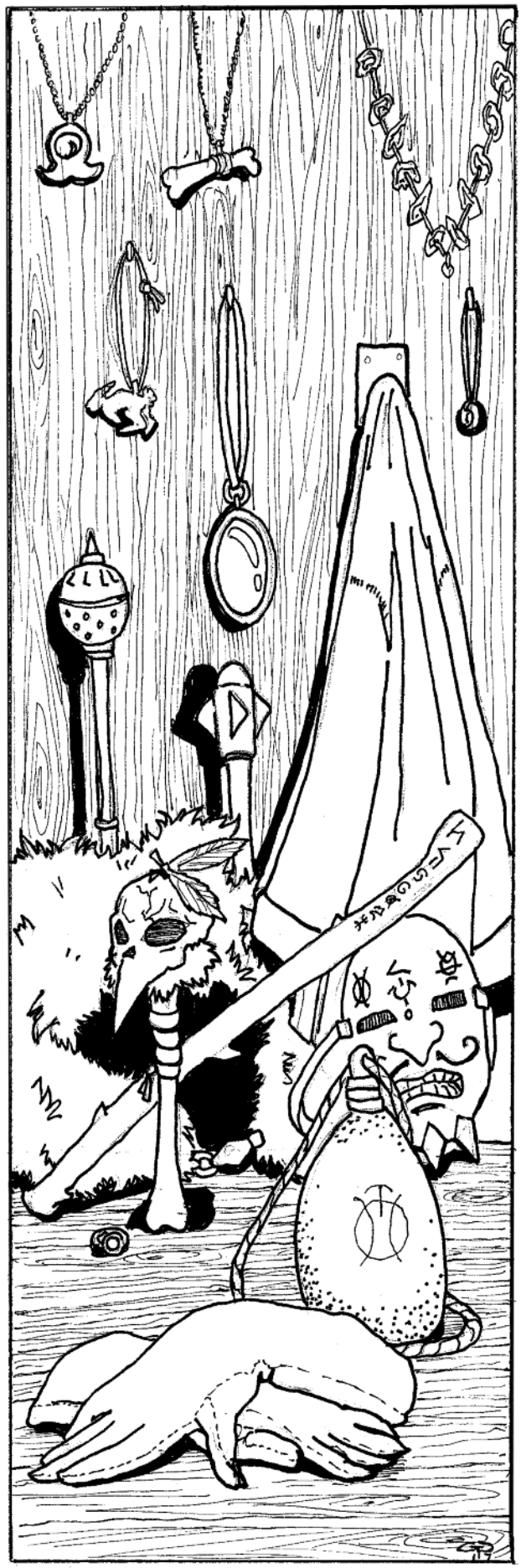
Equipment: n/a
Base Materials: 1,000 gp worth of raw materials (e.g., fragrant herbs, incense, other suitable offerings); object to be enchanted must be of superior quality (i.e., cost at least 10× the base price)
Time to Complete: 4 weeks, +1 week per spell, +1 day per charge
Chance of Success: 95%
Purchase Cost: 2× material cost, +150 gp per day needed to enchant the item

Spell-casters can select the number of charges their item will have by increasing the time crafting the item. An Alchemist, however, gets a random number of charges (see Essences—*True Silver*, and *True Gold*). Enchanting takes approximately 12 hours of uninterrupted work per day.

Both spells stored in a two-spell minor magic item must come from the same school of magic. The user of a minor magic item needs to be able to read magic, but does not need to know how to cast the spell(s) enchanted. If an item contains spells which are restricted to certain practitioners or specific professions, then the entire item is restricted in the same way.

Recharging a minor magic item requires an individual capable of casting spells of the same school of magic, and of the same level as the highest level spell stored. Each charge replaced counts as a spell cast that day.

In the event of failure, the process must be repeated in its entirety. Success is dependent upon daily attention to the enchanting rituals. Missing one day will negate the effects of that *week's* enchantments; missing two or more days will negate all previous efforts.



Rods, Staves, and Wands

Rods, Staves, and Wands are objects of spell storing, similar to *Minor Magic Items*. Although these objects take a considerable amount of time to enchant, they are highly valued for their high number of charges.

The items listed are common types. Construction of unique and / or advanced rods, staves, or wands is possible; the Game Judge may use the rules for Magical Research and Experimentation if he or she feels that is warranted.

Spell-casters can select the number of charges their item will have by increasing the time crafting the item. Enchanting takes approximately 12 hours of uninterrupted work per day.

All spells stored in a rod, staff, or wand must come from the same school of magic. The user needs to be able to read magic, but does not need to know how to cast the spell(s) enchanted. If an item contains spells which are restricted to certain practitioners or specific professions, then the entire item is restricted in the same way.

Recharging a rod, staff, or wand requires an individual capable of casting spells of the same school of magic, and of the same level as the highest level spell stored. Each charge replaced counts as a spell cast that day.

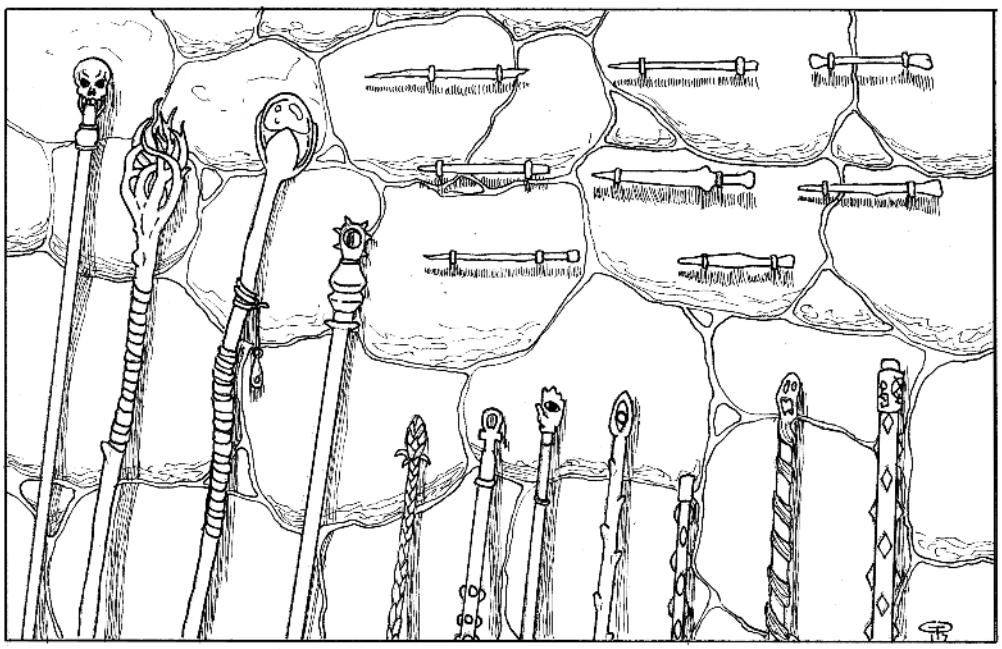
In the event of failure, the process must be repeated in its entirety. Success is dependent upon daily attention to the enchanting rituals. Missing one day will negate the effects of that *week's* enchantments; missing two or more days will negate all previous efforts.

Rods

Rods are metallic or wooden, range from 2–3 feet in length, and are about one inch in diameter. Ornamentation is rare. Rods may store as many as five spells, and may have as many as 36 charges. Additionally, a rod may be enchanted with up to +3 to-hit and damage bonuses; rods deal 1d6 damage in melee.

Equipment: n/a
Base Materials: 3,000 gp worth of raw materials (e.g., fragrant herbs, incense, other suitable offerings); a rod.
Time to Complete: 4 weeks, +1 week per spell, +1 day per charge
Chance of Success: 95%
Purchase Cost: 2× material cost, +200 gp per day needed to enchant the item

Type of Rod	Spells Stored
Analysis	Alchemy I, Sounding, Spell Analysis
Animal Control	Animal Control, Influence Animals, Speak with Animals
Detection	Detect Illusion, Detect Invisibility, Detect Magic
Divine Protection	Protection from Evil, Sanctuary, Spiritual Shield
Exorcism	Exorcism I, Exorcism II,Exorcism III
Identification	Identify Herbs and Plants, Species Identification, Spell Analysis
Perception	Aura Reading, Heightened Perception, Subliminal Perception
Plant Control	Plant Control, Speak with Plants, Warp Wood
Revelations	Divine Guidance, Omen, Soul Search
Revelations (Dark)	Contact Lower Plane, Dark Omen, Reveal the Past
Spirit Realms	Spirit Contact, Spirit Empathy, Spirit Track
Woodland Location	Locate Animal, Locate Plant, Locate Water



Staves

Staves are usually wooden, range from 5–7 feet in length, and are about 1½ inches in diameter. Ornamentation is common, but usually subdued. Staves may store as many as seven spells, and may have as many as 25 charges. Additionally, a staff may be enchanted with up to +3 to-hit and damage bonuses; staves deal 1d8 damage in melee.

Equipment: n/a
Base Materials: 1,000 gp worth of raw materials (e.g., fragrant herbs, incense, other suitable offerings); a staff
Time to Complete: 4 weeks, +1 week per spell, +1 day per charge
Chance of Success: 95%
Purchase Cost: 2× material cost, +200 gp per day needed to enchant the item

Type of Staff	Spells Stored
Black Magic	Circle of Darkness, Detect Presences, Disguise, Infernal Circle of Flame, Repel
Divination	Botanomancy, Chartomancy, Chiromancy, Geomancy, Hydromancy, Psychomancy, Theriomancy
Divine Magic	Blessing, Circle of Light, Eternal Flame, Oath, Protection from Evil, Sanctuary, Spiritual Shield
Elemental Magic	Elemental Shield, Minor Healing, Ring of Fire, Ring of Ice
Enchantment	Dwindle / Enlarge, Lock / Knock, Slow / Haste, Tangle / Untangle
Healing	Cure Disease, Cure Insanity, Cure Paralysis, Faith Healing, Sensory Restoration
High Magic	Aura of Protection, Command: Open, Hold Portal, Word of Passage
Low Magic	Lesser Spirit Force, Power, Protection from Spirits, Returning
Mysticism	Dowsing, Mystic Healing I, Mystic Healing II, Mystic Healing III, Psychic Shield
Necromancy	Animate Dead, Control, Necromantic Healing, Paralysis, Protection from Good
Rune Staff	See *Runes*
Sorcery	Anti-magic Shield, Confer Invisibility, Disperse Energy, Force Sphere
Zodiac	Any seven spells of the Zodiac

Wands

Wands are metallic, wooden, or bone, range from 1–2 feet in length, and are about ½ inch in diameter. Ornamentation is common, including gemstone encrusted headpieces. Wands may store as many as three spells, and may have as many as 49 charges. Wands are never used in melee.

Equipment: n/a
Base Materials: 6,000 gp worth of raw materials (e.g., fragrant herbs, incense, other suitable offerings); a wand
Time to Complete: 4 weeks, +1 week per spell, +1 day per charge
Chance of Success: 95%
Purchase Cost: 2× material cost, +200 gp per day needed to enchant the item

Type of Wand	Spells Stored
Arcane Power	Arcane Bolt
Astral Energy	Astral Bolt
Divine Light	Divine Light
Earth Control	Control Earth
Eldritch Fire	Eldritch Fire
Fog	Fog
Frost	Frost
Gravity	Alter Gravity, Negative Gravity, Slow Gravity
Illusion	Any three spells of Illusion
Light	Circle of Light / Darkness, Dazzling Lights
Light Manipulation	Globe of Illumination, Reflection, Variable Light / Darkness
Magic Darts	Magic Darts
Magic Detection	Detect Magic
Magnetism	Magnetic Field
Mists	Mists, Mists of Enchantment, Mists of Strangling
Mystic Power	Mystic Bolt
Power	Power Bolt
Purification	Purify Food and Drink
Rune Wand	See *Runes*
Shadows	Apparition, Shadow Being, Shadow Form
Sonic Disruption	Sonic Blast
Sustenance	Create Food and Drink
Telekinesis	Telekinesis
Thunderbolt	Thunderbolt
Trail Erasure	Trail Erasure
Transformation	Object Transformation, Transformation
Tricks	Tricks
Water Control	Control Water
Wind Control	Control Wind

Greater Magic Items

Greater Magic Items are devices that are enchanted with permanent magical powers. Greater Magic Items recharge themselves, replenishing their magical power over time.

The user does not need to be able to read magic or cast spells. If an item contains spells which are restricted to certain practitioners or specific professions, then the entire item is restricted in the same way.

Those items whose powers need to be activated may or may not have a command word or other restrictions; that is entirely up to the creator. A learned spell-caster or Scholar may be employed to teach the owner how to activate such items. The creator of such items must be able to cast each spell the item contains.

Equipment: n/a
Base Materials: 1,000 gp worth of raw materials (e.g., fragrant herbs, incense, other suitable offerings); object to be enchanted must be of superior quality (i.e., cost at least 10× the base price). Some types of Greater Magic Item require special materials; see below.
Time to Complete: 8 weeks, +2 weeks per level of spell enchanted into the object
Chance of Success: 95%
Purchase Cost: 2× material cost, +250 gp per day needed to enchant the item

Amulets

Amulets grant continuous protection to the wearer. They are made from 54 drams of *Copper, Silver,* or *Gold* and 2 carats of precious stone.

Protection from Curses
Carnelian, Silver—bestows +1 bonus on saves vs. curses.

Protection from Death Magic
Amber, Gold—bestows +1 bonus on saves vs. death magic.

Protection from Disease
Amber, Copper—bestows 95% immunity to disease.

Protection from Drowning
Coral, Gold—bestows immunity to drowning.

Protection from Drunkenness
Amethyst, Copper—bestows immunity to alcohol.

Protection from Magical Influence
Topaz and Jacinth, Gold—bestows +1 bonus on saves vs. magical influence and control.

Protection from Possession
Emerald, Silver—bestows +1 bonus on saves vs. any form of possession (e.g., demonic, magical, spirit).

Medallions

Medallions are made from 8 drams metal fashioned into a disk (coin-like) shape. Some medallions function continuously, while others can be used to cast a spell once per day.

Astrological Medallions
There are two types of Astrological Medallions: *Planetary* and *Zodiac*. Each must be inscribed with the astrological sign signifying the medallion's power.

Planetary Medallions
Once per day, allows the user to create an effect as per one of the lesser or greater planetary spells of Astrology (chosen when the medallion is created). These medallions are limited to specific metals and colors of ink, as shown.

Planet	Metal	Ink
Sun	Gold	Yellow
Moon	Silver	Blue
Mercury	Brass	Orange
Venus	Copper	Green
Mars	Iron	Red
Jupiter	Tin	Violet
Saturn	Lead	Black

Zodiac Medallions
Once per day, allows the user to create an effect as per one of the lesser or greater zodiac spells of Astrology (chosen when the medallion is created).

Divine Medallions
Divine medallions are made from *Copper*, *Silver*, *Gold*, or *Platinum*. There are eight types of Divine Medallion, each providing a continuous +1 boon to one of the subject's attribute scores, as shown.

Attribute	Metal	Attribute	Metal
Strength	Copper	Intelligence	Platinum
Dexterity	Gold	Will	Gold
Speed	Silver	Charisma	Copper
Constitution	Platinum	Perception	Silver

Medallions of Black Magic
Medallions of Black Magic are the inverse of the Divine Medallions; each is created in such a way as to bestow a continuous -1 bane to one the wearer's attribute scores. Since Black Magic does not have the reverse of the Divine *boon* spells, these items all use the Curse spell.

To be activated, the subject must be given the medallion by someone who wishes them ill will; simply finding the object is not enough. The giver need not be aware of the nature of the item for this to work. Medallions of Black Magic are treated as a curse; as such, the individual possessing such an item, once taken, cannot drop or otherwise rid him or herself of the infernal object until the curse has been lifted.

Rings

Rings come in many sizes; most are fashioned from 4 to 8 drams of metal. Magical rings can be adorned with gemstones, or come with arcane inscriptions. There are few outward indications to tell most rings apart: a given ring can be made from any metal, adorned or unadorned, and so on. The rings listed are relatively common; many others exist.

Usage (e.g., continuous or activated a number of times per day) varies from type to type. Continuous function rings are marked with the infinity symbol (∞); their effects function for as long as the ring is worn. Other rings are marked with how many times per day they can be activated.

Animal Friendship
(∞)—allows the wearer to befriend (but not Master) a specific type of animal as though he or she was a Beastmaster of equal level. The type of animal affected can be determined by the arcane markings on the ring. If a Beastmaster wears this ring, he or she is granted a +1 bonus on all Animal Influence rolls.

Animal Summoning
(2×)—Summon Animals (Elemental Magic, level III). Will summon a particular type of animal; the type can usually be determined by the inscriptions on the ring.

Celestial Vision
(3×)—Celestial Vision (Mysticism, level VI).

Cold Resistance
(∞)—wearer takes ½ damage from cold (ice) attacks.

Confer Invisibility
(3×)—Confer Invisibility (Sorcery, level III).

Dimensional Travel
(2×)—Dimensional Travel (Enchantment, level VI).

Disappearance
(3×)—Disappearance (Enchantment, level IV).

Disguise
(3×)—Disguise (Black Magic, level I).

Emotional Influence
(3×)—Emotional Influence (Mysticism, level III); most are forged from *Gold* and contain two 20 carat *Amethysts*.

Empathy
(3×)—Empathy (Mysticism, level I).

Fire Resistance
(∞)—wearer takes ½ damage from heat (fire) attacks.

Flying
(3×)—Flight (Enchantment, level IV).

Influence
(3×)—Sphere of Influence (High Magic, level III).

Infra-vision
(∞)—allows the wearer to see heat images. This effect only works in darkness.

Invisibility
(3×)—Invisibility (Enchantment, level II).

Levitation
(3×)—Levitation (Enchantment, level I).

Magic Resistance
(3×)—Magic Resistance (High Magic, level IV).

Night Vision
(∞)—allows the wearer to see in normally while in darkness.

Omni-Vision
(3×)—Omni-vision (Sorcery, level III).

Precognition
(1×)—Precognition (Mysticism, level III).

Retrocognition
(1×)—Retrocognition (Mysticism, level IV).

Shadows
(1×)—Shadow Being (Enchantment, level VI).

Slow Gravity
(3×)—Slow Gravity (Sorcery, level I).

Speak with the Dead
(1×)—Speak with the Dead (Black Magic, level II)

Spell Turning
(3×)—Aura of Spell Turning (High Magic, level VI).

Teleportation
(2×)—Teleportation (Enchantment, level V).

Water Breathing
(∞)—allows the wearer to breath normally while under water.

Rings of Summoning
These rings grant the wearer the ability to summon a specific extra-planar individual (see Summoning Rituals) without the need for a Circle of Protection or Thaumaturgic Triangle. Rings exist that summon Devils, Demons, Elementals, Undead, and so on.

Once the creature has been bound to a pact, it will obey that wearer thereafter; should the creature be slain, the ring loses its power forever. Forging these rings requires 8 drams of material (e.g., blood, bone) from the individual to which it is keyed.

Miscellaneous

Major Magic Items that are not Amulets, Medallions, or Rings come in many forms. These items, like rings, can be continuous in their effects, or may allow the wielder to activate a spell-like effect a number of times per day. The listed items are relatively common; many others exist.

Bag of Holding
(∞)—Extra-Dimensional Space (Enchantment, level V).

Boots of Fast Traveling
(∞)—Fast Traveling (Low Magic, level II). Usually made of wolf or mountain lion hide.

Boots of Dancing
Much favored as a practical joke by eccentric magicians, Boots of Dancing radiate a powerful dweomer. Once put on, the wearer will immediately begin dancing and capering in a most startling manner. This effect lasts 3d6+2 minutes (no save).

Broom of Flying
(3×)—Flight (Enchantment, level IV). May carry two human-sized passengers.

Cloak of Blending
(∞)—Blending (Elemental Magic, level II).

Cloak of Darkness
(3×)—Lesser Incantation of the Moon (Astrology, level I). Encircles the wearer in the field of darkness.

Cloak of Deception
(3×)—Veil of Deception (High Magic, level II).

Cloak of Divine Winged Flight
(3×)—Wings of Heaven (Divine Magic, level V).

Cloak of Environmental Adaptation
(3×)—Environmental Adaptation (Elemental Magic, level VI).

Cloak of Free Action
(∞)—Free Action (High Magic, level III).

Cloak of Infernal Winged Flight
(3×)—Wings of Darkness (Black Magic, level IV).

Cloak of Limited Invisibility
(3×)—Limited Invisibility (Low Magic, level IV).

Cloak of Non-Detection
(3×)—Aura of Non-Detection (Sorcery, level V).

Cloak of Phase Shifting
(3×)—Phase Shift (Enchantment, level II).

Cloak of Reflection
(∞)—Reflection (Sorcery, level II).

Cloak of Shape Changing
(3×)—Shape Change: Animal (Low Magic, level III). Shape that can be shifted into is determined by the type of hide used in the making of the cloak (e.g., wolf, buffalo).

Cloak of Silence
(3×)—Aura of Silence (High Magic, level IV).

Crystal Ball
Individuals may gaze into a crystal ball and scry upon a particular individual or creature, object, or place. The user must concentrate on the subject for 1d4 minutes, and must have first-hand knowledge of the subject. Gazing into a crystal ball for more than 10 minutes at a time runs the risk of going insane (5% chance per minute beyond 10).

Various spells can be cast through a crystal ball, such as: *Aura Reading*, *Chartomancy*, *Clairaudience*, Detect spells, *Extra-sensory Perception*, *Psychomancy*, *Read Languages*, *Seeing*, *Speak Languages*, and *Speak in Tongues*.

Dream Stone
(1×)—Dreams (Low Magic, level IV).

Drums of Courage
(3×)—Song of Courage (Low Magic, level III).

Drums of Fear
(3×)—Song of Fear (Low Magic, level III).

Magic Carpet
(∞)—Flight (Enchantment, level IV). May carry up to seven human-sized passengers; has a weight limit of about 2,000 pounds. Magic carpets are generally 8×12 feet, and must be made from the finest quality (minimum cost 10,000 gp).

Necklace of Protection from Spirits
(∞)—Protection from Spirits (Low Magic, level II). Usually made from a variety of herbs and plants, woven together.

Rope of Tangling
(3×)—may be commanded to entangle an individual or creature. The rope will then ensnare the subject, holding him or her fast for up to 10 minutes. Subjects are allowed one save vs. DEX to avoid the snake-like rope. Those with Strength scores of 18+ may break free in 1d4 minutes, destroying the rope in the process.

Seeing Stone
(3×)—Seeing Stone (Low Magic, level III).

Magical Weapons and Armor

Magic Weapons and Armor are enchanted in much the same way Minor Magic Items and Greater Magic Items are created.

In addition to spell-like abilities, weapons can be enchanted with up to +4 magical bonus to to-hit and damage rolls (this is limited to +3 if orichalc was used to enchant the item). Likewise armor can be enchanted with up to a +4 bonus to the protection rating (again, +3 if orichalc was used).

Like Greater Magic Items, Magical Weapons and Armor do not need to be recharged; they recharge themselves, replenishing their magical power over time. The user does not need to be able to read magic or cast spells. If an item contains spells which are restricted to certain practitioners or specific professions, then the entire item is restricted in the same way.

Those items whose powers need to be activated may or may not have a command word or other restrictions; that is entirely up to the creator. A learned spell-caster or Scholar may be employed to teach the owner how to activate such items. The creator of such items must be able to cast each spell the item contains.

When enchanting weapons, the times and costs below are applied to the enchanting of:

- 1 large weapon (e.g., sword)
- 2 small weapons (e.g., daggers)
- 12 pieces of ammunition (e.g., arrows, bolts)

Equipment: n/a
Base Materials: 1,000 gp worth of raw materials (e.g., fragrant herbs, incense, other suitable offerings); weapons and armor to be enchanted must be of good quality or higher (i.e., cost at least 2× the base price)
Time to Complete: 4 weeks, +4 weeks per +1 offensive or defensive bonus, +1 weeks per level of spell enchanted into the object
Chance of Success: 95%
Purchase Cost: 3× material costs, +1,000 gp per +1 offensive or defensive bonus, +300 gp per day needed to enchant the item

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Any weapon, suit of armor, or shield may be enchanted so long as the material of which the item is constructed is of suitable quality. Weapon of Darkness would be a Sword of Darkness, Hammer of Darkness, Dagger of Darkness, or even an Arrow of Darkness.

Mortal beings cannot enchant items beyond a bonus of +4 on offensive or defensive capabilities.

The following listing of weapons and armor represent relatively common forms of enchanted items. Many other forms of enchanted weapons and armor are possible.

Weapons

Defending Weapon
Grants the wielder a +2 bonus on parry rolls.

Dire Weapons
Dire weapons are inscribed arcane symbols causing them to inflict double damage against a specific class of foe (double base damage, and any offensive enchantment). Dire weapons function as standard magic weapons against other forms of creature. Types of dire weapon include:

- **Demon's Bane** (demons)
- **Devil's Bane** (devils)
- **Dragon Slayer** (dragons)
- **Eldritch Fire** (cold-dwelling creatures)
- **Frost** (fire-dwelling creatures)
- **Holy** (demons, devils, undead) {*swords only*} only usable by lawful good Paladins and Priests. If touched by an individual or creature of evil alignment, they suffer 1d8 damage per combat round they remain in contact.
- **Nether Realms** (angels, guardians, holy spirits) {*swords only*} usable only by evil Paladins, Priests, and Necromancers. If touched by an individual or creature of good alignment, they suffer 1d8 damage per combat round they remain in contact.
- **Spirit's Bane** (spirit beings)

Weapon of Darkness
(3×)—Lesser Incantation of the Moon (Astrology, level I). Encircles the wielder in the field of darkness.

Weapon of Justice
(3×)—radiates an aura of white (good), blue (neutral), or black (evil), according to the alignment of the foe faced.

Weapon of Light
(3×)—Lesser Incantation of the Sun (Astrology, level I). Encircles the wielder in the field of light.

Weapon of Spell Storing
See *Minor Magic Items*. Favored by spell-casters.

Special Weapons

Dancing Sword
Fights on its own for 2 minutes per level of ability at the same combat capabilities as the wielder (1 attack per round).

Dwarven Hammer
Throwing hammer; returns to wielder after thrown. May only be crafted and enchanted by a Dwarf.

Elven Bow
All ranges are increased by 50%. May only be crafted and enchanted by an Elf.

Fire-bow
Arrows shot from a fire-bow burst into flame on impact, dealing an additional 1d6 fire damage.

Frost-bow
Arrows shot from a frost-bow freeze on impact, dealing an additional 1d6 cold damage.

Garrotte of Strangling
Grants a +25% bonus to assassination attempts when used.

Hammer of Hades
As per a *Sword of the Nether Realms* (see *Dire Weapons*); may be used by any creature of evil alignment.

Hammer of the Heavens
As per a *Holy Sword* (see *Dire Weapons*); may be used by any creature of good alignment.

Snake Staff
(3×)—transforms into a venomous viper (bite deals 1d6 damage, plus Type 1 (0) 1d2 [5] venom damage).

Special Armor and Shields

Dwarven Plate
(type VI) incredibly strong and light weight (DEX saves: -2); the armor need never save vs. normal damage. May only be crafted and enchanted by a Dwarf.

Elven Chain
(type III) finely constructed and very light (DEX saves: –). May only be crafted and enchanted by an Elf.

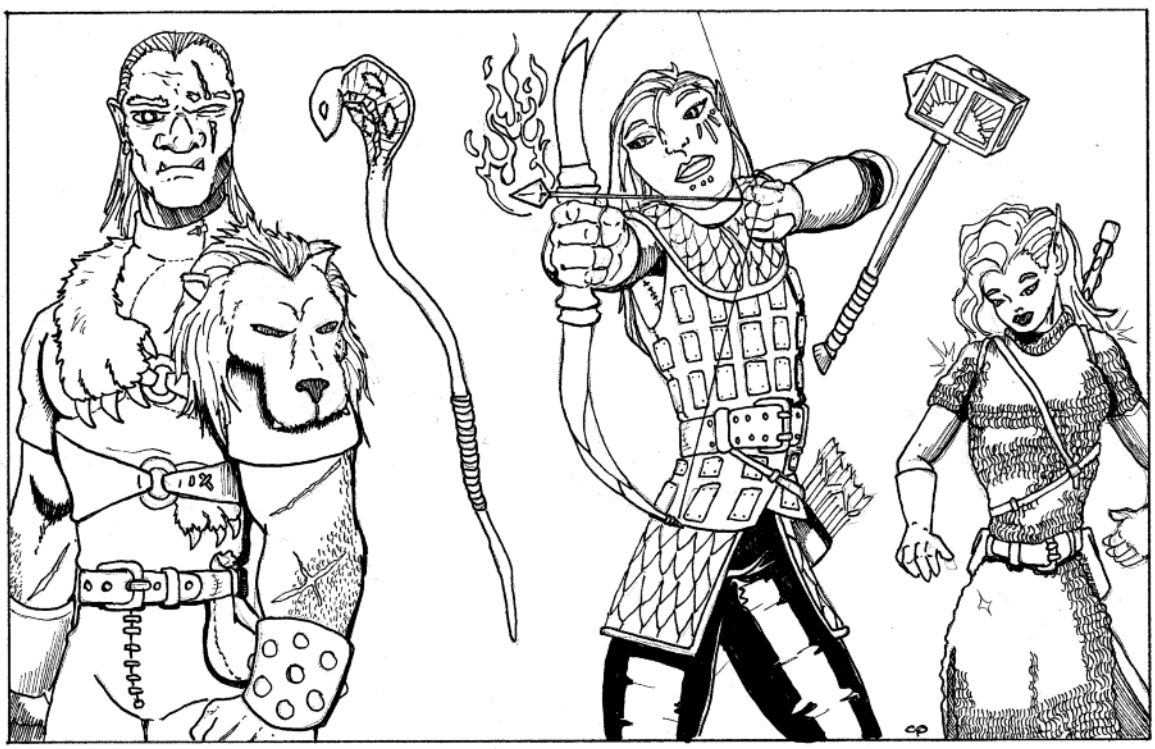
Nemean Lion Skin
(type II) without enchantment the skin of a Nemean lion can be used to create +1 leather armor; the armor need never save vs. normal damage. Enchantments, studs, ringlets, etc. destroy this innate property.

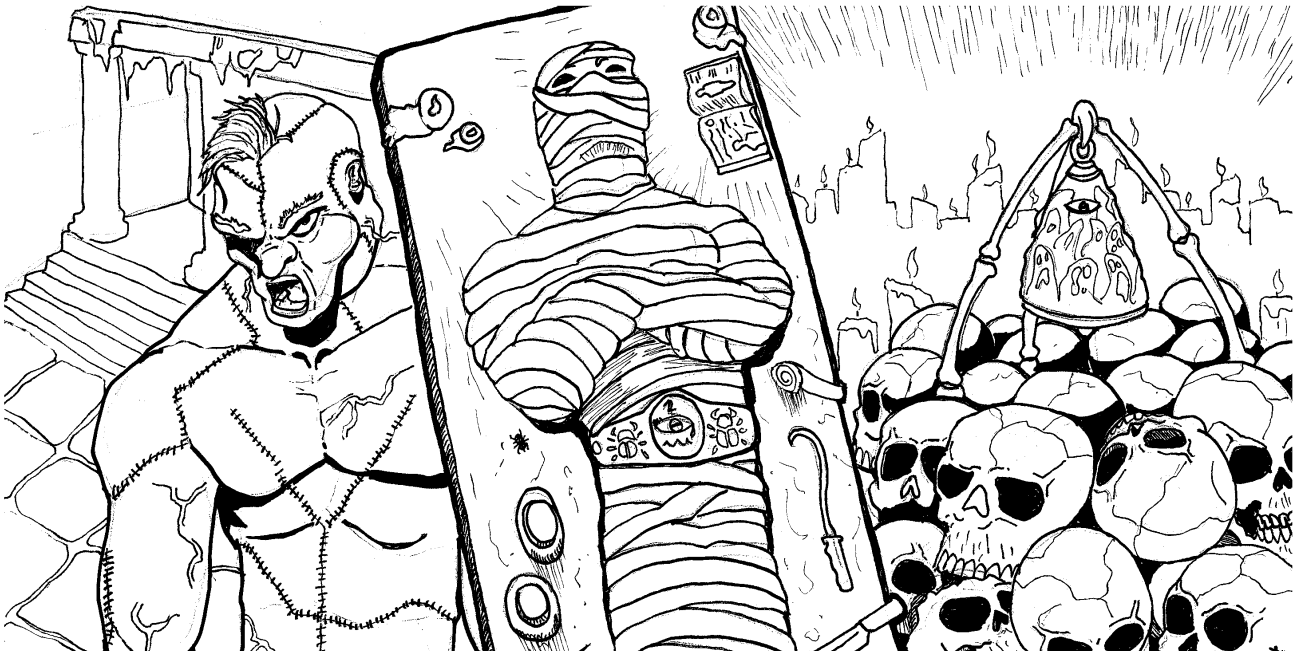
Rage Armor
(type II, III) made from rhino hide. Wearer receives a +2 bonus on CON saves vs. subdual or disabling attacks. Heavy armor for its type (DEX saves: -1).

Yeti Fur Cape
(type II) made from yeti hide; wearer suffers no effects from extreme cold; receives a +2 bonus on saves vs. cold-based attacks and a -2 penalty on saves vs. fire based attacks (may be worn over other armor; protection values are not cumulative).

Neptune's Armor
(type V) made from the scales of a sea dragon. Wearer can breath, swim, and move unimpeded while in water.

Dragon Shield
Made from the scales of a fire-breathing dragon. Grants +2 bonus on saves vs. fire-based attacks.





Necromantic Rituals

At level 9, a Necromancer gains access to the following Necromantic Rituals:

The Accursed Temple

If an abandoned mausoleum or crypt can be located, it can be converted into an Accursed Temple. Preparing the space requires one year and 100,000 gp in expenses (e.g., offerings to the powers of the lower planes).

Once completed, various types of undead—and possibly lesser demons or devils—are drawn to it at a rate of one such creature per night. Up to 13 such creatures will come and serve the Necromancer until released or destroyed. Any such released or destroyed creatures are replaced at a rate of one per night as long as the Accursed Temple stands. The specific types are at the Game Judge ruling.

Necromantic Golems

Necromancers can create monstrous golems of flesh or graveyard clay, at a cost in time of one month. Similar to Clay Golems, these constructs can only be controlled via a Graven Image (see *Coercion*; Black Magic, level V).

Equipment: workshop, tools for sculpting the clay or surgical tools for carving the flesh
Base Materials: 200 pounds of graveyard clay or 50 pounds of flesh per foot of height
Time to Complete: 4 weeks.
Chance of Success: 75%
Purchase Cost: n/a

Once completed, the Graven Image may be used to control the golem at unlimited distances. The Necromancer can see through the golem's eyes and hear through the golem's ears.

Destroying a Necromantic Golem will cause its Graven Image to disintegrate, and vice versa.

Advanced Necromantic Rituals

At level 13, a Necromancer gains access to the following Advanced Necromantic Rituals:

Create Undead

By obtaining raw material from graveyards, battlefields, hangman's giblets, or other more sinister sources, the Necromancer may create many forms of undead. Each undead creature requires 1 week per level of creature's ability. This ability is limited to ghouls, skeletons, wights, and zombies. Skeletons and zombies may be created by piecing together parts from multiple corpses.

Mummification

13 ounces *Myrrh*; several yards of bandages—A Necromancer may spend 1 week to embalm a humanoid corpse, a procedure necessary to the creation of a mummy (*sahu*). After mummification is completed, the sahu will rise in undead form after 1 week per level of the creature's ability. Until this time, the wrapped sahu must be kept in a sealed sarcophagus.

If the subject was a spell-caster in life, the Necromancer may choose to create a *yatu* (i.e., lich). The process is the same as above, only the Necromancer must oversee the first week of its rest, while performing nearly constant meditation and periodic application of magical rituals.

Necromantic Bell

8 drams each of: *Copper, Gold, Iron, Lead, Mercury, Silver, Tin*—this bell must be ground, polished, and engraved with arcane symbols. This process takes 1 month. Once complete, the bell can be used to evoke the spirit of an ancient Necromancer (the Game Judge will need to create a level 11–20 non-player character Necromancer for this role).

Bestiary

Chapter 6

Creature Stat Block

The various sections of a creature stat block are:

Name

The top line is the common name of the creature. If the creature has other names it goes by, those will be listed in the description.

Size and Type

Under the name, the creature's size and type are listed. Sizes are:

- **Diminutive**: the creature is under 2 feet tall or long. In general, this indicates a creature that weighs less than 30 pounds. In any case, the creature is small enough to be much more difficult to hit (see Combat) as well as other potential modifiers.

- **Small**: the creature is more than 2 feet tall or long, and less than 4 feet tall or long. In general, this indicates a creature that weighs between 30 and 125 pounds. The creature is somewhat more difficult to hit as a result of its size (see Combat), and may have other modifiers (e.g., bonus while hiding; Game Judge's ruling).

- **Medium-sized**: the creature is more than 4 feet tall or long, and less than 8 feet tall or long. In general, this indicates a creature that weighs between 125 and 500 pounds. This is the scale of most playable races.

- **Large**: the creature is more than 8 feet tall or long, and less than 12 feet tall or long. In general, this indicates a creature that weighs between 500 and 4,000 pounds. The creature is somewhat easier to hit as a result of its size (see Combat), and may have other modifiers (e.g., penalty while hiding; Game Judge's ruling).

- **Gigantic**: the creature is more than 12 feet tall or long. In general, this indicates a creature that weighs more than 4,000 pounds. In any case, the creature is large enough to be much easier to hit (see Combat) as well as other potential modifiers.

There is some wiggle room between each of the size classes. A creature that is at the cusp of two size classes (±4 inches or so) could be in either category; Game Judge's ruling. It is recommended to adjudicate border cases toward Medium-sized.

Types include: *Animal, Beast, Construct, Dragon, Demon, Devil, Elemental, Faerie, Giant, Humanoid, Lycanthrope, Spirit, Undead*, and so on. Most types have their own section within this chapter which details their peculiarities.

Alignment

The four alignment system is assumed (i.e., Lawful Good, Lawful Evil, Neutral, Chaotic). Any adjustments to an alignment beyond this are shown in parenthesis, e.g., Chaotic (Evil). This allows those Game Judges that wish to use the full spectrum of alignments to do so.

Drake

Gigantic Beast (Dragon)
Alignment: Chaotic (Evil)
Protection: 6
Level: 7–10 1d12+4 hit points per level of ability
Attributes: **Str** 18 **Dex** 12 **Spd** 10 **Con** 19 **Int** 14 **Wil** 17 **Cha** 8 **Per** 12
Attacks:
- Bite (1d12+1)
- Claw (1d8+3)
- Tail (2d8+3) {20 feet cone; rear}

Special Traits:
- Apex Predator
- Fire Breath (1d6 per level of ability) [3× per day] {60 feet cone}
- Immune to heat (fire)
- Immune to non-magical weapons

Drakes (wingless fire-breathing dragons) are among the more common of the dragon types…

Protection

Protection is given in the form of a number, followed by a parenthetical if that protection is provided by something other than the natural toughness of the creature. A Drake (above) has a protection value of 6; this is the equivalent of plate armor. But as this is the natural toughness of the creature, no parenthetical is given.

Level

Most of the time, this will be a range. All listings should have a range that is one of the following:

- A single value (e.g., 1) indicates that the creature almost always is of this level of ability. An adjustment of ±1 level may be applied (Game Judge's ruling).

- A single value with a plus sign (e.g., 1+) indicates that the creature has a minimum level of ability, but it can be (much) higher than this. An explanation may be given (e.g., Phantoms are 1+. Their level is equal to that of the host it drained to maintain its physical form).

- A range of values (e.g., 4–7) indicates that the creature has a standard range of ability. This range is the span of one die (e.g., 4–7 indicates 1d4+3) which can be used to randomly generate the creature's level of ability. It is recommended that the Game Judge roll two dice and take the lower value, as most creatures will be at the lower end of this range.

To-Hit and Damage Bonus

For purposes of to-hit roll and damage bonuses, most creatures are considered to be Skilled combatants (+1 to-hit and damage per 3 full levels of ability). Any creature which is particularly aggressive (Game Judge's ruling) is considered to be a Highly Trained combatant (+1 to-hit and damage per 2 full levels of ability).

Due to the fact that so many creatures have a range of levels of ability, and the subjective nature of animal adjudication, the to-hit bonus is not listed and the damage for each attack does not reflect this modifier.

Hit Points

Hit Points for creatures are not determined via the method for characters. Instead, hit points are determined by a number of dice equal to the creature's level of ability. The type of die used is based on the creature's size (see table, right).

Size	Die
Diminutive	d4
Small	d6
Medium	d8
Large	d10
Gigantic	d12

The creature's Constitution hit point modifier is applied to each die rolled (e.g., a Drake has a Constitution score of 19, which has a +4 hit point modifier). The stat block includes this modifier. No modifier is applied for low Constitution scores.

Creatures with a level of ability of 0 (zero) have half the number of hit points they would otherwise have as a level 1 creature, round up. No creature can have less than 1 hit point.

Attributes

The numbers shown represent the typical, average individual of this animal or monster type. The Game Judge is free to adjust these numbers if desired. Care should be taken if these numbers are adjusted by more than ±2.

If Strength is adjusted, update attack damage. If Constitution is adjusted, update hit points.

Attacks

This lists the attack modes the creature has. Some notes:

- Bite attacks are usually limited to one per round, unless the creature has more than one head. In general, bite-attacks have relatively high base damage, but receive only 50% of any bonus for high Strength. Base bite attack damage is based on the size and diet (i.e., teeth) of the animal.
- Claw attacks are usually limited to two per round, unless the creature has more than four limbs (e.g., two legs and four arms). Claw attack damage receives the full bonus for high Strength.
- Slam attacks deal low damage and do not receive a bonus for high Strength, but the target must save vs. DEX at a penalty equal to the damage dealt or be knocked to the ground. While prone, the animal will then use a bite, claw, etc. to kill. Slam attacks usually require some room to build up speed.

- Trample attacks consume all of a creature's attacks when used. Trample damage does not receive a bonus for high Strength; damage is based on the creature's weight, feet (e.g., hooves, pads, talons), etc.
- Special attacks (i.e., those listed in Special Traits) usually consume all of a creature's attacks when used. Special attack damage is not adjusted by high Strength but may be adjusted by other factors (e.g., level of ability).
- The Game Judge is the final arbiter of what is and is not possible when a creature attacks.

All attack modes are listed as the name of the attack, followed by the damage the attack deals, including any adjustment for high Strength). Ranged and area-of-effect attacks will have that information listed in curly-brackets—{}; e.g., a Drake's Tail attack is a 20 feet cone.

Other characteristics of an attack or trait will be listed in square brackets—[like this]; e.g., a Drake's Fire Breath special attack is limited to three uses each day.

The Game Judge should allow a save vs. DEX (½ damage) for all area-effect-type attacks.

Special Traits

In addition to special attacks, this section lists those things a creature is immune to, resistant to (i.e., only take half damage from), vulnerable to, intolerant of, and so on. Any item which requires additional information will be in the description.

Number of Attacks per Combat Round

Non-aggressive, non-predatory animals have 1 attack per round. Aggressive, predatory animals, and other creatures have a number of attacks per round as determined by the creature's level of ability. The Game Judge is the final arbiter for what category a given creature falls into, and may assign bonus *effective levels* for XP purposes.

Level	Animal	Viscous Animal; Other Creature	Apex Predator Animal; Viscous Creature	Apex Predator Creature
1–4	1 attack per round	1 attack per round	2 attack per round	2 attacks per round
5–8	1 attack per round	2 attacks per round	2 attacks per round	3 attacks per round
9–12	2 attacks per round	2 attacks per round	3 attacks per round	3 attacks per round
13–16	2 attacks per round	3 attacks per round	3 attacks per round	4 attacks per round
17+	3 attacks per round	3 attacks per round	4 attacks per round	4 attacks per round

Some common special traits include:

- **Apex Predator**: not usually listed, but a trait the Game Judge is free to apply. Indicates additional to-hit and damage bonuses, as well as attacks per round.
- **Elusive** (-x): a creature with this trait is harder to hit in combat than normal. All to-hit rolls made against them suffer the penalty shown. For example, a Sprite has Elusive (-3). This means all attacks made against a sprite suffer a -3 penalty. The Game Judge may add 1–3 levels of Elusive onto any small or diminutive creature with a high Dexterity and / or Speed score.
- **Flight**: the creature has the ability to fly. In general, this method does not involve wings. Air movement is 4 or 5 times (Game Judge's ruling) the creature's ground movement or Speed score. Weight limits are not involved.
- **Flight (Winged)**: the creature has the ability to fly due to having functional wings. Air movement is 2 or 3 (Game Judge's ruling) times the creature's ground movement or Speed score. Weight limit is equal to the creature's normal load.
- **Magic Resistance**: a creature with magic resistance has a chance that any spell which targets it will simply fail. This percentage chance is listed with the ability. The resistance is checked any time a spell directly targets the creature. Spells which do not directly target the creature may trigger a magic resistance check if the initial area of effect includes the creature (Game Judge's ruling).
- **Resistant to {spell effect}**: a creature with resistance to a particular spell effect (i.e., Charm) receives a bonus on all saves against the specified effect. The bonus is listed with the ability.
- **Spell-caster**: a creature with Spell-caster can cast spells from one or two schools (listed with this ability) as a standard caster of a level equal to their own. As this is an innate ability and not the result of training, the number of spells known by the creature is typically limited to the creature's Intelligence score (Game Judge's ruling).
- **Spell-caster (limited)**: a creature with limited spell-casting ability can cast spells from one of two schools (listed with this ability) as a standard caster of a level equal to half their level. Regardless of the level this attains, such creatures are limited to spells of level IV and lower. Like the full ability above, the number of spells known by the creature is typically limited to half the creature's Intelligence score (round down; Game Judge's ruling).

Professions

Humanoid creatures will have a professions section which lists the professions available. See Humanoids, below, for more information.

Description

Each creature will have a brief description; these descriptions will cover the very basics. Any information not listed is entirely up the Game Judge.

Experience

The first notes under the awarding of experience states that the Game Judge can (and should) increase the XP value of any creature that is exceptionally powerful or dangerous. Although level of ability is a measure of a creature's power, it is not the only one. Suggestion:

- Begin with the base experience points of 100 XP per level of ability.
- Once an encounter has concluded, the Game Judge should rate the difficulty of the encounter on a -5 to +5 scale.
    - **-5 to -4 = very easy**. Not very dangerous at all.
    - **-3 to -2 = easy**. Minor threat. Success was never in doubt. The safety of a party member or two was in question.
    - **-1 to +1 = typical**. Threatening. Success was in doubt. The safety of multiple party members was in question.
    - **+2 to +3 = tough**. Major threat. Success was in doubt, as was the safety of most of the party members.
    - **+4 to +5 = very tough**. Serious threat. Success was in doubt or potentially unattainable. The safety of the entire party was in question.
- Once this value has been set by the Game Judge, the XP value of the encounter is then adjusted by 20% times the difficulty rating. Minimum experience that should be awarded is 0 points for a -5 encounter.

Examples

The party defeats 10 level 2 creatures with no issues. The Game Judge rates this encounter a -4 difficulty. This is level 2 (200 XP) × 10 creatures = 2,000 XP. This is then adjusted by -4 × 20% = -80% — 400 points.

The party is ambushed by a pack of 10 level 2 creatures. They are caught off-guard and have a relatively difficult time dealing with them. The Game Judge rates this encounter a +1 difficulty. This is level 2 (200 XP) × 10 creatures = 2,000 XP. This is then adjusted by +1 × 20% = +20% — 2,400 points.

The party is caught sleeping by a pack of 10 level 2 creatures. They spend several combat rounds trying to get to their weapons. A total party kill was not only possible, but the party ended up losing 2 members. The Game Judge rates this a +5. This is level 2 (200 XP) × 10 creatures = 2,000 XP. This is then adjusted by +5 × 20% = +100% — 4,000 points.

Note: this can be used to rate non-combative encounters as well. Safety in this sense can mean reputation, livelihood, etc.

Venoms

Type 1

Takes effect in 2d4 minutes. Must be ingested or injected. Deals damage over a defined period of time; duration begins once the effects begin. Very painful (even with successful saves). Save vs. CON to avoid the damage each minute. After duration, pain remains 2d4 minutes.

Type 1 (save) damage [time]

Example: Type 1 (-2) 1d4+2 [5]
Once exposed, the effects begin in 2d4 minutes. Save vs. CON at a -2 penalty each minute or suffer 1d4+2 damage; duration is five minutes.

Type 2

Takes effect in 1d4 minutes. Must be ingested or injected. Subject loses one point in one or more attributes each minute. Save vs. CON to avoid this effect each minute. Lost points are recovered at a rate of one point per eight hours of rest. May come with pain, fever, drowsiness, or other side-effects. Duration is a successful save count.

Type 2 (save) attributes [count]

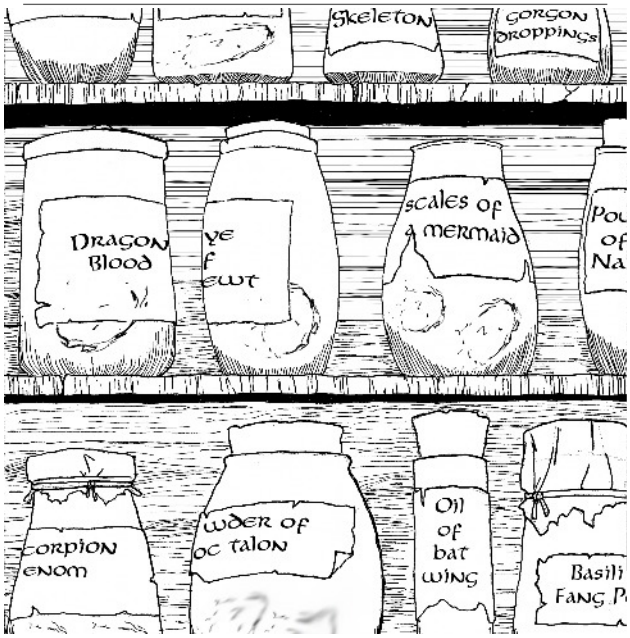
Example: Type 2 (+1) Str, Dex [3]
Once exposed, the effects begin in 1d4 minutes. Save vs. CON at a +1 bonus each minute or lose a point of Strength and Dexterity; duration is until subject has made three successful saves.

Type 3

Takes effect immediately. Can take effect with mere contact. Effect is not damage. May come with pain, fever, drowsiness, or other side-effects. Duration is a fixed period.

Type 3 (save) effect [time]

Example: Type 3 (-4) paralysis [3d6 minutes]
Once exposed. the effects begin in 1d4 minutes. Save vs. CON at a -4 penalty or become paralyzed for 3d6 minutes.



Humanoids

Humanoids have some special traits.

Attributes

The attributes for humanoids tend to vary a bit more than for other creatures; this is especially true for the mental attributes. The Game judge may treat the value listed as the median (average) value; the range for the creature can be as much as ±50% (e.g., a listed score of 12 can range from 6 to 18). The creatures listed in the humanoid section will have full minimums and maximums listed.

Alignment

Most humanoids have the ability to have, and develop, their own sense of morality. As such, their alignment can be any alignment in the spectrum. Listed alignment are just the most common alignments encountered within the species.

Professions

Humanoids are capable of learning a profession. So long as the attribute minimums for the profession are met (and a suitable master can be found to teach the skills), a humanoid creature can learn the profession.

Hit Points

Most humanoids have a base level listed as a long-dash (i.e., '—'). This means that all hit points are calculated the same way a player character's hit points are calculated. Those that have another value listed (e.g., Giant Humanoids) have their baseline hit points calculated as:

Constitution score, plus constitution bonus per level. Add plus 4 hit points per level. Adjust this value based on the size of the creature:

- **Diminutive** × ½ (round down; 1 minimum)
- **Small** × ¾ (round down; 1 minimum)
- **Medium-sized** ×1
- **Large** ×1¼ (round down)
- **Gigantic** ×1½ (round down)

The hit points for professional levels above this are handled as any levels beyond first are normally handled (plus constitution modifier and +2, +4, or +6 per level up to a *total* level of 12; +1 per level beyond level 12—no constitution modifier). Adjust these hit points based on size category as well.

Example: an ogre has a base level of 3 and a Constitution score of 15. Thus, prior to adding any professional levels, a standard adult ogre has 37 hp (15 Constitution; +4 natural × 3 levels; +1 Constitution bonus × 3 levels; 30 hp × 1¼ large = 37 hp).

If this ogre is a level 3 Gladiator, this is then adjusted by +26 hp (+6 Highly Trained × 3 levels; +1 constitution bonus × 3 levels; 21 hp × 1¼ large = 26 hp) for a grand total of 63 hit points.

Number of Attacks per Round

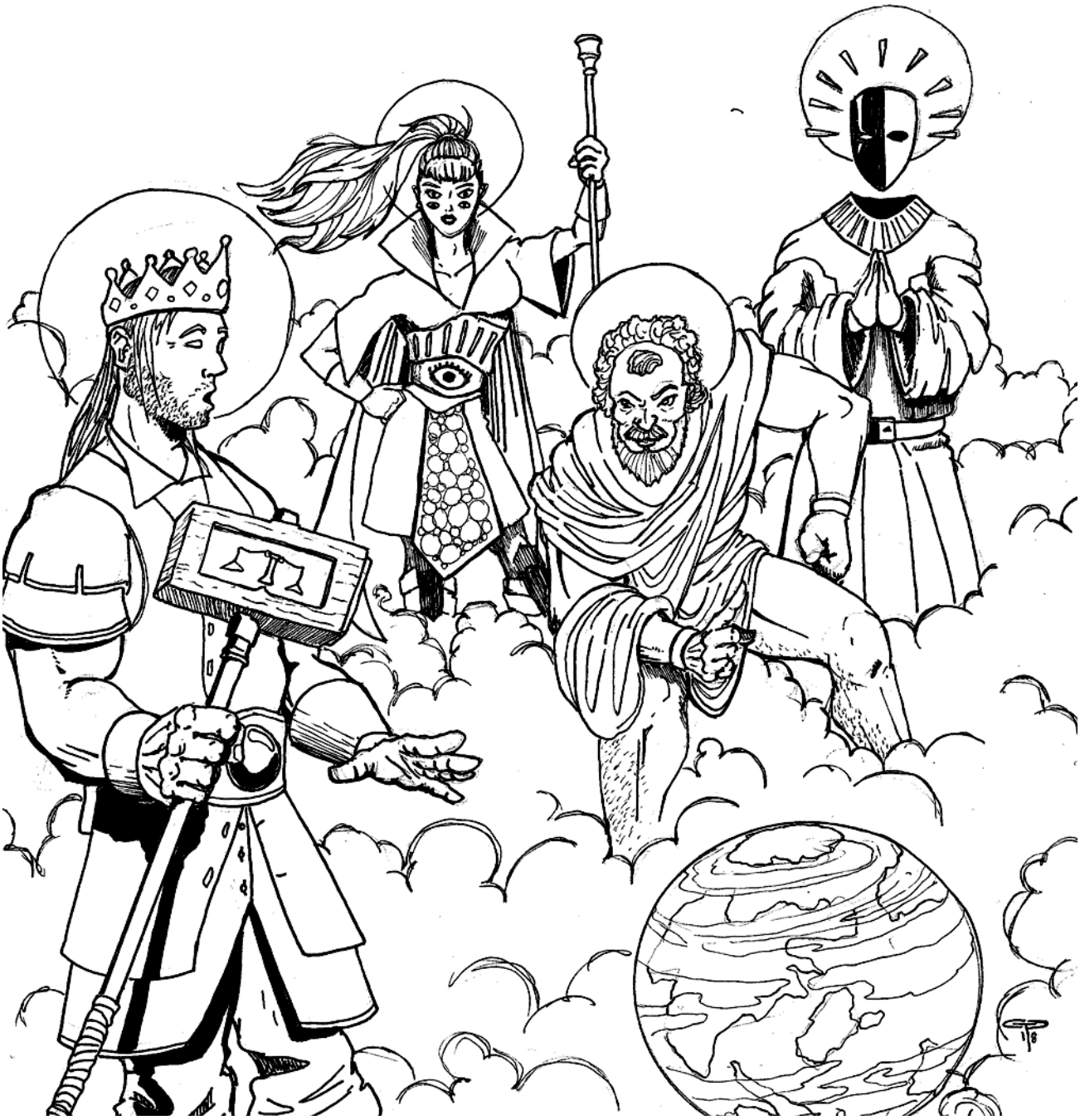
All non-professional levels for humanoid creatures are considered Unskilled levels for purposes of calculating the number of attacks.

Deific-level Creatures

There exists a truism in Role Playing: *if you give it stats, it can be killed*. As such, Arch-level outsiders, Deities, Demigods, etc. are not given stats. They are described in terms of their power in a way that ensures that the Game Judge can decide if it is even possible to kill such a creature in a particular encounter. In other words—*Deific-level creatures are not creatures, per se; they are plot devices*.

In terms of level, all Deific-level creatures are at least level 20. A select few can reach level 50+. Such creatures are beyond such mundane concerns as hit points (at least as they are defined for mortal creatures); their power tends to transcend that of normal monster definitions. In other words, they are capable of whatever the Game Judge needs them capable of at the time they are being used.

If a Game Judge wishes to give these creatures stats, **ZiLa Games** highly recommends THE PRIMAL ORDER series of books, published by **Wizards of the Coast** in the early 1990s. These books describe how to make Deific-level creatures more than just creatures with more hit points than most; how to make these creatures different in a tangible and measured way; how to rank these creatures in power against one another; and so on.



Animals

Animals are those creatures which, speaking outside of the game, exist (or existed at some point in the past). Animals can have parts which are useful in alchemical and magical processes, but have no magical capabilities in and of themselves.

Common Animal Traits

Animals have a simplified stat-block with a few traits that are assumed:

- **Size**: the table uses the following abbreviations:

Code	Size
D	Diminutive
S	Small
M	Medium-sized
L	Large
G	Gigantic

- **Type**: All creatures on the table are type Animal.
- **Alignment**: Neutral — animals are not moral agents.
- **Intelligence**: 1–2 for most animal types; relatively intelligent animals (e.g., cat, dog, pig) are 3–4; primates are 5.
- **Will**: 6–11; aggressive animals may be a few points higher.
- **Charisma**: 1–3 for most animal types (as far as humanoids are concerned). Among their own kind, animals dominate based on strength and cunning, not Charisma.
- **Perception**: 13–20; some animals will have one or more senses far keener than a human. Game Judge's ruling.
- **Number of Attacks**: Non-aggressive, non-predatory animals have 1 attack per round. Aggressive, predatory animals, and other creatures have a number of attacks per round as determined by the creature's level of ability. See Creature Stat Block: Number of Attacks per Combat Round.

Birds

Unless otherwise noted, all birds can fly. Flight speed is double their listed speed. When attacking with their claws, flying birds make one to-hit roll to see if both claws hit or miss; if they hit the listed damage is for each claw.

Constricting Snakes

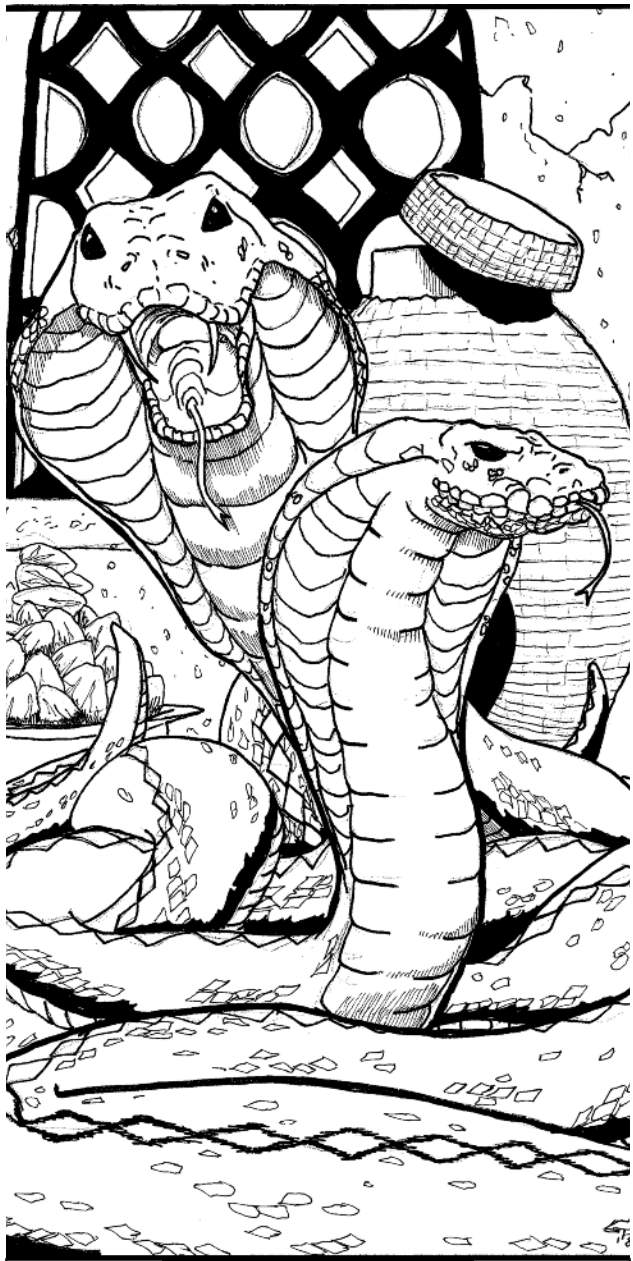
There are many forms of constricting snake. Strength and mass (weight) differentiate them. Per round constriction damage is shown on the table to the right.

Marine Animals

Salt water [S], fresh water [F]. Swimming movement is double listed speed. Usually no land or in the air movement.

Venomous Snakes

There are many forms of venomous snakes; the stats for these creatures are all roughly the same. Their venom is what truly differentiates them. All venomous snakes have Type 1 venom.



Weight	Strength Score		
(pounds)	12–14	15–16	17
41–80	1d4	1d4+1	1d4+2
81–120	1d6	1d6+1	1d6+2
121–160	1d8	1d8+1	1d8+2
161–200	1d10	1d10+1	1d10+2
201+	1d12	1d12+1	1d12+2

Amphibians and Reptiles (including non-aquatic Dinosaurs)

Animal	Size	Prot.	Level	Str	Dex	Spd	Con	Attacks / Damage
Alligator	L	3	4	16	12	12	12	Bite (1d6)
Strong swimmer. Will bite, hold on, and drag prey under water.								
Alligator, Black Cayman	L	3	5	18	10	12	14	Bite (1d6+1)
Black leathery hide. Very aggressive (temperament similar to crocodiles). Hard to see at night.								
Allosaurus	G	2	7	21	14	14	16	Bite (2d6+3); Claw (1d6+6)
Prehistoric carnivore. Hunts in packs (1–6 members).								
Ankylosaurus	G	6	6	19	11	9	15	Tail (1d8+4)
Prehistoric heavily armored herbivore. Spiked tail has 10 feet reach; can hit multiple foes.								
Brontosaurus (*Apatosaurus*)	G	2	15	22	9	8	16	Tail (2d8+7); Trample (3d12)
Prehistoric herbivore. Long necks. Tail has 25 feet reach; can hit multiple foes.								
Ceratosaurus	G	2	6	20	14	14	13	Bite (1d8+5); Claw (1d6+5)
Prehistoric river-dwelling carnivore. Claws have 5 feet reach.								
Chameleon	D	0	0	1	14	3	10	n/a
Range from ½–24 inches in length. Stealthy. Legends of venomous varieties abound.								
Crocodile	L	3	5	17	14	13	13	Bite (1d6+1)
Larger and more aggressive than alligators; often man-eaters. Strong swimmer.								
Crocodile, Giant	G	4	7	19	13	12	14	Bite (1d8+2); Tail (2d6+4)
Prehistoric crocodile; up to 50 feet long and 10 tons. Tail has 15 feet reach; can hit multiple foes.								
Dimetrodon	L	1	3	16	10	12	16	Bite (1d8)
Prehistoric carnivore. Large sail-like crest along body (allows better heat management).								
Frog	D	0	0	1	12	4	11	n/a
Size ranges from less than ½ inch to more than 12 inches (Goliath). Some secrete venom.								
Gila Monster	D	1	1	2	13	4	13	Bite (1d2); see Venomous Snakes
Venomous lizard. Bite is agonizingly painful. See also Pogona.								
Hadrosaur (*Duck-bill*)	G	1	5	19	14	14	15	Bite (1d6+2)
Prehistoric scavengers. Organized (rookeries).								
Iguanadon	G	1	6	19	14	14	15	Spike (2d6+4)
Prehistoric herbivore. Attacks with large spike-like thumb. Slow runner.								
Komodo Dragon	L	1	3	16	14	13	16	Bite (1d6+1); Tail (1d4+1)
Carrion eater; will eat small mammals.								
Monitor Lizard	M	1	3	9	13	12	14	Bite (1d4)
Hunt in pairs. If bitten, save vs. CON to avoid infection, disease, etc.								
Pogona (*Bearded Dragon*)	D	1	1	4	11	4	15	Bite (1d3); see Venomous Snakes
Venomous lizard. Bite is agonizingly painful. See also Gila Monster.								
Pterodactyl	D	0	2	6	13	4	14	Bite (1d3)
Prehistoric flying dinosaur. Speed 16 when flying. May carry prey into air.								
Quetzalcoatlus	M	0	2	9	14	7	13	Bite (1d4)
Prehistoric flying dinosaur; up to 190 pounds. Speed 14 when flying. May carry prey into air.								
Snake, Constrictor	M	0	1–3	12–17	13	4–7	15	See Constricting Snakes
50–250 pounds; 15–40 feet long. Includes Anaconda, Boa Constrictor, Python, Rock Python, etc.								
Snake Flying	D	0	1	1	15	5	12	Bite (1d2)
Non-venomous biting snake. Can flatten ribs to glide. Speed 10 when gliding.								
Snake, Venomous	D–S	0	1–3	2–12	13	4–7	15	Bite (1d2); See Venomous Snakes
Up to 30 pounds; 1–12 feet long. Includes Adder, Asp, Cobra, Rattlesnake, Viper, etc.								
Snapping Turtle	S	3	2	3	4	2	10	Bite (1d3)
Up to 3½ feet long (70 pounds). Can retreat into its shell when attacked.								
Tegu	S	1	2	4	14	10	14	Bite (1d3)
Tree-dwelling lizard.								
Tortoise, Giant	M	4	4	17	7	3	11	Bite (1d4+2)
Up to 6 feet long (500 pounds). Can retreat into its shell when attacked.								

Birds

Animal	Size	Prot.	Level	Str	Dex	Spd	Con	Attacks / Damage
Bird of Paradise	D	0	0	1	15	6	10	Beak (–)
Brightly colored, beautiful birds.								
Chicken	D	0	0	2	13	8	12	Beak (1d2)
Domesticated fowl. Weak flier; short distances only. Speed 9 when flying.								
Condor	S	0	1	6	13	8	14	Beak (1d3); Claw (1d4)
Largest variety of the vulture. Wingspan is over 10 feet; can reach 25 pounds.								
Cormorant	D	0	1	2	14	7	12	Beak (1); Claw (1d2)
Darkly colored sea bird. Flightless varieties exist (Speed 6–9).								
Crow	D	0	1	1	15	7	15	Beak (1); Claw (1d2)
Remarkably intelligent (primate-level?). Can use—and make—tools. An ill omen in some cultures.								
Duck	D	0	0	2	14	4	14	Beak (1)
Water fowl. Speed while flying is 7–8 for domesticated ducks; 15–18 for wild ducks.								
Eagle	D	0	2	5	12	9	13	Beak (1d3); Claw (1d4)
Bird of prey. Strong flier.								
Emu	S	0	2	12	12	14	15	Claw (1d6)
Flightless herbivore (80–120 pounds). Travel in pairs or small groups (3–6).								
Falcon	D	0	2	3	15	7	12	Beak (1d2); Claw (1d3)
Bird of prey; trainable hunters. Hunt by diving. Can reach speeds of 200 mph when snatching prey.								
Flamingo	S	0	1	4	14	5	12	Beak (1d2)
Long legs; strong swimmer. Flocks can number into the thousands of individual birds.								
Goose	D	0	2	3	14	6	14	Beak (1d2)
Aggressive; large for domesticated fowl. Excellent intruder alarms.								
Homing Pigeon (*Carrier Pigeon*)	D	0	0	1	13	6	14	Beak (1)
Can be trained to fly between fixed locations to carry messages.								
Hawk	D	0	2	2	16	7	10	Beak (1d2); Claw (1d2)
Smaller varieties of the falcon.								
Jackdaw	D	0	1	1	14	6	16	Beak (1); Claw (1d2)
Member of the crow family; can imitate speech.								
Ostrich	M	0	4	16	15	16	15	Claw (1d6+1)
Flightless aggressive herbivore (250-450 pounds). Fast runners.								
Owl	S	0	2	2	14	8	12	Claw (1d4)
Nocturnal bird of prey. Excellent night vision. Can turn head 360°. Completely silent in flight.								
Parrot	D	0	1	3	14	4	13	Beak (1d2)
Colorful; intelligent. Can mimic sounds. Good flier.								
Peacock	D	0	1	1	10	6	10	Beak (1)
Males have beautiful, colorful plumage.								
Penguin	D	1	1	2	10	5	11	Beak (1d2)
Flightless water fowl. Excellent swimmers; Speed 10-15 while swimming.								
Pheasant	D	0	0	1	12	7	10	Beak (1)
Nests on the ground. Common game bird.								
Puffin	D	0	3	1	10	5	14	Beak (1d2)
Migratory sea bird; similar to a flying penguin. Always returns to its birthplace to lay its eggs.								
Raven	D	0	1	2	13	7	15	Beak (1d2); Claw (1d2)
Member of the crow family; larger than typical crows.								
Rock Fowl	D	0	0	1	12	5	15	Beak (1)
Subterranean bird; subsists on cockroaches and other carrion-eating insects.								
Songbird	D	0	0	1	12	4	13	n/a
Many varieties. Harmless birds that have distinctive songs.								
Vulture	S	0	1	5	13	8	13	Beak (1d3); Claw (1d3)
Bird of prey; carrion eater. Will circle over its prey, then drop in for the kill.								

Land Mammals and Marsupials

Animal	Size	Prot.	Level	Str	Dex	Spd	Con	Attacks / Damage
Antelope (*and Eland*)	M	0	3	16	15	18	16	Bite (1d3+1)
Timid. Males and females have horns. Organized (herds). Eland are larger (Str 18, +1–2 levels).								
Baboon	S	0	2	11	14	13	16	Bite (1d3)
Primate (monkey). Organized (troop: 20–50 members); uses good group tactics.								
Bat	D	0	0	2	13	11	13	Bite (1)
Only true flying mammal. Nocturnal; feeds on insects, fruit, etc. Uses echo location to see.								
Bear, Black	M	1	3	16	13	12	14	Bite (1d3); Claw (1d6+1)
Passive (unless provoked). Omnivore. 200–500 pounds.								
Bear, Brown	L	1	3	16	13	12	14	Bite (1d4); Claw (1d6+1)
Can be dangerous. Omnivore. 300–700 pounds.								
Bear, Grizzly	L	1	4	17	13	12	14	Bite (1d4+1); Claw (1d6+2)
Aggressive. Omnivore; hunts at night. 400–1,000 pounds.								
Bear, Kodiak	L	2	5	17	13	12	15	Bite (1d4+1); Claw (1d6+2)
Aggressive. Omnivore. 800–1,500 pounds.								
Bear, Polar	L	2	4	17	13	12	15	Bite (1d6+1); Claw (1d6+2)
Aggressive. Carnivore. Strong swimmer; can blend in with ice and snow. 600–1,400 pounds.								
Bison	L	1	4	20	10	15	15	Butt (1d6+5); Trample (3d6)
Passive; easily spooked. Herbivore. Organized (herds). Butt attack is males only.								
Boar, Wild	M	1	5	16	14	13	15	Slam (1d4); Tusks (1d6+1)
Very aggressive.								
Camel, Bactrian	L	1	2	19	9	10	15	Bite (1d3+2); Kick (1d4+4)
Stubborn. Two-humped. Beast of burden. May spit at a foe to drive them off.								
Camel, Dromedary	L	1	2	18	9	12	12	Bite (1d3+1); Kick (1d4+3)
Stubborn. One-humped. Bred for speed. May spit at a foe to drive them off.								
Caribou (*and Reindeer*)	L	1	2	17	15	15	14	Butt (1d4+2)
Males and females have antlers. Shy but curious. Reindeer use same stats but are easier to tame.								
Cat, Domesticated	D	0	1	3	14	12	13	Bite (1); Claw (1)
Feline. Kept as pets. Keen sight. Stealthy.								
Cattle	L	1	2	19	9	12	15	Butt (1d6+4); Trample (3d6)
Gentle (bulls can be aggressive). Raised as a source of meat. Only males use Butt. See also Ox.								
Cheetah	M	0	3	16	14	23	16	Slam (1d6); Bite (1d4+1)
Feline. Fastest land animal (60+ mph). Very dog-like in build and temperament. Keen sight.								
Chimpanzee	M	0	3	16	14	12	14	Bite (1d3)
Primate (ape). Shy; peaceful. Organized (troop: 5–20 members). Uses simple tools (weapons).								
Coyote	S	1	2	6	14	11	14	Bite (1d3)
Canine. Nocturnal; hunts in pairs. Cunning. Keen smell.								
Deer	M	1	1	14	15	13	13	Butt (1d6); Kick (1d4)
Passive; easily spooked. Herbivore. Butt attack is males only.								
Dog, Guard	M	0	2	8	11	12	14	Bite (1d4)
Canine. Keen smell. For larger breeds, add +1–3 points of Strength and levels.								
Dog, Hunting	M	0	2	6	12	15	12	Bite (1d4)
Canine. Keen smell. For larger breeds, add +1-3 points of Strength and levels.								
Donkey	L	1	2	17	10	14	13	Bite (1d4+1); Kick (1d6+2)
Sedate. Sure footed (+5 DEX saves to keep footing).								
Elephant, African	G	3	7	22	12	11	16	Tusks (1d10+7); Trample (3d10); Trunk (1d4)
Intelligent; passive; easily trained. Trunk has a 4–6 feet range and +4 Dexterity.								
Elephant, Indian	G	3	6	21	12	11	16	Tusks (1d8+6); Trample (3d8); Trunk (1d4)
Intelligent; passive. Trunk has a 3–5 feet range and +4 Dexterity.								
Ferret	D	0	1	1	15	9	12	Bite (1d2)
Nocturnal. Can be trained to flush out burrowing animals.								

Land Mammals and Marsupials (continued)

Animal	Size	Prot.	Level	Str	Dex	Spd	Con	Attacks / Damage
Fox	S	1	2	4	14	12	12	Bite (1d3)
Nocturnal predator; cunning. Not tamable.								
Gibbon (*and Siamang*)	S	0	1	4	15	10	13	Bite (1d3)
Primate (ape). Brachiator (treat as flying in wooded areas). Siamang are larger (Str 6, +1–2 levels).								
Giraffe	L	1	5	19	11	13	15	Bite (1d4+2); Kick (1d6+4); Trample (3d6)
Tallest land animal. Organized (herds).								
Goat	M	0	2	12	13	13	15	Butt (1d4)
Domesticated; herbivore. Sure footed (+5 DEX saves to keep footing).								
Gorilla	L	1	3	16	13	12	14	Bite (1d4+1)
Primate (ape). Organized (troop: 5-15 members). Silverback gorillas have +1–3 levels of ability.								
Hippopotamus	G	2	6	21	8	9	16	Bite (1d6+6); Trample (3d8)
Territorial; herbivore. Organized (herds). Tusk-like teeth.								
Horse, Draft	L	0	5	20	10	15	13	Bite (1d4+2); Kick (1d6+5)
Beast of burden.								
Horse, Riding (*Saddle Horse*)	L	0	4	17	12	17	12	Bite (1d4+1); Kick (1d6+2)
Bred for speed, endurance. Easily frightened.								
Horse, War (heavy)	L	0	5	19	12	16	13	Bite (1d4+2); Kick (1d6+4); Trample (3d6)
Usually Highly Trained. May be armored (barding).								
Horse, War (light) (*Cavalry Horse*)	L	0	5	18	12	17	13	Bite (1d4+1); Kick (1d6+3); Trample (3d4)
Usually Highly Trained. May be armored (barding).								
Hyena, Striped (*and Spotted*)	S	1	3	12	14	14	12	Bite (1d3)
Carnivore. Organized (clan: 40-80 members). Spotted are larger (Str 14, Spd 17, +1–2 levels).								
Jackal	S	0	2	5	14	11	12	Bite (1d3)
Nocturnal scavenger / hunter. Hunt in pairs or packs (3–6 members).								
Kangaroo	M	1	3	12	15	16	16	Kick (1d6)
Marsupial. Organized (mob: 60-100 members). Can leap 30–40 feet (up to 15 feet straight up).								
Koala	D	0	2	5	12	6	9	Claw (1d2)
Marsupial; sedentary. Raise one young at a time. Two opposable digits on each limb.								
Leopard	M	1	3	17	14	13	15	Bite (1d4+1); Claw (1d4+2)
Feline. Nocturnal, solitary hunters. Keen senses. Stealthy. Can leap 6–9 feet straight up.								
Lion	L	1	3	17	13	14	15	Bite (1d6+1); Claw (1d6+2)
Feline. Organized (pride: 5–20 members), usually solitary hunters. Man-eaters are possible.								
Lion, Nemean	L	2	4	18	12	13	16	Bite (1d6+1); Claw (1d6+3)
Feline. Larger, more aggressive (man-eating) lion. Usually hunt in packs (3–6 members).								
Llama	M	1	3	16	11	15	15	Bite (1d2)
Organized (herds). Can be used as a light pack animal.								
Lynx	S	0	2	6	15	12	14	Bite (1d3)
Feline. Nocturnal; solitary hunters. Keen vision. Very stealthy. Good climber; strong swimmer.								
Marmoset	D	0	1	1	16	9	13	Bite (1d2)
Primate (monkey). Excellent climber. Will bond with humans and mimic behaviors.								
Meerkat	D	0	0	2	14	10	14	Bite (1d2); Claw (1)
Aggressive. Organized (colony: 16–25 members). Immune to most venom and poison.								
Mongoose	D	0	2	1	16	10	15	Bite (1d2)
Hunt in packs (1–8 members). Trainable. Immune to surprise.								
Monkey	S	0	1	3	15	11	13	Bite (1d2)
Primate (monkey). Intelligent; organized (family: 6–15 members). See also: Baboon, Marmoset.								
Moose	L	1	3	19	13	15	15	Butt (1d6+4)
A.k.a., Elk. Large deer. Passive, unless provoked.								
Mule	L	0	2	18	10	12	14	Bite (1d4+1); Kick (1d6+3)
Donkey / horse crossbreed (sterile). Beast of burden. Reputation for being stubborn.								

Land Mammals and Marsupials (continued)

Animal	Size	Prot.	Level	Str	Dex	Spd	Con	Attacks / Damage
Ocelot	S	1	2	6	14	12	14	Bite (1d3); Claws (1d3)
Feline. Nocturnal; solitary hunters.								
Onager (*Wild Ass*)	L	1	2	18	9	13	14	Bite (1d4+1); Kick (1d6+3)
Large temperamental donkey; never domesticated. Sure footed (+5 DEX saves to keep footing).								
Orangutan	M	0	3	16	14	10	14	Bite (1d3); Punch (1d4+1)
Primate (ape). 8 feet arm span; short legs. Walk on all fours; rolls. Cannot swim. Uses tools.								
Ox	L	1	3	20	8	12	16	Butt (1d6+5); Trample (3d6)
Castrated male cattle (larger; easier to control). Beast of burden.								
Panda, Giant	M	1	3	16	13	12	14	Bite (1d3); Claws (1d4+1)
Passive; sleeps a lot (doesn't hibernate). Can grasp tools. Good climber.								
Pangolin	S	2	1	7	12	7	12	Special (1d3)
Anteater. When threatened, rolls into a ball; sharp scales damage anything touching them.								
Panther (*Jaguar*)	M	1	4	17	14	14	15	Bite (1d4+1); Claws (1d4+2)
Feline. Diurnal, solitary hunter; stalker. Stealthy. Strong swimmer.								
Pig	M	1	2	16	11	12	15	Bite (1d3)
Domesticated. Wild pigs are smaller (Str 14, Spd 13).								
Pony	L	0	3	17	10	15	13	Bite (1d4+1); Kick (1d6+2)
Small horse (any horse of 14 hands or less is a Pony).								
Porcupine	S	2	1	3	10	6	13	Special (1d3)
Quill-bearing rodent. Some sub-species are good climbers. Quills damage anything they touch.								
Puma (*Cougar*)	M	1	4	16	14	14	15	Bite (1d4); Claws (1d4+1)
Feline. Nocturnal, solitary hunter; stalker. Excellent climber, jumper. Stealthy. See also Panther.								
Rabbit	D	0	1	2	14	12	14	Bite (1)
Diurnal herbivore. Organized (warren: 10–30 members). Highly prolific (mate 4–8 times per year).								
Raccoon	S	1	2	5	14	9	14	Bite (1d3)
Nocturnal; solitary scavenger. Good climber; strong swimmer.								
Rat	D	0	0	1	13	7	16	Bite (1d2)
Vermin. If bitten, save vs. CON to avoid infection, disease, etc. See Swarms.								
Rhino, White (*and Rhino, Black*)	G	2	7	21	9	16	16	Horn (1d6+6); Trample (3d6+6)
Gregarious. Near sighted; keen smell, hearing. Black Rhinos are smaller, but more aggressive.								
Sheep	M	1	1	16	13	12	15	Slam (1d6); Butt (1d3+1)
Domesticated grazing animal. Kept in large flocks; usually tended by a shepherd and dogs.								
Skunk	D	0	2	4	14	5	12	Bite (1d2); Spray (special)
Nocturnal; solitary predator. Spray reeks, lasts for weeks, and can be blinding if it gets in the eyes.								
Sloth	M	1	2	9	11	7	13	Claws (1d6)
Nocturnal herbivore. Double speed while in the trees.								
Tapir	L	1	4	17	10	10	12	Trample (3d4)
Timid, nocturnal herbivore. Travel in pairs. Related to the Rhino.								
Tiger	L	1	4	18	14	14	15	Bite (1d6+1); Claws (1d6+3)
Feline. Nocturnal, solitary hunter; stalker. Stealthy. Strong swimmer. Keen night vision.								
Water Buffalo (*and Cape Buffalo*)	L	1	2	20	9	12	16	Butt (1d6+5); Trample (3d4+5)
Passive, patient. Cape Buffalo are excellent trackers and difficult to track.								
Wolf	M	1	2	10	14	13	13	Bite (1d4)
Ferocious pack hunters (1-30 members); use good group tactics. Intelligent, almost fearless.								
Wolverine	S	1	3	12	12	10	12	Bite (1d4)
Intelligent. Can detect traps and snares (75%), and even bypass them to get bait (65%).								
Yak	L	1	2	16	8	14	16	Bite (1d4)
Beast of burden. Can handle extreme cold temperatures.								
Zebra	L	1	2	14	10	18	14	Kick (1d6)
Virtually impossible to train. Organized (herds).								

Marine and Aquatic Animals

Animal	Size	Prot.	Level	Str	Dex	Spd	Con	Attacks / Damage
Barracuda, Great	L	1	3	16	15	15	12	Bite (1d6)
[S] Vicious predator; sharks are often blamed for their attacks.								
Dolphin (*and Porpoise*)	M	0	3	16	12	15	14	Bite (1d4); Slam (2d8)
[F][S] Mammal. Very intelligent. Organized (herds). Slam requires 10–15 feet swimming start.								
Electric Eel	M	0	1	7	9	12	12	Shock
[F] Shock: save vs. CON or be stunned for 2d4 rounds. Larger eels may also deal damage.								
Electric Ray	M	0	3	6	12	12	16	Shock
[S] Shock: save vs. CON or be stunned for 1d4 rounds; 20 feet diameter.								
Jellyfish	S	0	2	1	9	4	15	Sting (1d4); See Venomous Snakes
[S] Venomous. Venoms range from 'annoying' to 'deadly.'								
Moray Eel	M	0	3	16	12	10	16	Bite (1d6+1)
[S] Hides in cracks and crevices. Bites and will not let go; drags prey down.								
Narwhal	G	1	4	19	12	16	14	Bite (2d6+2); Horn (3d6)
[S] Mammal. Unicorn of the sea. Horn attack requires 10–15 feet swimming start.								
Orca	G	0	4	20	13	16	15	Bite (2d6+3); Slam (2d10)
[S] Mammal (dolphin family). Very intelligent. Organized (herds). Can slam through 2 inches of ice.								
Otter	S	0	1	4	14	9	11	Bite (1d2); Claws (1d3)
[F][S] Mammal; carnivorous, semi-aquatic.								
Piranha	D	0	1	2	13	8	13	Bite (1)
[F] Swim in large schools (100-1000). See Swarms.								
Plesiosaur	G	1	3	17	14	12	14	Bite (1d8+1)
[S] Prehistoric. Long necks can attack up to 20 feet from main body.								
Scorpion-fish	D	0	1	1	10	8	14	Sting (1); see Venomous Snakes
[S] Venomous (contact poison on spines). Venoms range from 'annoying' to 'deadly.'								
Seal	L	1	7	19	12	11	14	Bite (1d6+2)
[F][S] Pinniped. Strong swimmers; intelligent. Can be gigantic (+1–2 Strength; +1–2 levels).								
Sea Lion	M	0	3	15	12	16	14	Bite (1d4)
[S] Pinniped. Fast swimmers; intelligent.								
Sea Turtle, Giant	L	2	7	18	12	15	12	Bite (2d4+2)
[S] Includes the Leatherback Sea Turtle. For smaller varieties, use Snapping Turtle.								
Shark, Fresh Water (*and Small Shark*)	L	1	4	17	13	13	12	Bite (2d4+1)
[F][S] Includes smaller salt-water sharks (e.g., tiger shark) and all larger fresh water sharks.								
Shark, Great White	G	1	6	19	12	13	12	Bite (2d6+2)
[S] Aggressive. Can get to be over 30 feet long. Will eat just about anything.								
Spider Crab	D	1	1	2	8	6	10	Claws (1)
[S] Scavengers. Organized (herds); some herds are very large (100–600).								
Squid	M	0	3	15	14	21	14	Tentacles (1d4+1)
[S] Deep-water mollusks. Includes the Humbolt squid. Smaller squid are virtually harmless.								
Squid, Giant	G	0	30	21	13	16	15	Tentacles (1d8+6)
[S] Very deep-water mollusks (well below diving depth). Can be more than 50 feet long.								
Swordfish	G	1	4	15	10	23	14	Sword (1d6+1)
[S] Large sword-like nose. Very swift swimmers.								
Stingray	L	0	3	10	13	9	14	Sting (1d2); see Venomous Snakes
[S] Venomous. Related to sharks. Mantas are slightly smaller (-1 level).								
Walrus	L	1	4	17	10	11	14	Bite (1d6+1)
[S] Pinniped. Strong swimmers; intelligent.								
Whale	G	4-5	6-8	20	13	14	14	Slam (2d12)
[S] Mammal. Eat plankton filtered through specialized bones.								
Whale, Blue	G	6-7	9-10	22	13	14	14	Slam (4d12)
[S] Largest of the whales. Can be more than 100 feet long.								

Vermin and Swarms

Hordes of insects or arachnids—or even packs of rodents or schools of deadly fish such as piranha and scorpion-fish—can be treated as a single massive unit. For examples of this in other sections of the rules, see spells such as Plague of Spiders (Elemental Magic, level V) and Insect Swarm (Elemental Magic, level VI).

A swarm is defined by several stats:

- **Size**: measured in spaces. One space is a 10×10 feet area. In the case of flying or swimming swarms, one space is a 10×10×10 feet volume.

- **Hit Points**: the number of points of damage that must be dealt to the swarm to reduce its size by one space. This number can be fractional. The form an attack on a swarm takes is very important.

  Piercing weapons (e.g., arrows, crossbow bolts, rapiers) are extremely ineffective against swarms; reduce all damage dealt to 1 point.

  Slashing weapons (e.g., axes, knives, swords) are very ineffective against swarms. Reduce all damage dealt by such attacks to one-quarter normal (i.e., ×¼).

  Bludgeoning weapons (e.g., clubs, maces, unarmed attacks) are ineffective against swarms. Reduce all damage dealt by such attacks to one-half normal (i.e., ×½).

  Fire, cold, and other environmental attacks are generally effective against swarms and deal normal damage. Depending upon the nature of the swarm, non-damaging attacks (e.g., smoke, wind) can be highly effective. Such attacks will at least keep the swarm at bay, and may be capable of dispersing, or even killing off, parts of the swarm (Game Judge's ruling).

  Damage to a swarm does not mean that all of the elements within a space are destroyed or killed; it is an indication that a portion of the swarm has been dispersed, disbanded, or otherwise rendered moot.

- **Speed**: the overall movement of the swarm. Each space of the swarm is capable of independent movement. In general, the swarm will remain as a single unit but can (under specific circumstances) be split into multiple, smaller swarms. Flying and swimming movement is double the speed score.

- **Damage**: the amount of damage someone caught within the area of the swarm takes each minute. This damage may come with a potential save or other effects (see *Venomous Snakes*).

  The damage dealt by venomous swarms can be reduced by half with potions or remedies which neutralize the venom or poison being used.

- **Special**: anything else the swarm does or can do.

Army of Ants

Swarm of Insects (e.g., fire ants)

Size	Hit Points	Speed	Damage
1–20	1	10	1d3

Special: Venomous. Bite can be extremely painful.

Colony of Bats

Swarm of Bats (see *Bat*)

Size	Hit Points	Speed	Damage
5–20	2	11 flying	1d6

Special: Uses echo location.

Nest of Rats

Swarm of Rodents (see *Rat*)

Size	Hit Points	Speed	Damage
1–12	4	7	1d8

Special: Save vs. CON to avoid infections, diseases, etc.

Plague of Locusts

Swarm of Insects (Elemental Magic, level IV)

Size	Hit Points	Speed	Damage
1000	1/8	5 flying	1 point

Special: Subjects must save vs. WIL or panic, fleeing in a random direction until free of the swarm. Will devour all vegetation as they pass. Heavy smoke or a large fire will keep the swarm at bay.

Plague of Spiders

Swarm of Arachnids (Elemental Magic, level V)

Size	Hit Points	Speed	Damage
100	1/2	10	1d4+1

Special: Can be venomous. Able to cross or surmount any terrain or obstacle, excepting bodies of flame or water and magical barriers.

School of Piranha

Swarm of Fish (see *Piranha*)

Size	Hit Points	Speed	Damage
2–20	3	8 swimming	3d12

Special: extremely aggressive; will attack virtually anything. Each space is ~50 fish.

Swarm of Insects

Swarm of Insects (Elemental Magic, level VI)

Size	Hit Points	Speed	Damage
1000	1/4	10 flying	2d6

Special: Venomous. Subjects must save vs. WIL or panic, fleeing in a random direction until free of the swarm. Heavy smoke or a large fire will keep the swarm at bay.

Beasts

Beast is a catch all category for those creatures which are not Animals and do not fall into one of the other categories (e.g., Lycanthrope, Undead). These creatures can be giant or magical forms of Animals.

Ant, Giant

Diminutive Beast (Insect)
Alignment: Neutral
Protection: 1
Level: 1–2 1d4 hit points per level of ability
Attributes: **Str** 6 **Dex** 10 **Spd** 8 **Con** 13
Int 1 **Wil** 10 **Cha** 1 **Per** 15
Attacks:
- Bite (1d4)

Special Traits:
- Dark Vision (60 feet)
- Can walk on walls, ceilings, etc.
- Silent Communication

Giant Ants are 1–2 feet in length and amazingly strong for their size. Stats are for a standard worker. Travel in packs of 3–12; if encountered within the nest, this becomes 200+. For each dozen workers, a soldier will be present (level 3; +1 damage from bite). Some varieties have the ability to fly and / or a venomous bite.

Basilisk

Large Beast (Reptile; Hybrid?)
Alignment: Neutral
Protection: 4
Level: 5–8 1d10 hit points per level of ability
Attributes: **Str** 16 **Dex** 11 **Spd** 11 **Con** 14
Int 3 **Wil** 15 **Cha** 4 **Per** 12
Attacks:
- Bite (1d8)
- Claw (1d6+1)
- Tail (1d4+1)

Special Traits:
- Apex Predator
- Dark Vision (60 feet)
- Immune to poisons and venoms
- Petrifying Gaze

Basilisks are 6–9 feet in length and have eight legs. Their mottled hides are very tough. Some claim the heads are bird-like with a crown-shaped growth; others claim the heads are akin to a giant alligator. In either case, looking into the eyes of a basilisk forces the subject to save vs. WIL or be turned to stone. Spells or effects which can turn stone to flesh can restore the subject; however, they need to save vs. CON in order to survive the two transformations.

Centaur

Large Beast (Humanoid Hybrid)
Alignment: Any
Protection: 0 [may wear armor and / or barding]
Level: 4–7 1d10 hit points per level of ability
Attributes: **Str** 17 **Dex** 10 **Spd** 15 **Con** 13
Int 12 **Wil** 12 **Cha** 12 **Per** 12
Attacks:
- Fist (1d3+2) [may wield weapons]
- Kick (1d6+2)

Special Traits:
- None

Professions: Beastmaster, Gladiator, Hunter, Necromancer, Priest, Rogue, Scholar, Shaman, Warrior.

Centaurs are pony-sized equines with humanoid busts. They are typically shy, and tend to form small communities in secluded glades, hidden valleys, and other hard-to-reach places. A few tribes have been known to be nomadic. They are strong, and can wield large clubs and other heavy weapons, but they prefer javelins and spears; some have been known to be skilled archers. Centaurs have no skill for arcane magic, but have been known to practice more divine forms of the craft.

Chimera

Large Beast (Hybrid)
Alignment: Chaotic (Evil)
Protection: 3
Level: 4–7 1d10+1 hit points per level of ability
Attributes: **Str** 17 **Dex** 10 **Spd** 12 **Con** 15
Int 5 **Wil** 9 **Cha** 4 **Per** 14
Attacks:
- Bite (1d6+1) {lion}
- Bite (1d8+1) {dragon}
- Butt (1d4+2) {goat}
- Claw (1d6+2) {lion}

Special Traits:
- Apex Predator
- Fire Breath (1d4 per level of ability) [3× per day] {40 feet cone}
- Flying
- Resistant to heat (fire)

Chimera are hybrid creatures composed of lion (body), goat (hind quarters), and a small dragon (wings). It has three heads—one of each creatures of which it is comprised. They are resistant to heat and fire damage. They are clumsy fliers (speed when flying is only 6). Although they are relatively intelligent creatures, due to the nature of the three heads, they cannot be trained.

Cockatrice

Small Beast (Hybrid)
Alignment: Neutral
Protection: 2
Level: 3–6 1d6 hit points per level of ability
Attributes: **Str** 3 **Dex** 13 **Spd** 9 **Con** 12
Int 2 **Wil** 8 **Cha** 1 **Per** 13

Attacks:
- Bite (1d3)

Special Traits:
- Flying
- Immune to non-magical weapons
- Petrifying Touch

Cockatrices are hybrid creatures with a relatively large chicken as a baseline; they have dragon-like leathery wings as well as scales along the belly and a serpentine tail. Like chickens, they are weak fliers, only able to cover short distances at a flying speed of 9.

If a cockatrice comes in contact with, or deals damage to, an individual, the subject must save vs. CON or be turned to stone. Spells or effects which can turn stone to flesh can restore the subject; however, he or she needs to save vs. CON in order to survive the two transformations.

Drake

Gigantic Beast (Dragon)
Alignment: Chaotic (Evil)
Protection: 6
Level: 7–10 1d12+4 hit points per level of ability
Attributes: **Str** 18 **Dex** 12 **Spd** 10 **Con** 19
Int 14 **Wil** 17 **Cha** 8 **Per** 12

Attacks:
- Bite (1d12+1)
- Claw (1d8+3)
- Tail (2d8+3) {20 feet cone; rear}

Special Traits:
- Apex Predator
- Fire Breath (1d6 per level of ability) [3× per day] {60 feet cone}
- Immune to heat (fire)
- Immune to non-magical weapons

Drakes (wingless fire-breathing dragons) are among the more common of the dragon types. Enormous creatures, even the smallest of these beasts will weigh more than five tons when fully grown. A drake will reach physical maturity in about 60–90 years. Although drakes are very long lived, they are not immortal. The effects of age do not appear to begin until well into their second millennia.

Unlike their winged cousins, drakes are far more interested in hunting prey than sitting on a hoard of treasure and trinkets. Drakes are relatively solitary creatures. When more than one is encountered it is most often a mated pair; such pairs will have a subterranean nest with 1–4 eggs or hatchlings near. Young drakes range from a medium-sized to large, and level of ability 3–6 depending upon their age.

Drakes are intelligent creatures; nearly all speak multiple languages. There is a 40% chance a given drake will have studied magic (Enchantment and Low Magic being most common).

Enfield

Small Beast (Hybrid)
Alignment: Neutral (Good)
Protection: 2
Level: 1–4 1d6+1 hit points per level of ability
Attributes: **Str** 14 **Dex** 13 **Spd** 16 **Con** 15
Int 4 **Wil** 16 **Cha** 2 **Per** 15

Attacks:
- Bite (1d3)
- Claw (1d4)

Special Traits:
- Detect Chaos / Evil [3× per day] {100 feet}
- Magic Resistance (25%)
- Resistant to Charm (+3)

A viscous creature having the head of a fox, forelegs ending in eagle's talons, a greyhound's chest, a lion-like body, and the hindquarters of a wolf. The tail of the creature can be similar to any of the creatures it is comprised of. With its talons and claws, it is an excellent climber, allowing it to surprise its prey by leaping down from tree limbs and the like.

The Enfield is a rare creature and a solitary hunter and scavenger. It's diet is similar to that of a fox making it a bit of a nuisance to farmers. If captured, an Enfield can be trained; but it will reject as its master individuals of Chaotic or Evil alignment.

Freybug

Large Beast (Canine)
Alignment: Chaotic (Evil)
Protection: 3
Level: 6 1d10 hit points per level of ability
Attributes: **Str** 12 **Dex** 13 **Spd** 14 **Con** 14
Int 4 **Wil** 14 **Cha** 3 **Per** 16
Attacks:
- Bite (1d6)

Special Traits:
- Devour Soul (1 hit point per minute) {120 feet} [hearing]
- Immune to non-magical weapons
- Scouting (95%); Stalking (95%); Tracking (125%)

Also known as a Black Dog or a Hellhound, these huge shadow-like canines are roughly the size of a calf. When active, they hunt in packs of 3–12. Despite their size, they are fairly stealthy (i.e., scouting, stalking). Their keen senses allow them almost supernatural tracking capabilities. Although they are not demons themselves, they are are often utilized by those creatures as assassins.

Once a Freybug has chosen a target, it can attune to that foe. Attunement takes 1d6+4 minutes. Once attuned, the Freybug can use its howl to draw forth and devour the soul of its chosen subject. The subject must be within range and able to hear the howl of the Freybug. The drawing forth of the soul is excruciatingly painful (save vs. WIL each minute in order to act). An individual slain in this way cannot be brought back to life.

Gargoyle

Medium Beast
Alignment: Lawful (Good or Evil)
Protection: 2
Level: 3–6 1d8+1 hit points per level of ability
Attributes: **Str** 13 **Dex** 9 **Spd** 8 **Con** 16
Int 10 **Wil** 14 **Cha** 7 **Per** 12
Attacks:
- Claw (1d3) [may wield weapons]

Special Traits:
- Flying
- Inactive in sunlight (i.e., turn to stone)
- Regeneration; Regrowth (special)

Although gargoyles appear almost demonic in nature (e.g., horns, leathery wings), and must shun the light of the sun, they are not of the lower or higher planes. They are often in the employ of such beings (i.e., good gargoyles will serve Sentinels, while evil gargoyles will serve Devils). They are relatively intelligent and are capable of speech. They can, and often do, wield weapons rather than clawing in combat. They cannot wear armor, although they will sometimes use cloaks to hide their nature and to protect them from the sun.

Gargoyles cannot remain active in sunlight; exposed to direct sunlight their bodies turn to stone; the same thing happens if a gargoyle reaches 0 hit points. A gargoyle wearing a cloak that keeps all portions of their body covered can continue to be active in the daytime; they can also remain active in times of heavy overcast. Their stone form is regenerative. Gargoyles recover two hit points per hour while petrified; lost limbs, wings, and flesh are slowly regrown, etc. A gargoyle can return to flesh form once they have recovered all of their hit points, their bodies are whole, and the sun no longer shines upon them.

There exists a non-winged form of gargoyle (sometimes called a kopoacinth). These creatures are Chaotic (Good or Evil) and often in the employ of Guardians and Demons. Although they have no wings, they do have many fish-like qualities (i.e., gills, fins, etc.) and can swim at the same movement rate as a gargoyle's flight. Kopoacinth do not turn to stone in sunlight; they turn to coral.

Gorgon

Medium Beast (Humanoid)
Alignment: Lawful (Evil)
Protection: 1 [may wear armor]
Level: 6 1d8 hit points per level of ability
Attributes: **Str** 9 **Dex** 15 **Spd** 15 **Con** 12
Int 14 **Wil** 16 **Cha** 16 **Per** 14
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- Deadly Gaze
- Spell-caster {Enchantment}

The word gorgon derives from an ancient tongue meaning terrible or dreadful. And these creatures certainly fit the bill. Although they are not devils themselves, they are often utilized by those creatures as assassins. Gorgons can appear as any humanoid creature; they always appear as a comely female. Gorgons are casters of Enchantment spells. As level 6 spell-casters, they can cast up to eight spells per day, and utilize spells of up to level III.

If a gorgon can lure a subject into a position where they are alone—nobody but the target able to see the gorgon—then it can reveal its true form. This form has been described in many ways (usually serpent-like). Whatever the form, the subject must save vs. WIL each minute or permanently lose 1d6 points of Constitution. The subject will not be able to break this gaze until they successfully save, die, or someone else looks at the gorgon, forcing it to once again take on the guise of a beautiful woman.

Griffon

Large Beast (Hybrid)
Alignment: Neutral
Protection: 2
Level: 3–6 1d10+3 hit points per level of ability
Attributes: **Str** 17 **Dex** 11 **Spd** 13 **Con** 18
Int 6 **Wil** 14 **Cha** 3 **Per** 19
Attacks:
- Bite (1d6+1)
- Claw (1d6+2)

Special Traits:
- Flying
- Hawk-Vision {1 mile}

A Griffon (a.k.a., Griffin, Gryphon) is a creature with the body, tail, and hind-legs of a lion, the head, wings, and fore-legs of an enormous eagle. An intelligent creature, it can be trained (with difficulty); once tamed the creature can bond with a master and will sometimes show amazing loyalty (not unlike a dog in this respect); due to this reputation, the beast is often used in heraldry—this loyalty and intelligence has also resulted in many cultures seeing the Griffon as a guard-beast or the king of both beasts and birds. Griffons are strong fliers, having wingspans that can exceed 30 feet.

Harpy

Medium Beast (Hybrid)
Alignment: Chaotic (Evil)
Protection: 1
Level: 1–4 1d8 hit points per level of ability
Attributes: **Str** 13 **Dex** 13 **Spd** 11 **Con** 12
Int 8 **Wil** 14 **Cha** 6 **Per** 12

Attacks:
- Bite (1d3)
- Claw (1d4) [may wield weapons]

Special Traits:
- Siren's Call (save vs. WIL) {½ mile} [hearing]

Harpies are one of the rare humanoid hybrids that do not advance as a humanoid. They have the bodies and wings of a vulture, and the torso, arms, and head of a humanoid female. Their song can be heard for up to a half mile; those who hear it must save vs. WIL or be drawn toward the harpy (treat this as a Charm spell). Once their prey is close enough, the harpy will attack and devour the victim.

They are relatively intelligent creatures capable of speech, although few learn a civilized tongue. They can, and often do, wield weapons rather than clawing in combat. They cannot wear armor.

Manticore

Large Beast (Hybrid)
Alignment: Chaotic (Evil)
Protection: 1
Level: 4–7 1d10+1 hit points per level of ability
Attributes: **Str** 17 **Dex** 13 **Spd** 12 **Con** 15
Int 5 **Wil** 9 **Cha** 2 **Per** 16

Attacks:
- Bite (1d6+1)
- Claw (1d6+2)
- Tail (1d8) {ranged}

Special Traits:
- Immune to charm, fear
- Flying

A manticore is a lion with leathery, bat-like wings and a long prehensile tail with large spikes not unlike a morning star. They are strong fliers and hunt muck the way a bird of prey does. In most respects, they are flying lions—which is certainly frightening in and of itself; however, it is the tail spikes which truly set this creature apart. An adult has 2 tail spikes per level of ability. These spikes can be whipped and released as a ranged attack. The manticore's great strength results in an effective range of 85 feet (maximum 170 feet). Once released, the spike will grow back in about 1–2 days.

Minotaur

Large Beast (Humanoid Hybrid)
Alignment: Chaotic (Evil)
Protection: 1 [may wear armor]
Level: 4–7 1d10+1 hit points per level of ability
Attributes: **Str** 19 **Dex** 12 **Spd** 14 **Con** 16
Int 7 **Wil** 10 **Cha** 10 **Per** 20

Attacks:
- Butt (1d6+4)
- Fist (1d3+4) [may wield weapons]

Special Traits:
- Immune to fear
- Immune to surprise
- Keen smell (+4)
- Labyrinthine (cannot get lost)
- Stalking (95%); Tracking (125%)

Professions: Gladiator, Hunter, Necromancer, Rogue, Shaman, Warrior

The body of a near-giant humanoid with bovine head, these creatures are deadly. Usually found in maze-like places (e.g., caverns, dungeons, deep woods), if they have been in the location for at least a month, it is impossible for them to get lost even if the terrain is such that it is ever changing. They are fearless and cannot be surprised. They get a +4 bonus on all perception checks dealing with the sense of smell—in fact, they can track with nothing to go on but scent at 95% accuracy. They can head-butt anything of medium-size or larger; they prefer large, two-handed weapons (e.g., great axe, great sword). With their size and strength, they are capable of throwing very large rocks as well.

Nymph

Small Beast (Sidhe; Seelie)
Alignment: Neutral (tend toward good)
Protection: 0
Level: 3–6 1d6 hit points per level of ability
Attributes: **Str** 8 **Dex** 17 **Spd** 16 **Con** 12
Int 14 **Wil** 11 **Cha** 16 **Per** 14

Attacks:
- Fist (1d2) [may wield weapons]

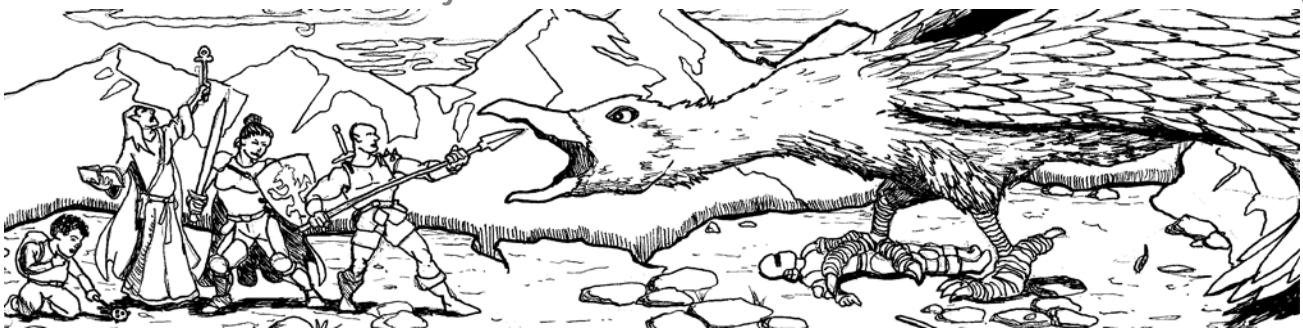
Special Traits:
- see below
- Elusive (-3)
- Immune to non-magical weapons
- Tracking (95%)

Nymph is the generic term for the Sidhe of the Seelie Court (e.g., Sidhe tending toward good alignments). Although nymphs are most often found in the 3–6 level range, some can advance much further. There are three basic forms of nymph, each with their own list of special abilities:

Earth Nymph (Oread, Yakshini)
- Resistant to earth (stone) and air damage
- Pass through earth and stone
- Spell-caster {Elemental Magic—Earth spells}

Water Nymph (Jengu, Neried)
- Amphibious; Swimming
- Resistant to heat (fire) and cold (ice; water) damage
- Spell-caster {Elemental Magic—Water spells}

Tree Nymph (Bakru, Dryad)
- Pass through plants
- Speak with plants
- Spell-casting {Elemental Magic—Wood-lore spells}



Pegasus

Large Beast (Hybrid)
Alignment: Neutral
Protection: 0 [may wear barding]
Level: 4–7 1d10 hit points per level of ability
Attributes: **Str** 19 **Dex** 13 **Spd** 16 **Con** 14 **Int** 4 **Wil** 12 **Cha** 2 **Per** 15
Attacks:
- Bite (1d4+2)
- Kick (1d6+4)
- Trample (3d4)

Special Traits:
- Flying

Pegasi are winged, flying horses about the size of a Cavalry Horse, but with more muscle. They are temperamental, solitary, and relatively passive. Intelligent (even for horses), they are somewhat difficult to train; once trained, they can and do bond with a master and will remain loyal for life.

Phoenix

Small Beast (Bird)
Alignment: Neutral
Protection: 0
Level: 2–5 1d6 hit points per level of ability
Attributes: **Str** 4 **Dex** 15 **Spd** 9 **Con** 10 **Int** 2 **Wil** 8 **Cha** 1 **Per** 19
Attacks:
- Beak (1d3)
- Claws (1d4)

Special Traits:
- Explosive (1d6 damage per level of ability) {5 feet per level of ability}
- Immune to heat (fire) damage
- Flying

These elusive birds are shy, solitary creatures. All phoenix are hermaphrodites, able to function as either the male or the female during their breeding cycles, which occur approximately once every century. A mated pair, once they meet, will select the gender role almost immediately. The phoenix that takes on the male role will, over a period of 1–2 weeks, become far more colorful, with bright red and orange plumage; the female will take on more muted tones.

When a phoenix reaches old age (i.e., at about 1,400 years or so), it will burst into flames, reducing itself to ashes. The phoenix is then reborn from these ashes 2–7 days later. If anything disperses these ashes, the phoenix will truly die. A similar effect takes place if a phoenix is killed. When the bird reaches 0 hit points, it explodes dealing 1d6 damage per level of ability out to a range of 5 feet per level of ability).

Roc

Gigantic Beast (Bird)
Alignment: Neutral
Protection: 2
Level: 7–10 1d12+5 hit points per level of ability
Attributes: **Str** 17 **Dex** 8 **Spd** 16 **Con** 20 **Int** 2 **Wil** 9 **Cha** 1 **Per** 16
Attacks:
- Beak / Bite (3d6+1)
- Claw (2d8+2)

Special Traits:
- Flying

The largest bird to have ever existed. Fully grown, a Roc stands 50–60 feet tall, sports a wingspan of 200–300 feet, and weighs 8–10 tons, despite having hollow bones. It's thick plumage provides significant protection from attacks. With its great strength, it is not unknown for these carnivorous birds to snatch up horses, cattle, or even elephants in their talons.

Rocs tend to nest in relatively warm, fertile areas. Some will nest in drier climes (e.g., deserts), but these individuals tend to be more vulture-like in temperament and diet. A Roc egg is 4–7 feet in circumference; intact, these eggs can command prices up to 1,000 gp.

Satyr

Medium Beast (Humanoid Hybrid)
Alignment: Any
Protection: 0 [may wear armor]
Level: 1–4 1d8 hit points per level of ability
Attributes: **Str** 12 **Dex** 13 **Spd** 13 **Con** 10 **Int** 10 **Wil** 12 **Cha** 14 **Per** 12
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- Immune to charm spells and effects

Professions: Corsair, Enchanter, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

Satyr are humanoid hybrids: goat-like legs below a humanoid torso and upper body. Like most humanoid species, Satyr can advance in a few professions; the most common are Hunters and Magicians.

Satyr have a reputation (not entirely unearned) for being rather promiscuous; tales abound of these woodland tempters and temptresses taking advantage of young-adults in villages and towns situated near their homelands. Satyr are cunning and charming; but even the most vile of their species would not force themselves on anyone: their conquests are always willing participants (i.e., a Satyr would not use spells to induce compliance, although lies are not out of bounds).

Sprite

Small Beast (Sidhe; Unseelie)
Alignment: Neutral (tend toward evil)
Protection: 0
Level: 3–6 1d6 hit points per level of ability
Attributes: **Str** 6 **Dex** 18 **Spd** 17 **Con** 10 **Int** 14 **Wil** 11 **Cha** 16 **Per** 14

Attacks:
- Fist (1d2) [may wield weapons]

Special Traits:
- see below
- Elusive (-3)
- Flying
- Immune to non-magical weapons

Sprite is the generic term for the Sidhe of the Unseelie Court (e.g., Sidhe tending toward evil alignments). Although sprites are most often found in the 3–6 level range, some can advance much further. There are three forms of sprite, each with their own list of special abilities:

Air Sprite (Pixie, Sylph)
- Detect Magic (60 feet)
- Resistant to earth (stone) and air damage
- Spell-caster {Elemental Magic—Air spells}

Fire Sprite (Dokkaubi, Síth)
- Detect Magic (60 feet)
- Resistant to heat (fire) and cold (Ice; water) damage
- Spell-caster {Elemental Magic—Fire spells}

Spirit Sprite (Boggart, Ellyllon)
- Incorporeal
- Magic Resistance (20%, +5% per level of ability)
- Spell-caster {Enchantment}

Unicorn

Large Beast
Alignment: Neutral (Good)
Protection: 0 [may wear barding]
Level: 3–6 1d10+1 hit points per level of ability
Attributes: **Str** 18 **Dex** 12 **Spd** 17 **Con** 15 **Int** 4 **Wil** 14 **Cha** 2 **Per** 15

Attacks:
- Bite (1d4+1)
- Kick (1d6+3)
- Horn (1d8+3)

Special Traits:
- Detect Danger, Magic, and Spirits {60 feet}
- Immunity to poison
- Magic Resistance (35%, +5% per level of ability)
- Horn has magical powers

Unicorns appear as horses about the size of a Cavalry horse. Socially, unicorns are very much akin to pegasi (e.g., temperamental, solitary, relatively passive, trainable, and loyal). The horn of a unicorn is reputed to have many potential magical properties, above and beyond its use as a magical and alchemical ingredient. Given that unicorns are sometimes seen as insanely swift creatures, the horn could allow such things as passing through thickly wooded area as if it were clear terrain, or even short-range teleportation (Game Judge's ruling).

Wyvern

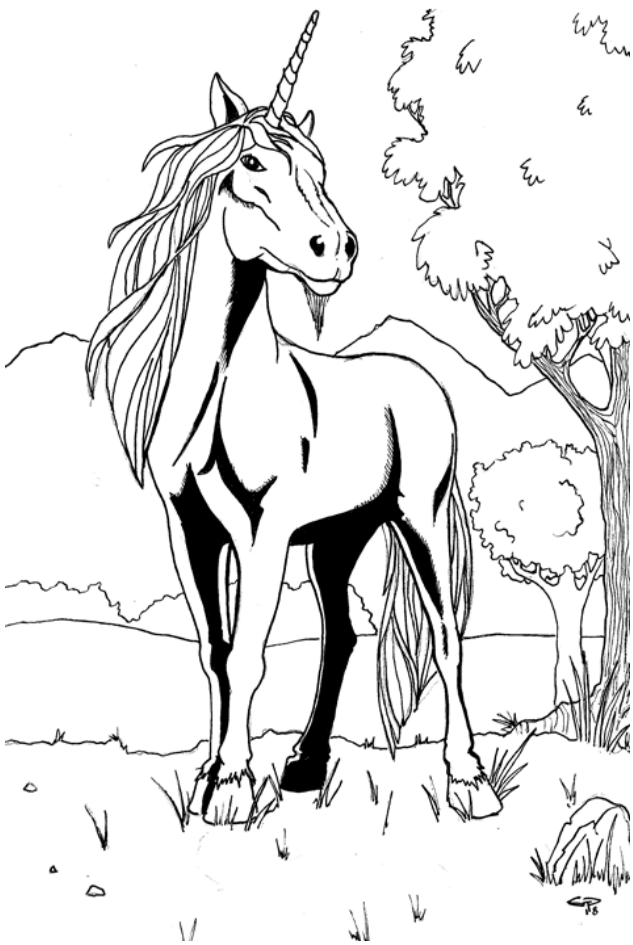
Large Beast (Dragon)
Alignment: Neutral (Evil)
Protection: 4
Level: 8–11 1d10+1 hit points per level of ability
Attributes: **Str** 13 **Dex** 14 **Spd** 15 **Con** 15 **Int** 5 **Wil** 13 **Cha** 5 **Per** 18

Attacks:
- Bite (1d8)
- Claw (1d10)
- Stinger (1d4) + Venom

Special Traits:
- Fire Breath (1d4 per level of ability) [2× per day] {90 feet line, 5 feet wide}
- Flying
- Immune to heat (fire), poison
- Immune to non-magical weapons

Not as large as a drake (10–12 feet in length, 800–1,500 pounds) and with a much more snake-like appearance, Wyverns are flying, fire-breathing dragons with long, venom-tipped tails reaching physical maturity in 120–160 years; old age sets in after about 3,000 years.

Like many dragon species, they tend to collect treasures and hoard them. Their nesting-dens can contain tons of collected material. Wyverns are more social and familial than most dragon species. When encountered in their dens, there will be 1–4 adults; never more than one adult male. Each female paired with a male will have 1–6 eggs and / or younglings about. Young wyverns range from small to medium-sized, and will be level of ability 2–7 depending upon their age.



Beast Templates

There are some beasts that are variations on animals or other beasts. Rather than list every animal with a dire-this and a giant-that version, the following templates can be applied to any beast, animal, or other creature to make a new form of that creature. Bear in mind, these are just guidelines and suggestions; the Game Judge is free to adjust these templates as desired.

Other templates exist: Otherworldly Creatures, Undead, etc.

Dark _____

Beast Template
Alignment: Shift to Evil
Protection: +1
Level: +1–4
Attributes: **Str** +0 **Dex** +4 **Spd** +4 **Con** +2
Int +0 **Wil** +2 **Cha** +0 **Per** +0

Attacks:
- Consume Soul

Special Traits:
- Aura of Magic
- Consume Soul
- Ill Fortune {120 feet}
- Magic Resistance (30%, +3% per level of ability)
- Talking

The dark template can only be applied to small, medium, or large creatures. A dark creature is one that has been touched by evil, perhaps a demon or devil. Dark creatures are evil incarnate, feeding on the souls of the helpless. Such creatures have an aura which can be seen with Detect Magic spells.

Individuals and creatures within 120 feet of the beast fall under an blanket of ill fortune (e.g., -2 on all saves, etc.). The exact effects of this pallor are situational (Game Judge's ruling). These creatures can speak, and will generally speak two or more languages.

When the creature attacks, at least one of its attacks will come with a ghostly flame which drains the subject of a point of Constitution. If the individual's Constitution score is reduced to 0, then the individual's soul is destroyed. Such individuals cannot pass into the next life or be raised from the dead. Lost Constitution is recovered at a rate of 1 point per day, at best (Game Judge's ruling).

Example: Dark Horse (Nightmare)

Large Beast (Animal)
Alignment: Neutral Evil
Protection: 1
Level: 6–9 1d10+1 hit points per level of ability
Attributes: **Str** 19 **Dex** 16 **Spd** 17 **Con** 15
Int 3 **Wil** 12 **Cha** 2 **Per** 15

Attacks:
- Bite (1d4+2)
- Kick (1d6+4) + Consume Soul
- Trample (3d6) + Consume Soul

Special Traits:
- Dark Traits
- Horse Traits

Dire _____

Beast Template
Alignment: Unchanged
Protection: +1
Level: +1–4
Attributes: **Str** +2 **Dex** +0 **Spd** +1 **Con** +2
Int +0 **Wil** +0 **Cha** +0 **Per** +1

Attacks:
- +1 damage to all attack modes (or +1 die type)

Special Traits:
- +5 save vs. INT, WIL, CHA
- Aura of Fear (save vs. WIL) {20 feet}
- Immune to control, fear effects

The dire template can only be applied to small, medium, or large predatory or hunting creatures (e.g., wolves). A dire creature is one that has been twisted by some disease or condition, or which has been bred (or cursed) to be highly aggressive. Dire creatures are fearless and are highly resistant to any attack targeting what is left of its mind. They cannot be controlled by any means.

Example: Dire Wolf

Medium Beast (Animal)
Alignment: Neutral
Protection: 2
Level: 3–6 1d6+1 hit points per level of ability
Attributes: **Str** 12 **Dex** 14 **Spd** 14 **Con** 15
Int 5 **Wil** 14 **Cha** 1 **Per** 20

Attacks:
- Bite (1d6)
- Claws (1d4)

Special Traits:
- Dire Traits
- Wolf Traits

Giant _____

Beast Template
Alignment: Unchanged
Protection: +2
Level: +1–4 Increase size by one category
Attributes: **Str** +4 **Dex** -2 **Spd** -2 **Con** +2
Int +0 **Wil** +0 **Cha** +0 **Per** +0
Attacks: (unchanged)

- Increase all damage by 1 die type, and / or add one die
- If creature becomes Large or Gigantic, add Trample or some other attack based on its mass.

The giant template can only be applied to small, medium, or large creatures. A giant creature is one that, either through magic or alchemy or selective breeding, has grown double or more its normal size (e.g., ×2 length, width, height; ×8 overall mass). Giant beasts are typically no more aggressive than their smaller kin; but this is not always the case. In all other respects, a giant creature is no different than its baseline cousin.

Example: Giant Ox

Gigantic Beast (Animal)
Alignment: Neutral
Protection: 3
Level: 4–7 1d12+3 hit points per level of ability
Attributes: **Str** 24 **Dex** 6 **Spd** 10 **Con** 18
Int 3 **Wil** 10 **Cha** 2 **Per** 12
Attacks:

- Butt (1d8+9)
- Trample (4d8)

Special Traits

- Giant Traits
- Ox Traits

Intelligent _____

Beast Template
Alignment: Any
Protection: +0
Level: +0
Attributes: **Str** +0 **Dex** +0 **Spd** +0 **Con** +0
Int 10+ **Wil** +0 **Cha** 6+ **Per** +0
Attacks: (unchanged)

- Unchanged

Special Traits:

- Talking

Professions: Game Judge's ruling

The Intelligent template can only be applied to creatures that have baseline Intelligence scores of 6 or less, and which have no access to professional levels. Intelligent creatures are those that have developed a human-like intellect. As such, they can learn skills. The professions they can enter into are dependent upon their overall attributes as well as physical limitations (e.g., no matter how smart a rat is, it cannot learn to wield a sword while lacking opposable thumbs). One of the primary effects of this template is to allow a creature that otherwise lacks the reasoning capacity to be a moral agent (i.e., creatures that have a Neutral alignment because they act on instinct rather than rational thought) to rise above such things and create philosophically complete rational. This may or may not indicate that the creature has a soul, and thus a True Name (Game Judge's ruling).

Example: Intelligent Baboon

Small Beast (Animal, Primate)
Alignment: Any
Protection: 0
Level: 2 1d6+2 hit points per level of ability
Attributes: **Str** 11 **Dex** 14 **Spd** 13 **Con** 16
Int 14 **Wil** 12 **Cha** 10 **Per** 14
Attacks:

- Bite (1d3)

Special Traits:

- Baboon Traits
- Intelligent Traits

Professions: Rogue, Shaman, Warrior

Mystical _____

Beast Template
Alignment: Shift to Good
Protection: +0
Level: +0
Attributes: **Str** +0 **Dex** +0 **Spd** +0 **Con** +0
Int +2 **Wil** +2 **Cha** 6+ **Per** +2
Attacks: (unchanged)

- Unchanged

Special Traits:

- Aura of Magic
- Good Fortune {120 feet}
- Magic Resistance (30%, +3% per level of ability)
- Spell-caster (limited) {Divine Magic or Mysticism}
- Talking

A mystical creature (sometimes called a Blessed creature) has been touched by something other-worldly; this could be a deity, Guardian or Sentinel, or some other power within the universe. Such creatures have an aura which can be seen with Detect Magic spells.

Individuals and creatures within 120 feet who have the same alignment of the mystical beast and have not threatened the creature fall under an blanket of good fortune (e.g., +2 on all saves, etc.). The exact effects of this protection are situational (Game Judge's ruling). These creatures can speak, and will generally speak two or more languages.

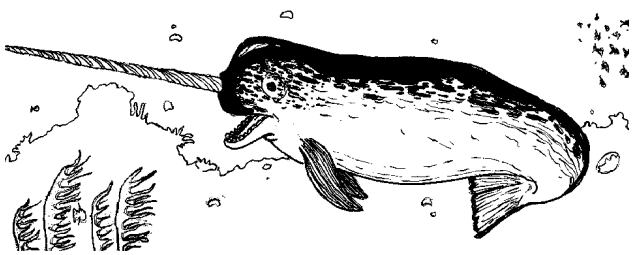
Example: Mystical Narwhal

Gigantic Beast (Aquatic Animal)
Alignment: Neutral Good
Protection: 1
Level: 4 1d12 hit points per level of ability
Attributes: **Str** 19 **Dex** 12 **Spd** 16 **Con** 14
Int 8 **Wil** 12 **Cha** 6 **Per** 16
Attacks:

- Bite (2d6+2)
- Horn (3d6) requires 10–15 feet swimming start

Special Traits:

- Mystical Traits
- Narwhal Traits



Constructs

Constructs (a.k.a., Automatons) include such things as golems and machina. Unlike undead, constructs were never living and are not made from living tissue (with the exception of the Necromantic golem).

Golems

Golems are statue-like humanoids made from inorganic materials. They may be imbued with a basic, sentient life either by alchemical or magical means (note: golems are not capable of independent thought). The stats for a golem depend upon two things: the material used to construct it, and the amount of material used. Golems have the following characteristics in addition to any listed:

- Fixed Hit points (as constructs, a golem's hit points are not determined by die rolls; they are fixed per level)
- Immunity to non-magical weapons.
- Immunity to poisons.
- Immunity to magical control.
- One attack per combat round.

Golems can be programmed to retain up to three simple commands (e.g., let no one pass through this door, destroy any intruder who enters) If no commands are programmed into the construct, it will obey any command given to it by its master, as long as the master is present.

Golem, Clay

Medium-sized Construct
Alignment: Neutral (no free will)
Protection: 4
Level: 5–10 5 hp per level
Attributes: **Str** 11+ **Dex** 8 **Spd** 8 **Con** 12
Int 3 **Wil** 1 **Cha** 1 **Per** 10
Attacks:
- Fist (2d6) [STR] [may wield weapons]

Special Attributes:
- Golem Traits
- Immune to spells that do not affect earth

Clay Golems stand between 3 and 8 feet tall. Level of ability is 2; +1 per foot in height. Strength is 8; +1 per foot in height.

Golem, Metal

Large Construct
Alignment: Neutral (no free will)
Protection: 6
Level: 11–18 7 hp per level
Attributes: **Str** 15+ **Dex** 8 **Spd** 8 **Con** 12
Int 3 **Wil** 1 **Cha** 1 **Per** 10
Attacks:
- Fist (2d10) [STR] [may wield weapons]

Special Attributes:
- Immune to spells that do not affect metal

Metal Golems stand between 5 and 12 feet tall. Level of ability is 6; +1 per foot in height. Strength is 10; +1 per foot in height.

Golem, Necromantic

Medium-sized Construct
Alignment: Neutral (no free will)
Protection: 3
Level: 6–9 5 hp per level
Attributes: **Str** 12+ **Dex** 9 **Spd** 9 **Con** 12
Int 3 **Wil** 1 **Cha** 1 **Per** 10
Attacks:
- Fist (2d6) [STR] [may wield weapons]

Special Attributes:
- Golem Traits
- Controlled via a graven image
- Magic Resistance (15%; +2% per level of ability)

Necromantic Golems stand between 5 and 8 feet tall. Level of ability is 1; +1 per foot in height. Strength is 7; +1 per foot in height.

Golem, Stone

Large Construct
Alignment: Neutral (no free will)
Protection: 5
Level: 8–14 6 hp per level
Attributes: **Str** 13+ **Dex** 8 **Spd** 8 **Con** 12
Int 3 **Wil** 1 **Cha** 1 **Per** 10
Attacks:
- Fist (2d8) [STR] [may wield weapons]

Special Attributes:
- Golem Traits
- Immune to spells that do not affect stone

Stone Golems stand between 4 and 10 feet tall. Level of ability is 4; +1 per foot in height. Strength is 9; +1 per foot in height.

Living Statues

Living Statues have the same characteristics as stone golems, except they may be sculpted into any form desired. They have no size limitations and can be quite elaborate. Mythical creatures such as manticores, hippogriffs, and unicorns are popular; gargoyles have long been a favorite. Appropriately fashioned living statues (i.e., with wings) can be given limited powers of flight by adding 12 ounces of flying potion to the base materials.

Living Statues have the same number of attacks, deal the same damage, and so on as the creatures after which they are fashioned. Movement, however, is only half normal due to the additional mass. It is not possible to construct a living statue without the aid of a skilled sculptor.

Machina

Machina are, at their core, Metal Golems constructed with the ideals of a Living Statue. They have fewer hit points than Metal Golems due to the intricacy involved. The mechanical apparatus of these constructs are designed in such a way as to mimic the abilities of the creatures they resemble (e.g., attributes, level, attacks, movement). All machina are made from iron. Machina have the following characteristics in addition to any listed:

- Standard Golem characteristics
- Immunity to heat / cold

Machina can be programmed to retain up to three simple commands (e.g., let no one pass through this door, destroy any intruder who enters). If no commands are programmed into the construct, it will obey any command given to it by its master, as long as the master is present.

Iron Cobra

Small Construct
Alignment: Neutral (no free will)
Protection: 4
Level: 8 5 hp per level (40 hp)
Attributes: **Str** 6 **Dex** 15 **Spd** 14 **Con** 12
Int 3 **Wil** 1 **Cha** 1 **Per** 10
Attacks:
- Bite (1d8) + Venom
- Spit (—) + Venom {20 feet}

Iron Cobras are machina *Venomous Snakes*. They have a mechanism to spray venom or deliver a poisonous bite (enough for 10 sprays or 20 bites).

Iron Constrictor: Iron Constructors are machina non-venomous snakes. Remove the poison delivery system and add material to the body. It grapples for 1d12 damage per combat round.

Iron Dragon

Large Construct
Alignment: Neutral (no free will)
Protection: 6
Level: 12 5 hp per level (60 hp)
Attributes: **Str** 18 **Dex** 10 **Spd** 10 **Con** 12
Int 3 **Wil** 1 **Cha** 1 **Per** 10
Attacks:
- Bite (2d10)
- Claws ×2 (1d8)

Special Attributes
- Fire Breath (12d6) [3×] {60 feet cone}

Iron Dragons are machina *Dragons*. They have a mechanism enabling them to breathe fire which can hold enough for 3 breath attacks.

Flying Dragon: the machina *Flying Dragon* is more costly, but has the same basic stats. If it suffers 45 points of damage or more it can no longer fly.

Iron Horse

Large Construct
Alignment: Neutral (no free will)
Protection: 6
Level: 6 5 hp per level (30 hp)
Attributes: **Str** 20 **Dex** 7 **Spd** 20 **Con** 12
Int 3 **Wil** 1 **Cha** 1 **Per** 10
Attacks:
- Kick (2d6+5)
- Bite (1d3+2)

Iron Horses are machina *Heavy Warhorses*. Iron horses have a normal encumbrance limit of 5,000 pounds.

Winged Iron Horse: these are machina *Pegasi*. A Winged Iron Horse is level 7 (35 hp), but if it suffers 25 points of damage or more it can no longer fly.

Iron Spider

Small Construct
Alignment: Neutral (no free will)
Protection: 4
Level: 8 5 hp per level (40 hp)
Attributes: **Str** 4 **Dex** 15 **Spd** 12 **Con** 12
Int 3 **Wil** 1 **Cha** 1 **Per** 10
Attacks:
- Bite (1d8) + Venom

Iron Spiders are machina *Giant Spiders*. They have a mechanism enabling them to spin up to 100 square feet of metal webbing, and to deliver a poisonous bite (enough for 20 bites).

Iron Scorpion: Iron Scorpions are similar to spiders, except that they have no web mechanism. Add a stinger to house the poison delivery system (sting deals 1d8 + venom); bite deals 1d6.

Elementals

The creatures of the elemental planes (Air, Earth, Fire, and Water) are, in some ways, similar to the various spirit beings. Each plane has its own ecology; as such, the creatures share many traits (just as animals of the Prime Material plane all obey the same basic rules of life). There are two broad classifications of elemental: *lesser*, and *true*.

Elementals are summoned via Summon Elemental I (Lesser Elementals) or Summon Elemental II (True Elementals). They may be bound into a single service which cannot require more than an hour of time to complete. Lesser Elementals are roughly human sized (4–8 feet tall); True Elementals are much larger (16–24 feet tall).

Air Elementals

Sylphs and Sylvestri can take on many forms, appearing as a towering column of wind, or as an animated collection of cloud-like elements. When they speak, it sounds like air rushing through a tunnel, or echoing off the walls of a distant cave. As non-solid forms, their have no effective strength score. When they attack directly (as opposed to using Air spells), they create a localized vacuum around their target. This requires no to-hit roll; the subject is allowed a save vs. DEX. Failure indicates the vacuum was formed around the subject who will then suffer the listed damage each combat round following until the elemental releases them or has its concentration broken (i.e., suffers damage in combat). All Air Elementals have the following special abilities:

- Flying
- Immune to air-based damage and effects
- Immune to disease, poisons, and venom
- Immune to non-magical weapons
- Insubstantial (immune to most physical attacks)
- Magic Resistance (30%, +3% per level of ability)
- Spell-caster (Elemental spells of Air)

Lesser (Sylph)

Medium Lesser Elemental (Air)
Alignment: Chaotic
Protection: 0 [insubstantial]
Level: 5–12 1d8+4 hit points per level of ability
Attributes: **Str** — **Dex** 17 **Spd** 22 **Con** 19 **Int** 14 **Wil** 16 **Cha** 7 **Per** 19
Attacks:
- Suffocation (1d6 per combat round) {60 feet range}

Special Traits:
- Air Elemental Traits
- Control Winds {2 miles diameter per level of ability}

Sylph can control winds at will, calming them, changing their direction, or increasing their strength into hurricane strengths.

True (Sylvestris)

Gigantic True Elemental (Air)
Alignment: Chaotic
Protection: 0 [insubstantial]
Level: 13–20 1d12+7 hit points per level of ability
Attributes: **Str** — **Dex** 15 **Spd** 24 **Con** 22 **Int** 19 **Wil** 20 **Cha** 9 **Per** 22
Attacks:
- Suffocation (1d10 per combat round) {120 feet range}
- Whirlwind (3d8) {120 feet range; 30 feet diameter}

Special Traits:
- Air Elemental Traits
- Control Weather {5 miles diameter per level of ability}

Sylvestri can control the weather at will, creating calm conditions or calling forth drenching rains, storms, etc.

Earth Elementals

Pygmies and Gnomes are typically humanoid in shape, made of stone with earthen joints. Their voices are gravelly, hoarse and booming. They are the strongest of the elementals and will often use this great strength in combat (e.g., throwing rocks, pushing over towers, etc.).

When they attack directly, they tend to punch things into submission; Pygmies are known to use weapons (e.g., swords, axes) which, when combined with their great strength, can be frighteningly effective.

Earth Elementals have the following special abilities.

- Immune to earth and stone-based damage and effects
- Immune to disease, poisons, and venom
- Immune to non-magical weapons
- Magic Resistance (30%, +3% per level of ability)
- Pass through earth and stone
- Spell-caster (Elemental spells of Earth and Stone)

Lesser (Pygmy)

Medium Lesser Elemental (Earth)
Alignment: Chaotic
Protection: 4
Level: 5–12 1d8+5 hit points per level of ability
Attributes: **Str** 22 **Dex** 14 **Spd** 16 **Con** 20
Int 12 **Wil** 16 **Cha** 6 **Per** 17

Attacks:
- Fists (1d3+7) [may wield weapons]

Special Traits:
- Earth Elemental Traits
- Regeneration (1 hit point per minute; ×2 if below ground)

True (Gnome)

Gigantic True Elemental (Earth)
Alignment: Chaotic
Protection: 7
Level: 13–20 1d12+9 hit points per level of ability
Attributes: **Str** 25 **Dex** 13 **Spd** 18 **Con** 24
Int 15 **Wil** 20 **Cha** 8 **Per** 19

Attacks:
- Fists (1d6+10) [may wield *very large* weapons]

Special Traits:
- Earth Elemental Traits
- Regeneration (2 hit points per minute; ×2 if below ground)

Fire Elementals

Salamanders and Volcani can take on many forms, appearing as a towering column of fire and smoke, or as an animated collection of dancing flames in a humanoid form. When they speak, it sounds like crackling embers. As non-solid forms, their have no effective strength score.

When they attack directly (as opposed to using Fire spells), they can release a bolt of fire which is incredibly hot and can set fire to flammable materials.

Fire Elementals all have the following special abilities:

- Flying
- Immune to heat and fire-based damage and effects
- Immune to disease, poisons, and venom
- Immune to non-magical weapons
- Insubstantial (immune to most physical attacks)
- Magic Resistance (30%, +3% per level of ability)
- Spell-caster (Elemental spells of Fire)

Lesser (Salamander)

Medium Lesser Elemental (Fire)
Alignment: Chaotic
Protection: 0 [insubstantial]
Level: 5–12 1d8+3 hit points per level of ability
Attributes: **Str** — **Dex** 18 **Spd** 20 **Con** 18
Int 12 **Wil** 17 **Cha** 5 **Per** 20
Attacks:
- Flame Bolt (2d6) {60 feet}

Special Traits:
- Fire Elemental Traits
- Circle of Fire (1d4 per level of ability) [3× per day] {60 feet diameter}

Three times per day a salamander can erupt, creating a circle of fire dealing damage to all within the area of effect.

True (Volcanus)

Gigantic True Elemental (Fire)
Alignment: Chaotic
Protection: 0 [insubstantial]
Level: 13–20 1d12+6 hit points per level of ability
Attributes: **Str** — **Dex** 15 **Spd** 24 **Con** 21
Int 15 **Wil** 21 **Cha** 7 **Per** 23
Attacks:
- Flame Bolt (3d8) {120 feet}

Special Traits:
- Fire Elemental Traits
- Circle of Fire (1d6 per level of ability) [4× per day] {120 feet diameter}

Four times per day a volcanus can erupt, creating a circle of fire dealing damage to all within the area of effect.

Water Elementals

Undines and Rusalkas are typically humanoid in shape, made of swirling water and / or ice. Their voices are deep and haunting.

When they attack directly, they tend to punch things into submission; Undines are known to use weapons (e.g., spears, tridents) which, when combined with their great strength, can be frighteningly effective.

Water Elementals have the following special abilities:

- Fluid (resistant to most physical attacks)
- Immune to water and cold-based damage and effects
- Immune to disease, poisons, and venom
- Immune to non-magical weapons
- Magic Resistance (30%, +3% per level of ability)
- Swimming
- Spell-caster (Elemental spells of Water and Ice)

Lesser (Undine)

Medium Lesser Elemental (Water)
Alignment: Chaotic
Protection: 1
Level: 5–12 1d8+7 hit points per level of ability
Attributes: **Str** 20 **Dex** 15 **Spd** 15 **Con** 22
Int 12 **Wil** 16 **Cha** 7 **Per** 17

Attacks:
- Fists (1d3+5) [may wield weapons]

Special Traits:
- Water Elemental Traits
- Giant Growth [1× per day] {1d4 minutes}

Undines can, while in a large body of water, grow to five times their normal size for 1d4 minutes. The additional mass does not increase the creature's hit points, but it does increase their fist-damage by ×5 (5d3+25) and their protection to 3. At this size, an undine can capsize a small-to-medium sized water craft.

True (Rusalka)

Gigantic True Elemental (Water)
Alignment: Chaotic
Protection: 3
Level: 13–20 1d12+10 hit points per level of ability
Attributes: **Str** 24 **Dex** 14 **Spd** 16 **Con** 25
Int 15 **Wil** 20 **Cha** 9 **Per** 19

Attacks:
- Fists (1d6+9) [may wield *very large* weapons]

Special Traits:
- Water Elemental Traits
- Giant Growth [2× per day] {2d4 minutes}

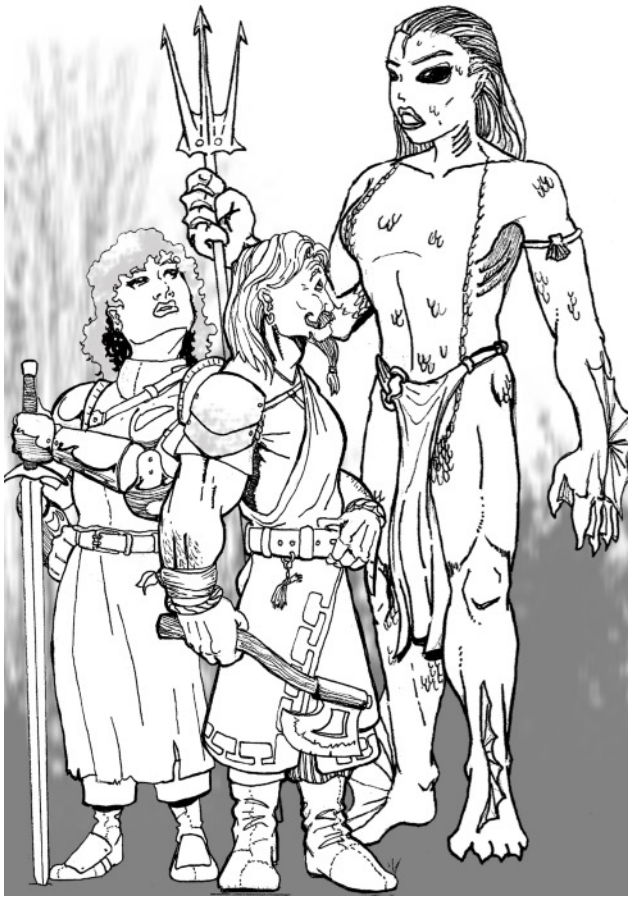
Rusalka can, while in a large body of water, grow to ten times their normal size for 2d4 minutes. The additional mass does not increase the creature's hit points, but it does increase their fist-damage by ×10 (10d6+90) and their protection to 5. At this size, a rasulka can capsize even the largest water craft.

Giants

Giants come in many forms, ranging from the 'large humans' to monstrosities that go from large to gigantic sizes. By definition, no giant falls into a size category less than medium-sized (and when they do, they fall into the upper-end of that spectrum).

The various sizes of giants are (in order from smallest to largest; heights and weights are median averages for a healthy adult):

Giant Type	Strength (range)	Height (feet)	Weight (pounds)
Aesir	6–19	7	350
Hobgoblin	8–19	7½	425
Lemure	10–20	8	525
Ogre	12–20	8½	625
Fomorian	14–21	9	750
Yeti	15–21	9½	875
Cyclops	16–22	10	1,000
Swamp Troll	17–22	11	1,500
Aegir	18–23	12	2,000
Cave Troll	19–23	14	3,000
Jotun	20–24	16	4,000
Mountain Troll	21–24	18	5,500
Rock Troll	22–25	20	8,000
Titan	23–25	25	15,000



All giant races are also humanoid (they advance via professions). The standard rules for such advancement, as it applies to humanoid races, apply to Giants. The vast majority of Giants encountered will be Warriors.

Large humanoids calculate hit points as normal and adjust this by ×⅔ (+33%). Gigantic humanoids calculate hit points as normal and adjust this by ×2. These are the inverses of the small and diminutive adjustments.

Large and gigantic giants can, and often do, hurl large rocks as weapons. The mass of rock that a giant can throw is based on the giant's Strength and size (in other words, Strength 20 on a giant that weighs 500 pounds is not the same as Strength 20 on a giant that weighs 1,000 pounds). Each giant has a listed boulder damage and range listed in the attacks section; such attacks are area-effect (the damage is dealt to all individuals within 10 feet of the impact site). The Game Judge should allow a save vs. DEX (½ damage).

Aegir

Gigantic Giant (Humanoid)
Alignment: Any (most common is Chaotic)
Protection: 2
Level: 8 as player character
Attributes: **Str** 22 **Dex** 15 **Spd** 14 **Con** 15 **Int** 4 **Wil** 16 **Cha** 2 **Per** 16
Attacks:
- Claws (1d8+7) [can wield weapons]
- Trident, Giant (2d8+7)
- Boulder (4d6) {Strength × 6 feet}

Special Traits:
- Control Animals (Fish)
- Dark Vision (250 feet)
- Resistant to cold (ice) damage
- Semi-Aquatic; Swimming
- Silent Communication

Professions: Corsair, Hunter, Necromancer, Priest, Rogue, Scholar, Shaman, Warrior

Aegir are semi-aquatic (i.e., they have gills and can breathe under-water; they can breathe air for limited amounts of time—up to 20 minutes per point of Constitution, plus 20 minutes per level of ability). Their hands and feet have fin-like flaps of skin. They prefer the depths, where the light does not come; since they can see in absolute darkness, granting them great advantage.

Aesir

Medium Giant (Humanoid)
Alignment: Any
Protection: 0
Level: — as player character
Attributes: **Str** 18 **Dex** 9 **Spd** 8 **Con** 12 **Int** 9 **Wil** 12 **Cha** 12 **Per** 11
Attacks:
- Fist (1d3+3) [may wield weapons] {see below}

Special Traits:
- +1 save vs. STR (+1 per 3 levels *gained*)
- +1 save vs. CON
- +1 damage per attack (due to great size)

Professions: Corsair, Gladiator, Hunter, Necromancer, Priest, Rogue, Scholar, Shaman, Warrior

The smallest of the giant races; see *Character Creation*.

Cyclops

Large Giant (Humanoid)
Alignment: Any (most common is Chaotic)
Protection: 0
Level: 6 as player character
Attributes: **Str** 21 **Dex** 12 **Spd** 12 **Con** 15
Int 6 **Wil** 14 **Cha** 4 **Per** 8
Attacks:
- Fist (1d6+6) [may wield weapons]
- Club, Giant (2d6+6)
- Boulder (4d6) {Strength × 6 feet}

Special Traits:
- Poor Vision (no depth perception)
- Skills: Blind Fighting; Craft (Blacksmith)
- Spell-caster {Enchantment}

Professions: Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

Cyclops appear as huge humans in feature and proportion, excepting the single large eye that sits directly above their nose. Most believe them to be an offshoot of (cursed?) Titans. Given that they are all skilled blacksmiths—no matter what other trade they may study—and they all seem to be in the employ of one or more Titans, this could certainly be the case. They have been regarded by many to be the finest forgers of enchanted items known. Their lack of depth perception means that they suffer a -2 penalty on all ranged to-hit rolls, and an additional -1 penalty per full 50 feet of range.

Eldjotnar (Fire Giant)

Gigantic Giant (Humanoid)
Alignment: Any (most common is Evil)
Protection: 2
Level: 7–12 as player character
Attributes: **Str** 23 **Dex** 11 **Spd** 13 **Con** 16
Int 11 **Wil** 14 **Cha** 8 **Per** 14
Attacks:
- Fist (1d8+8) [may wield weapons]
- Club, Giant (2d6+8)
- Boulder (5d6) {Strength × 8 feet}

Special Traits:
- Dark Vision (250 feet)
- Flame Touch (2d12) {3× per day}
- Immune to heat (fire) damage
- Immune to diseases, poisons, toxins, etc.

Professions: Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

Eldjotnar, these days, are rumor and speculation. They were a race of giants from Jotunheim (see *Jotun*) that were at war with the Jotun for thousands of years. The ancient writings suggest that Jotunheim was once a fertile place, and that the Jotun may have destroyed their whole world in that war. Perhaps extinct; if they remain, they are very few.

Fomorian

Large Giant (Humanoid)
Alignment: Any (most common is Lawful)
Protection: 1
Level: 4 as player character
Attributes: **Str** 20 **Dex** 10 **Spd** 10 **Con** 14
Int 10 **Wil** 9 **Cha** 10 **Per** 12
Attacks:
- Fist (1d4+5) [may wield weapons]
- Horns (1d6+5)
- Boulder (3d6) {Strength × 4 feet}

Special Traits:
- Detect Magic (30 feet) [sight]
- Keen Smell
- Skills: any three Combat or Thieving skills

Professions: Corsair, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

The mythology of the origin of the Fomorians is rife with contradictions and misleading tales. What can be said with some certainty is that they have huge, goat-like heads with curled horns which they will often use in combat. Some claim that the Fomorians were once a thriving race that stretched across the known world and dominated the seas with their mighty ships of war. Although none can say for sure, the race does produce some Corsairs.

Every few generations, a Fomorian runt is born. This individual is generally around six feet tall (typical Strength score of 13; other attributes as per a standard Fomorian). These individuals will often act as diplomats, similar to how Selkie are used with Tritons.

Hobgoblin

Medium Giant (Humanoid)
Alignment: Any (most common is Chaotic (Evil))
Protection: 0
Level: 1 as player character
Attributes: **Str** 18 **Dex** 8 **Spd** 9 **Con** 13
Int 7 **Wil** 13 **Cha** 6 **Per** 10
Attacks:
- Fist (1d3+3) [may wield weapons]

Special Traits:
- +2 save vs. STR, CON
- +1 damage per attack (due to great size)

Professions: Corsair, Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

The larger, less sophisticated cousins of Goblins. Still, not as barbaric as ogres; Hobgoblins are large, brutish creatures that live in small familial groups called *clutches* (2–16 adults, and two-to-five children per adult pair). Most are run by a mid-level Warrior. Treat larger clutches (a.k.a., *clans*) as 2–5 clutches that have merged.

Jotun (Frost Giant)

Gigantic Giant (Humanoid)
Alignment: Any (most common is Evil)
Protection: 2
Level: 10 as player character
Attributes: **Str** 23 **Dex** 11 **Spd** 13 **Con** 16
Int 11 **Wil** 14 **Cha** 8 **Per** 14
Attacks:
- Fist (1d8+8) [may wield weapons]
- Club, Giant (2d6+8)
- Boulder (5d6) {Strength × 8 feet}

Special Traits:
- Dark Vision (250 feet)
- Frost Touch (2d12) {3× per day}
- Immune to cold (ice) damage
- Immune to diseases, poisons, toxins, etc.

Professions: Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

The Jotun (a.k.a., Frost Giants) are a race not of the Prime Material plane; their home plane (Jotunheim) is a permafrost realm of eternal twilight. They are the elder, more barbaric cousins of the Aesir. Several gates were opened in the ancient times between the material world and Jotunheim; those gates remain open to this day.

Lemure (Sasquatch)

Large Giant (Humanoid)
Alignment: Any (most common is Neutral)
Protection: 1
Level: 2 as player character
Attributes: **Str** 19 **Dex** 14 **Spd** 13 **Con** 15
Int 8 **Wil** 10 **Cha** 9 **Per** 14
Attacks:
- Fist (1d4+4) [may wield weapons]
- Club, Giant (2d6+4)
- Boulder (2d6) {Strength × 2 feet}

Special Traits:
- Brachiator
- Immune to poisons and venoms
- Skills: Hide in Shadows (75%); Naturalism (+4); Stealth (95%)

Professions: Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

Lemure are social and passive creatures most often found in deep jungles, dark woods, and other lush and remote locations. They are suspicious of the civilized races and, rather than confronting them, chose to form their villages far from the prying eyes of such war-like peoples. Many a skilled tracker or druid has walked within 100 feet of a thriving village of Lemure and never known it was there.

> **Note**: The stealth skills of a Lemure only apply in wooded areas (e.g., forests, jungles).

Lemure are brachiators, meaning that they often move by swinging through trees using branches, vines, and other elements to pass from tree to tree without ever touching the ground. This can be treated as a very limited form of flight.

Lemure organize themselves into matriarchal tribal villages (10–100 adults; one-to-two children per adult pair). They are content to leave any and all alone until they feel threatened. They are organized and can quickly become a unified fighting force if needed. As large creatures, they tend to wield club and mace-like weapons of terrible mass and destructive power.

It is possible that the Lemure and the Yeti are the same species, adapted to their respective climes; if the Game Judge rules this to be the case, reduce the size of the Yeti to be more in line with the Lemure.

Ogre

Large Giant (Humanoid)
Alignment: Any (most common is Chaotic)
Protection: 0
Level: 3 as player character
Attributes: **Str** 19 **Dex** 12 **Spd** 14 **Con** 15
Int 7 **Wil** 13 **Cha** 4 **Per** 10

Attacks:
- Fist (1d4+4) [may wield weapon]
- Club, Giant (2d6+4)
- Boulder (3d6) {Strength × 4 feet}

Special Traits:
- Berserker Rage (20%) {3d6 combat rounds}

Professions: Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

Ogres are larger, more barbaric cousins of Goblins and Hobgoblins. They do not tend to have societies of their own, but will often be found living among Goblins and / or Nethermen (occupying the lowest strata of society, employed as muscle, etc.). When found in more remote locations, they will live in swamps, or other areas where they will survive by hunting and foraging in the surrounding areas. Although not all Ogres are evil, most civilized cultures see them as dangerous, foul creatures; as a result, just being an Ogre is a capital crime in most kingdoms.

One trait that does seem problematic is that about 20% of the Ogre population are berserkers.

Berserker Rage: After any combat round where a berserker Ogre has been injured, he or she must save vs. WIL. Failure indicates that the Ogre enters into a blind rage and will attack any and all targets within range. This condition will last for 3d6 combat rounds. During the time, the Ogre gains the following traits:

- +1 Strength (maximum 21)
- +1 attack per combat round
- +2 damage per attack
- +1d4 temporary hit points per level of ability
- Immune to mental attacks and effects (e.g., charm, fear)

Titan (Cloud Giant)

Gigantic Giant (Humanoid)
Alignment: Any
Protection: 4
Level: 13 as player character
Attributes: **Str** 25 **Dex** 14 **Spd** 16 **Con** 20
Int 14 **Wil** 14 **Cha** 10 **Per** 16

Attacks:
- Fist (1d10+10) [may wield weapons]
- Club, Giant (2d10+10)
- Boulder (7d6) {Strength × 12 feet}

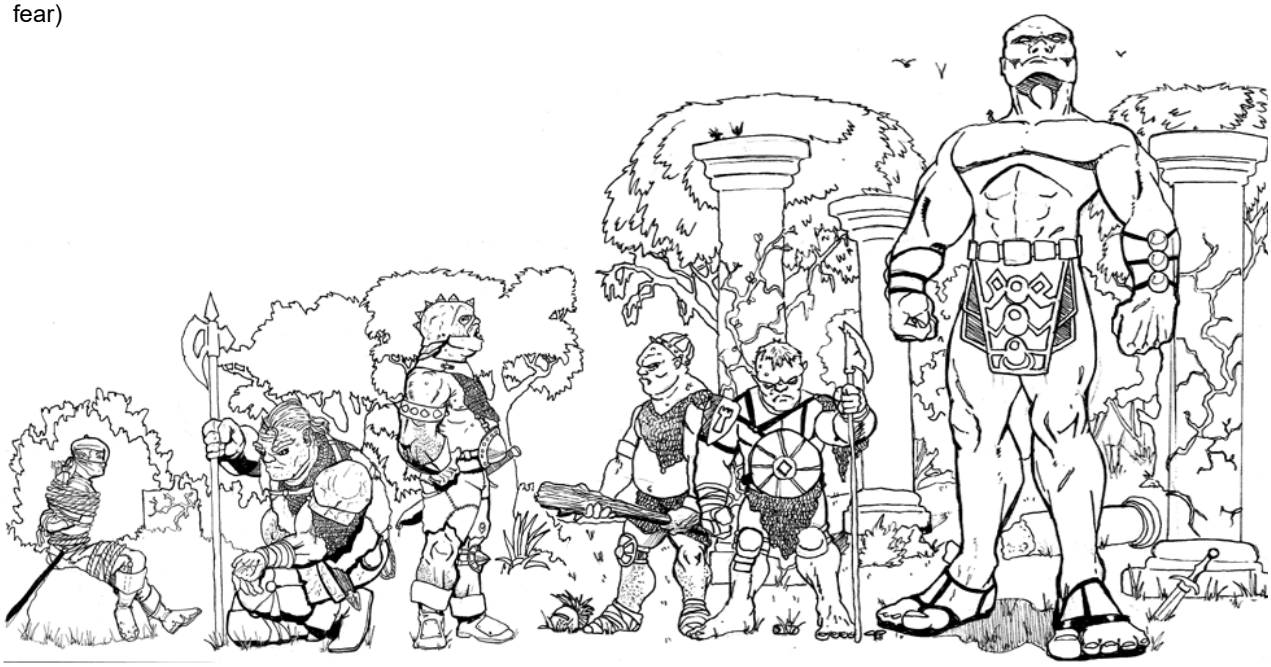
Special Traits:
- Detect Magic (60 feet) [sight]
- Immortal
- Immune to diseases, poisons, venoms, etc.
- Magic Resistance (20%, +3% per level of ability)

Professions: Any

Easily the most powerful of the Giants would be the Titans. They are intelligent, immortal, and massive. They can learn and advance in any profession (on top of their raw power). There are those that believe—with good reason—that they were here before the gods and may have even been involved in their creation. The myths of many gods include Titans as parents.

Many of the myths surrounding the Titans involve feats of strength (i.e., a titan that supports the weight of the world upon his or her shoulders). As such, a Game Judge may rule that the strength of a Titan (or certain Titans) falls outside the scope and scale of the game system. In other words, it is possible to view Titans as Gods (or God-like).

If they are to be treated as Deific-level creatures, then any and all stats for individual Titans should be left un-set; such creatures are, in fact, plot devices and mundane characteristics (e.g., hit points, skill levels) no longer apply. They can do what the Game Judge needs them to be able to do; they cannot do what the Game Judge needs them to be unable to do.



Yeti

Large Giant (Humanoid)
Alignment: Any (most common is Neutral)
Protection: 2
Level: 5 as player character
Attributes: **Str** 20 **Dex** 14 **Spd** 13 **Con** 16
Int 7 **Wil** 13 **Cha** 6 **Per** 15
Attacks:

- Claws (1d6+5) [may wield weapons]
- Club, Giant (2d6+5)

Special Traits:

- Berserker Rage {4d4 combat rounds}
- Leaping / Jumping
- Resistant to cold (ice) damage
- Skills: Hide in Shadows (75%); Naturalism (+4); Stealth (95%)

Professions: Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

Yeti are native to the frozen wastes, ice and snow covered tundra where their white-fur hide blends in making them nearly invisible in the right conditions. Those who study species (e.g., Alchemists, Thaumaturges) are in disagreement as to the relationship of the Yeti to other species. Some claim that the Yeti is an adaptation of the Lemure; other claim they are an offshoot of the Ogre. Either way, these beasts can be terrifying to behold.

Note: The stealth skills of a Yeti only apply in permafrost (e.g., glacial regions, tundra).

Yeti have an uncanny ability to leap. Leaping distance for these creatures is:

- **Horizontal Leap** (long-jump): Dexterity ×1½ feet.
- **Vertical Leap** (high-jump): Dexterity ×1 feet.

Any drop from a distance of less than Dexterity ×2 feet, so long as the Yeti is in control of the jump, deals no damage. As such, it is not uncommon for these beasts to leap down from rock-faces and attack. These attacks are considered kicks (1d8+5) with an additional 1d4 damage per 5 feet of drop. The victim will also need to save vs. DEX or be knocked to the ground.

Berserker Rage: all Yeti are berserkers. After any combat round where the Yeti has been injured, he or she must save vs. WIL. Failure indicates that the Yeti enters into a blind rage and will attack any and all targets within range. This condition will last for 4d4 combat rounds. During the time, the Yeti gains the following traits:

- +1 Strength (maximum 22)
- +1 attack per combat round
- +3 damage per attack
- +1d6 temporary hit points per level of ability
- Immune to mental attacks and effects (e.g., charm, fear)

Trolls

Trolls are a diverse group of creatures that are often not recognized as being a part of a family of species; as such, they are often called by the less common *earth*-based names (e.g., Hill Giant, Mountain Giant, Stone Giant).

Trolls are scavengers, looters, and pests to the regions in which they find themselves. Most civilized societies see them as little more than animals.

Troll, Cave (Hill Giant)

Gigantic Giant (Humanoid)
Alignment: Any (most common is Chaotic)
Protection: 2
Level: 9 as player character
Attributes: **Str** 22 **Dex** 9 **Spd** 10 **Con** 19
Int 7 **Wil** 16 **Cha** 8 **Per** 12
Attacks:
- Fist (1d6+7) [may wield weapons]
- Club, Giant (2d6+7)
- Boulder (5d6) {Strength × 8 feet}

Special Traits:
- Regeneration (2 hit points per combat round)

Professions: Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

The most basic, and most common troll, Cave Trolls are usually found under ground. Far more intelligent than most trolls, they have been known to make camp near a bridge or a narrow mountain pass and demand payment (e.g., food) from any who wish to pass unharmed. If paid, they will tend to leave the travelers alone.

Troll, Mountain (Mountain Giant)

Gigantic Giant (Humanoid)
Alignment: Any (most common is Chaotic)
Protection: 2
Level: 11 as player character
Attributes: **Str** 23 **Dex** 12 **Spd** 8 **Con** 17
Int 5 **Wil** 12 **Cha** 3 **Per** 10
Attacks:
- Fist (1d8+8) [may wield weapons]
- Club, Giant (2d8+8)
- Boulder (5d6) {Strength × 8 feet}

Special Traits:
- Regeneration (3 hit points per combat round)

Professions: Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

Mountain Trolls live within the upper reaches of very tall mountain peaks. Their size and strength allow them to throw enormous rocks great distances (up to 3 feet per point of Strength); the damage from these rocks will vary based on the size but will range from 2d6 to 6d6 damage.

Troll, Rock (Stone Giant)

Gigantic Giant (Humanoid)
Alignment: Any (most common is Chaotic)
Protection: 1
Level: 12 as player character
Attributes: **Str** 24 **Dex** 10 **Spd** 7 **Con** 20
Int 5 **Wil** 16 **Cha** 6 **Per** 16
Attacks:
- Fist (1d10+9) [may wield weapons]
- Club, Giant (2d10+9)
- Boulder (6d6) {Strength × 10 feet}

Special Traits:
- Immune to spells which do not target earth and stone
- Pass-through-Stone
- Regeneration (3 hit points per combat round)
- Stone-skin (2d6 minutes) {3× per day}

Professions: Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

Rock Trolls live exclusively under ground. They can pass through rock and stone, moving at a rate of about 25% normal walking speed when they do. They can, if they wish, remain within the stone for up to 30 minutes per point of Constitution. Three times per day, a Rock Troll can turn his or her skin into stone, granting the creature a temporary protection value of 6; this lasts one minute per point of Wil.

Troll, Swamp (Marsh Giant)

Large Giant (Humanoid)
Alignment: Any (most common is Evil)
Protection: 3
Level: 7 as player character
Attributes: **Str** 21 **Dex** 10 **Spd** 12 **Con** 17
Int 5 **Wil** 9 **Cha** 2 **Per** 10
Attacks:
- Fist (1d6+6) [may wield weapons]
- Club, Giant (2d6+6)
- Boulder (4d6) {Strength × 6 feet}

Special Traits:
- Dark Vision (125 feet)
- Regeneration (2 hit points per combat round)
- Semi-Aquatic; Swimming

Professions: Corsair, Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior

Of the trolls, Swamp Trolls are perhaps the least social. The smallest of the Troll family, Swamp Trolls can remain under water for up to 30 minutes per point of Constitution. They are dim-witted, and almost constantly hungry.

When hunting, Swamp Trolls will often grab their prey and drag them into the water to drown. They have even been known to lodge the kills under rocks to allow the murky water to tenderize the meat.

Humanoids

Humanoids are those creatures that advance as player characters. The Game Judge is free to allow or disallow such races as player characters in his or her campaign.

Andaman

Medium Humanoid (Hybrid)
Alignment: Any
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 12 **Dex** 12 **Spd** 13 **Con** 12 **Int** 9 **Wil** 11 **Cha** 11 **Per** 13
Attacks:
- Bite (1d4)
- Claws (1d3) [may wield weapons]

Special Traits:
- +1 save vs. SPD, PER
- Keen Hearing (excellent within 100 feet)
- Language: Animal (of the type they resemble)
- Leaping (+50% distance)
- Move Silently (75%)
- Night Vision
- Tracking (75%; by scent)

Professions: Beastmaster, Bounty Hunter, Corsair, Gladiator, Hunter, Martial Artist, Necromancer, Rogue, Scholar, Shaman, Spy, Warrior.

Dwarf

Medium Humanoid
Alignment: Any
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 12 **Dex** 11 **Spd** 11 **Con** 13 **Int** 12 **Wil** 12 **Cha** 11 **Per** 12
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. CON
- Infravision
- Language: Dark Tongue
- Talent: Mining, Stone Cutting
  - *Detect Unsafe Stonework* (save vs. INT)
  - *Identify Rocks And Minerals* (95%)

Professions: Alchemist, Corsair, Hunter, Magician, Necromancer, Paladin, Priest, Rogue, Savant, Scholar, Shaman, Thaumaturge, Warrior.

Elf

Medium Humanoid
Alignment: Any
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 11 **Dex** 13 **Spd** 12 **Con** 10 **Int** 12 **Wil** 11 **Cha** 12 **Per** 13
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. DEX, CHA, PER
- Infravision
- Language: Sylvan

Professions: Bounty Hunter, Corsair, Druid, Enchanter, Hunter, Magician, Necromancer, Paladin, Priest, Rogue, Scholar, Shaman, Sorcerer, Spy, Thaumaturge, Warrior, Witch, Witch Hunter, Wizard.

Human

Medium Humanoid
Alignment: Any
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 12 **Dex** 12 **Spd** 12 **Con** 12 **Int** 12 **Wil** 12 **Cha** 12 **Per** 12
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. one attribute (+1 per 3 levels *gained*)
- +10% experience points earned

Professions: Any.

Gnome

Small Humanoid
Alignment: Any
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 10 **Dex** 13 **Spd** 9 **Con** 12 **Int** 13 **Wil** 9 **Cha** 12 **Per** 12
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. DEX
- +1 save vs. Poisons and Venoms
- Infravision
- Language: Dark Tongue
- Small Creatures
- Talent: Mining
- *Detect Unsafe Stonework* (save vs. INT)

Professions: Alchemist, Assassin, Charlatan, Corsair, Enchanter, Harlequin, Hunter, Mage, Necromancer, Priest, Rogue, Savant, Scholar, Shaman, Sorcerer, Spy, Thaumaturge, Warrior, Witch, Witchdoctor, Wizard

Halfling

Small Humanoid
Alignment: Any
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 9 **Dex** 12 **Spd** 9 **Con** 12 **Int** 12 **Wil** 13 **Cha** 12 **Per** 12
Attacks:
Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. SPD
- +2 Climbing
- +2 Hiding (-2 penalty on Search check to locate)
- Infravision
- Small Creatures

Professions: Beastmaster, Corsair, Hunter, Necromancer, Priest, Rogue, Scholar, Shaman, Spy, Warrior

Goblin

Medium Humanoid
Alignment: Any (most common is Lawful Evil)
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 11 **Dex** 11 **Spd** 11 **Con** 13 **Int** 9 **Wil** 9 **Cha** 8 **Per** 11

Attacks:
- Bite (1d4)
- Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. DEX, SPD
- Language: Gobinoid
- Infravision

Professions: Bounty Hunter, Corsair, Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Warrior, Witchdoctor.

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
16	16	16	19	14	14	13	16

Size

	Height	Weight
Male	4'4–5'8	100–160 lbs.
Female	4'2–5'0	90–150 lbs.

Life Span

Young Adult	8–12	
Mature Adult	13–36	
Middle-aged	37–48	
Venerable	49–60	+1d12

Gobins are the other half of the hybrid that is the Nethermen. Gobins are smaller and less intelligent than their cousins; but not so ignorant as to be unorganized, or even civil given the correct circumstances. Their reputation is such that they are unlikely to find a home within human civilized lands.

Makara

Medium Humanoid (Aquatic Hybrid)
Alignment: Any (most common is Lawful Evil)
Protection: 1 [may wear armor]
Level: — as player character
Attributes: **Str** 13 **Dex** 11 **Spd** 12 **Con** 13 **Int** 9 **Wil** 11 **Cha** 8 **Per** 11

Attacks:
- Bite (1d4)
- Claws (1d4) [may wield weapons]

Special Traits:
- +1 save vs. DEX, SPD, PER
- Language: Piscine
- Silent Communication {120 feet}
- Swimming
- Water Breathing

Professions: Corsair, Hunter, Necromancer, Paladin, Priest, Rogue, Shaman, Warrior, Witch.

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
19	16	18	19	14	16	12	16

Size

	Height	Weight
Male	5'9–6'9	175–275 lbs.
Female	5'4–6'0	120–225 lbs.

Life Span

Young Adult	9–16	
Mature Adult	17–35	
Middle-aged	36–65	
Venerable	66–90	+2d8

Makara are quasi-humanoid aquatic hybrids. They have shark-like heads (although some tales speak of terrestrial animal heads, such as horses), the body of a muscular humanoid, and a tail much like a whale. They are the primary competition that Tritons have for dominance of the seas.

Netherman

Medium Humanoid (Hybrid)
Alignment: Any
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 12 **Dex** 11 **Spd** 12 **Con** 12
Int 10 **Wil** 10 **Cha** 9 **Per** 12
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. STR, CON
- +1 save vs. SPD (+1 per 3 levels *gained*)
- Infravision (95% chance)

Professions: Assassin, Bounty Hunter, Corsair, Gladiator, Hunter, Necromancer, Priest, Rogue, Shaman, Spy, Warrior, Witchdoctor.

Selkie

Medium Humanoid (Hybrid)
Alignment: Any
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 12 **Dex** 12 **Spd** 12 **Con** 11
Int 12 **Wil** 12 **Cha** 12 **Per** 13
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. DEX, PER (only when under water)
- +1 save vs. SPD (+2 when under water)
- Swimming
- Water Breathing (Limited)

Professions: Beastmaster, Corsair, Druid, Hunter, Necromancer, Priest, Rogue, Scholar, Shaman, Warrior, Witch.

Triton

Medium Humanoid (Aquatic)
Alignment: Any
Protection: 1 [may wear armor]
Level: — as player character
Attributes: **Str** 12 **Dex** 12 **Spd** 13 **Con** 10
Int 12 **Wil** 12 **Cha** 12 **Per** 13
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. DEX, SPD, PER
- Language: Piscine
- Silent Communication {120 feet}
- Swimming
- Water Breathing

Professions: Corsair, Hunter, Necromancer, Paladin, Priest, Rogue, Scholar, Shaman, Warrior, Witch.

Maximum Attribute Scores

Str	Dex	Spd	Con	Int	Wil	Cha	Per
18	18	19	16	18	18	18	19

Size

	Height	Weight
Male	5'9–6'9	175–275 lbs.
Female	5'4–6'0	120–225 lbs.

Life Span

Young Adult	9–16	
Mature Adult	17–35	
Middle-aged	36–65	
Venerable	66–90	+2d8

Tritons are the lords of the sea; their only real competition for dominance are the monsters beneath the waves (e.g., sharks, kraken) and the Makara. Tritons are aquatic humanoids—they have a human shape, but cannot survive long outside of their salt-water homes (20 minutes per point of Constitution, plus 20 minutes per level of ability). Advancement is very much human-like (i.e., some tritons will reach level 15+). Triton national leaders tend to be Warriors or Priests.

Zephyr

Medium Humanoid
Alignment: Any
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 10 **Dex** 12 **Spd** 12 **Con** 10
Int 12 **Wil** 11 **Cha** 13 **Per** 13
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- +1 save vs. CHA, PER
- +1 save vs. DEX (+2 when flying)
- +1 to-hit (missile weapons)
- Flying
- Keen Eyesight (fine details within 1 mile)

Professions: Bounty Hunter, Corsair, Enchanter, Harlequin, Hunter, Necromancer, Priest, Rogue, Scholar, Shaman, Warrior.

Lycanthropy

True humanoids (i.e., not humanoid hybrids) have the capacity to find themselves the subject of *lycanthropy*. Depending upon the nature of the campaign the Game Judge is running, lycanthropy can be a curse, a disease, an ancient society or sub-race of humanity, a legend, or something else entirely. How this condition impacts humanity and the humanoid races will determine what form the condition takes.

Lycanthropes will transform into an animal form; were-wolf, were-tiger, were-bear, etc. Transformation is typically triggered by the full moon, meaning the individual will take on this form after sunset on the night of the full moon (and, perhaps, the nights just before and after) when they will prey on the people around them.

They will tend to be large, very powerful specimens. Other traits can be added to the base form such as increased Strength or Constitution, the ability to control mundane animals of the same type, and so on. Adding things like the Dire template (or even the Dark template) may be appropriate depending upon the nature of the condition.

Lycanthropy comes with one additional trait that applies in both human and were-form:

- Regeneration (X hit points per minute or combat round) {cannot regenerate hit points lost to silver weapons}

The value of X in this ability is equal to 1 while in human form; the value is on a sliding scale while in were-form, based on the level of the individual (not the were-beast form) as shown to the right:

Level	Regeneration
1	1 hp per round
2–4	2 hp per round
5–9	3 hp per round
10–16	4 hp per round
17+	5 hp per round

As a Curse

When lycanthropy is a curse, it will have generally come down from a deity, or perhaps from a particularly powerful devil. For example:

> As some point in ancient times, the God of Wolves was involved in some sort of deific intrigue and as a result was cursed to walk the lands as a were-formed mortal. Should the now mortal former-deity find compassion, even love, this curse will be passed down into his or her descendants forever…

In this form of lycanthropy, the individual cannot control the change into the beast form, and cannot control their actions while they are in the beast form. Such individuals, after a full moon with attacks in the night, will find themselves facing a paranoid people looking for a scapegoat.

The curse is such that it would require a powerful deity (at least as powerful as the one that initiated the curse in the first place) to remove it. Lycanthropes will, over time, take on traits of the beast within. This can include physical traits (e.g., exaggerated canine teeth, excessive hair, etc.) or social traits (e.g., aggressive, pack-like behavior). This curse will begin to impact the individual once he or she has reached physical maturity (i.e., young adult and older).

As sunset on the nights where the curse is active, the cursed individual saves vs. WIL. Failure indicates the individual transforms in 1d6×10 minutes; success indicates the individual must save again in one hour; each hour that passes invokes a -2 penalty on subsequent saves.

As a Disease

When lycanthropy is a disease, the origins of the condition are not nearly as important, but may still be spelled out to add flavor and rational. Unlike the curse option, the condition is not passed on to offspring; instead, surviving victims may contract the illness which will cause them to be gravely ill for 5–10 days. Assuming they survive, they will go about their business as a healthy individual until 1d6 full moons have passed… it is on that last one that everything will start to feel like a curse.

As a Sub-Species

When lycanthrope is not a curse, and it is not a disease, then what you have is a sub-species; or more accurately, a hybrid species. When this is the case, the beast form transformation is not typically triggered by something such as lunar cycles; if it is, the individual has far more control over it.

Depending upon the origin of such a race, all of the considerations for the transformation might be gone: the animal form is not large, dire, or dark; the animal form is not of a level unlike that of a typical member of the species, etc. At most, the animal form is a convenient disguise or spell-like ability.

If the sub-species form of lycanthropy is to be used, it is possible to use the Andaman race as the true form of these creatures. Have 1% of all the race have the ability to transform into their base animal form a given number of times per day or under certain circumstances.

As a Legend

Lycanthrope may be a legend, an old wives' tale, and nothing more. It is possible that the whole thing is just the story of an Andaman, Beast-master, Druid, of a rabid animal that has grown over the centuries into a tale to tell children to get them to be quiet when they go to bed. In fact, hunting down the origins of such a myth could make for a fun, and rewarding, adventure…

Outsiders: Lower Planes

Outsiders refers to creatures that are native to either the lower planes (i.e., Demon, Devil) or the upper planes (i.e., celestial, sentinel). The lower planar creatures are roughly divided into five ranks as follows:

Order	Lower Planes
I	Minor / Lesser
II	Winged
III	Greater
IV	Nether
V	Arch

Black Magic includes five Summon spells to call demons and devils of the lower planes:

Order	Black Magic Spell	Spell Level
I	Summon Demon / Devil I	III
II	Summon Demon / Devil II	IV
III	Summon Demon / Devil III	V
IV	Summon Demon / Devil IV	VI
V	Summon Demon / Devil V	VII

The services that a particular outsider can (and / or will) perform are dependent upon the particular type of outsider; this is discussed more fully in each section that follows.

Demon Traits

- Aura of Death (5 feet diameter) [continuous] all foes suffer a -1 penalty on all saves; plants wither, etc.
- Dark Vision (60 feet, +5 feet per 3 full levels)
- Detect Magic (1 foot per level) [sight]
- Immune to poisons and venoms
- Immune to Possession
- Resistant to Charm / Control spells and effects (+5)

At higher levels, demons have these abilities as well:

- **Level 2+**: Circle of Darkness (5 feet diameter, +5 feet per 4 full levels; 10 minutes) [1× per day per level]
- **Level 5+**: Possession [10% chance, +1% per level]
- **Level 9+**: Magic Resistance (3% per level) [area]
- **Level 14+**: Limited Wish (2× per week)†
- **Level 20+**: Wish (1× per week)†

Demons

Demons are the infernal denizens of the Nether Realms (also called *The Abyss*). Chaotic by nature, these evil creatures revel in the torture and slaughter of those weaker than themselves, and are held in check only through a merciless chain of command known as the *Hierarchy of Demons*.

Their ruler is the dreaded being called Mephistopheles, who is said to be the very embodiment of chaos. He has been known throughout the ages by many names, including Abadon, Typhon, and Baelzebub. His hatred is all-consuming. He would destroy even his own dark realm in order to bring down the rest of creation. When summoned or evoked, demons of the lesser and greater sorts must be dealt with severely. Even the slightest hesitation on the part of the summoner will be interpreted as weakness, causing the Demon to believe it can twist and pervert the meaning of the summoner's commands.

Though cruel and vicious by nature, demons fear the powers of good, and will initially recoil from the sight of holy symbols and artifacts of Divine Magic. Both lesser and greater demons must always attack devils (their hated rivals) on sight, or face the wrath of Mephistopheles himself.

The elements most often associated with demons and the abyss are Earth and Air (i.e., when a Demon has elemental powers, these are by far the most common elements they will have power over). See, however, *Winged Demons*.

† The ability to grant a wish is limited to those times the demon is bound to a mortal and the mortal makes a wish. No mortal will ever be granted more than three wishes…

Order I (Minor / Lesser)

Common Minor Demon

Diminutive Demon (Order I)
Alignment: Chaotic (Evil)
Protection: 0
Level: 1–4 1d4 hit points per level of ability
Attributes: see below
Attacks:
- Bite (1d2)
- Claws (1d3)

Special Traits:
- Demon Traits
- See below

Services Rendered: when summoned, will perform any one service or serve as a familiar.

Common Minor Demons come in a multitude of forms (e.g., larval, diminutive animals). Stats vary greatly; those that are in animal forms have the Perception and physical stats of the form they are in (e.g., Str, Dex, Spd, Con) as well as any special abilities (e.g., attack, flight). The remaining mental stats will come from the demonic form (e.g., Int, Will, Cha). **Note**: *the animal-form these demons come in is their natural form; this is not a disguise or a possession*.

Common Minor Demons not in an animal form come in hideous unnatural forms which can have various stats. Roll 1d4 + level for each attribute (4d4 + level for Perception).

These demons are often in forms which defy description. Such Common Minor Demons will have 1d2 of the following traits (roll 1d20):

	Result		Result
1	Attack: Bite (1d4)	**11**	Perception: +1d4
2	Attack: Claw (1d6)	**12**	Protection: +1d4
3	Attack: Element Blast †	**13**	Shape-changer
4	Aura of Fear ‡	**14**	Silent Communication
5	Charisma: +1d4	**15**	Speed: +1d4
6	Circle of Darkness ‼	**16**	Spell-caster (Black)
7	Constitution: +1d4	**17**	Strength: +1d4
8	Dexterity: +1d4	**18**	Teleport Ω
9	Intelligence: +1d4	**19**	Venomous Bite
10	Invisibility ⁉	**20**	Will: +1d4

Rolling duplicate items are put together as the Game Judge rules. This can mean more damage, extended range, extended duration, multiple forms of the trait, etc.

Notes:
- (3) the Game Judge sets the element
- (13) 1d4 small-sized or smaller animal forms
- (16) Black Magic
- (19) the Game Judge sets the venom type.

See also the footnotes below.

† Range is 10 feet / level; damage 1d4 / level; 3× per day
‡ 20 feet diameter; save vs. WIL or flee; always on
‼ 20 feet diameter; 6 minutes, +3 minutes / level; 3× per day
⁉ 10 minutes, +5 minute / level; 3× per day
Ω Range is 20 feet / level; 3× per day

Gremlin

Small Demon (Order I)
Alignment: Chaotic (Evil)
Protection: 0
Level: 2–5 1d6 hit points per level of ability
Attributes: **Str** 4 **Dex** 14 **Spd** 16 **Con** 12 **Int** 8 **Wil** 8 **Cha** 1 **Per** 12
Attacks:
- Bite (1d3)
- Claw (1d4) [may wield weapons]

Special Traits:
- Demon Traits
- Elusive (-3)
- Hide in Shadows (95%) or Partial Invisibility

Services Rendered: when summoned, will perform any one service or serve as a familiar.

Gremlins appear as small (3–4 feet) creatures with dark, leathery skin, small horns, short tails, and long fingers with silvery talons. They are not particularly intelligent, but they are clever and devious. These creatures revel in wreaking havoc upon individuals. Under normal circumstances, they will work in groups of 1–4, hiding in the shadows and creating circumstances that will cause their target to be brought under suspicion; other times, they are under the orders of a higher-order Demon and will have a special form of invisibility where only their designated target can see them as they do their work.

When armed, they use spears laced with poison. As it is not their goal to kill their target, but to ruin them, the poison is most often one that will induce sleep, paralysis, or some other temporary effect which renders their target unable to interfere as they continue to unravel the poor soul's life.

Manes

Small Demon (Order I)
Alignment: Chaotic (Evil)
Protection: 0
Level: 2–5 1d6+1 hit points per level of ability
Attributes: **Str** 6 **Dex** 16 **Spd** 10 **Con** 15
Int 10 **Wil** 8 **Cha** 1 **Per** 12
Attacks:
- Bite (1d4)
- Claw (1d3) [may wield weapons]

Special Traits:
- Demon Traits
- Acute Senses (Smell; see below)
- Elusive (-2)
- Turn Undead

Services Rendered: when summoned, will perform any one service or serve as a familiar.

Within the realms of Demon-kind, Manes are used with undead the way a working dog is used with livestock: they can communicate with undead, and can (in general) command undead to some degree (treat this as an evil priest's or necromancer's Turn undead ability). All undead within 1,000 feet of a Manes Demon are resistant to all attempts by others to turn them (all attempts to turn them are treated as through the undead were five levels of ability higher than they actually are).

Manes demons have a highly acute sense of smell. They can track an individual (95%) by scent alone. Some, it is said, can even smell magical properties and presences within 20 feet.

Common Lesser Demon

Small Demon (Order I)
Alignment: Chaotic (Evil)
Protection: 1
Level: 3–6 1d6 hit points per level of ability [Con]
Attributes: see below
Attacks:
- Bite (1d3)
- Claw (1d4)

Special Traits:
- Demon Traits
- See below

Services Rendered: when summoned, will serve for up to 10 minutes per level of the summoner; any relatively simple command will be obeyed.

Common Lesser Demons, like their *Minor* cousins, come in a multitude of forms (e.g., small animals, giant insects). Stats vary greatly; those that are in animal forms have the Perception and physical stats of the form they are in (e.g., Str, Dex, Spd, Con) as well as any special abilities (e.g., attack, flight). The remaining mental stats will come from the demonic form (e.g., Int, Will, Cha; see below). **Note**: *the animal-form these demons are in is their natural form; this is not a disguise or a possession*.

Common Lesser Demons not in an animal form come in hideous unnatural forms which can have various stats. Roll 1d6 + level for each attribute (3d6 + level for Perception).

These demons are often in forms which defy description. Such Common Lesser Demons will have 1d4 of the traits listed under Common Minor Demons.

Demon Locust

Medium Demon (Order I)
Alignment: Chaotic (Evil)
Protection: 2
Level: 5–8 1d8+2 hit points per level of ability
Attributes: **Str** 14 **Dex** 15 **Spd** 12 **Con** 17
Int – **Wil** – **Cha** – **Per** 17
Attacks:
- Bite (1d6) [Acidic]
- Claw (1d6) [Armor Piercing(2)]

Special Traits:
- Demon Traits (0% chance of Possession)
- Elusive (-1)
- Immune to mental / social influences
- Flight (Winged)

Services Rendered: when summoned, will serve for up to 10 minutes per level of the summoner; any relatively simple command will be obeyed.

Demon locusts seem almost mindless. Although they can be summoned and bound by the same mechanisms that other demons can be summoned and bound; despite the fact that they can be given orders—and assuming the orders are very simple in nature, they will obey them—any attempt to *control* these creatures in the classic sense (e.g., mental control, mind reading, appeal to emotion) will fail, no matter the power behind the attempt. Their saves vs. INT, WIL, and / or CHA will automatically succeed.

Demon Locusts are approximately 5 feet long and have a wingspan over 12 feet. Their wings beat insanely fast, resulting in a frightening buzz-like hum that can be heard as far away as one-quarter mile. Although they are usually encountered alone, they have been known to be accompanied by plagues of normal locusts when they travel along the Prime Material plane.

Demon locusts may not use their bite attack while flying. Its bite, however, is acidic, dealing 1d4 points of acid damage per 2 full levels (e.g., a level 9 Demon locust's bite deals 1d6 normal damage, +4d4 acid damage).

Demon locusts may not use their claw attack when on the ground. They have six legs, each of which are razor sharp. While flying, they may hover over a target and attack with all six claws! Each claw is a separate attack roll and can be used to attack a separate target (within melee range). These claws are armor piercing(2), meaning they ignore the first two points of protection (e.g., a Demon locust attacking a creature wearing plate mail armor–protection 5–ignores the first 2 points of protection, and only applies the final 3 points).

Order II (Winged)

Fiend

Medium Demon (Order I) [Humanoid]
Alignment: Chaotic (Evil)
Protection: 1
Level: 5 as player character
Attributes: **Str** 15 **Dex** 13 **Spd** 12 **Con** 19 **Int** 14 **Wil** 11 **Cha** 6 **Per** 14
Attacks:
- Bite (1d4)
- Claw (1d6+1) [may wield weapons]

Special Traits:
- Demon Traits
- Immune to Fire damage
- Flight (Winged; limited)

Professions: Corsair, Gladiator, Hunter, Necromancer, Rogue, Shaman, Warrior, [Witch?]
Services Rendered: when summoned, will serve for up to 10 minutes per level of the summoner; any relatively simple command will be obeyed.

Fiends appear as medium-sized (approximately 6 feet tall) humanoid creatures with dark, leathery skin and large, prominent bat-like wings. Although they are Order I demons, they are sometimes confused for Order II (Winged) demons. They are not strong flyers, but may fly relatively quickly over short distances (no more than 250 feet at a time).

Fiends, in their home planes, are found in the hotter climes (e.g., lakes of fire, lava pits). They are impervious to fire and heat. Many are fascinated by the element and tend toward being pyromaniacs.

Fiends have a reputation for being stealthy; this is not entirely accurate. As humanoids, they have the ability to advance in a profession, and many select the Rogue path. However, there are far more Fiends who train as Gladiators and Warriors than there are Rogues. In general, a Fiend is limited to no more than level 12 in any profession.

Some stories speak of spell-casting fiends; nothing on this rumor is concrete, however, assuming this is true, each of the stories is consistent in one respect: these creatures do not just practice Black Magic–they also practice Elemental Magic and specialize in Fire. This would make them infernal Witches.

Common Winged Demon

Medium Demon (Order II)
Alignment: Chaotic (Evil)
Protection: 2
Level: 6–9 1d8 hit points per level of ability [Con]
Attributes: see below
Attacks:
- Bite (1d2)
- Claw (2d4)

Special Traits:
- Demon Traits
- Bonded to a higher order Demon (will follow orders)
- Flight (Winged)
- See below

Services Rendered: when summoned, will serve for up to 10 minutes per level of the summoner; any relatively simple command will be obeyed; will transport an individual to any place; will deliver any message.

Common Winged Demons are the foot soldiers (figuratively speaking) of the horde. Relatively intelligent creatures, despite their chaotic nature, they follow the orders of their master faithfully. When not summoned, they will command 3d6 Order I Demons. They can be cruel, but their cruelty is rarely for the sake of being cruel – Winged Demons have a purpose in the things they do.

Like their *Minor* and *Lesser* cousins, come in a multitude of forms (e.g., medium animals with leathery wings, birds of prey, dragons with dark-scales, insect-horrors). Stats vary greatly; those that are in animal forms have the Perception and physical stats of the form they are in (e.g., Str, Dex, Spd, Con) as well as any special abilities (e.g., attack, flight). The remaining mental stats will come from the demonic form (e.g., Int, Will, Cha; see below). **Note**: *the animal-form these demons are in is their natural form; this is not s disguise or a possession*.

Common Lesser Demons not in an animal form come in hideous unnatural forms which can have various stats. All have wings and can fly, naturally. Roll 1d8 + level for each attribute (2d8 + level for Perception).

These demons are often in forms which defy description. Such Common Winged Demons will have 1d6 of the traits listed under Common Minor Demons.

Demon Warrior

Medium Demon (Order II) [Humanoid]
Alignment: Chaotic (Evil)
Protection: 3
Level: 10 as player character
Attributes: **Str** 14 **Dex** 12 **Spd** 10 **Con** 12
Int 12 **Wil** 14 **Cha** 12 **Per** 12

Attacks
- Claw (1d4) [may wield weapons]

Special Traits:
- Demon Traits
- Bonded to a higher order Demon (will follow orders)
- Flight (Winged)
- See below

Professions: Gladiator, Hunter, Warrior, Witch Hunter.
Services Rendered: when summoned, will serve for up to 10 minutes per level of the summoner; any relatively simple command will be obeyed; will transport an individual to any place; will deliver any message.

Demon Warriors are humanoid-formed winged demons that are used as platoon-level commanders of the horde. Each Demon warrior leads 2d6 Common Winged Demons (and their Order I Demons). Demon Warriors roll on the random trait chart just as do some Common Winged Demons. As humanoids, Most Demon warriors are Warriors, naturally.

Shadow Demon

Medium Demon (Order II) [Humanoid]
Alignment: Chaotic (Evil)
Protection: 3
Level: 10 as player character
Attributes: **Str** 12 **Dex** 14 **Spd** 10 **Con** 12
Int 14 **Wil** 12 **Cha** 12 **Per** 14

Attacks
- Claw (1d4) [may wield weapons]

Special Traits:
- Demon Traits
- Bonded to a higher order Demon (will follow orders)
- Flight (Winged)
- See below

Professions: Assassin, Corsair, Hunter, Necromancer, Rogue, Shaman, Spy.
Services Rendered: when summoned, will serve for up to 10 minutes per level of the summoner; any relatively simple command will be obeyed; will transport an individual to any place; will deliver any message.

Shadow Demons are similar to Demon Warriors. They are, however, a sort of Demon Special Forces Unit sent in for work that requires stealth. Like their cousins, they are humanoid-formed winged demons. Each Shadow Demon generally works alone (see *Rainbow Demon*). Shadow Demons roll on the random trait chart just as do Demon Warriors. As humanoids, Shadow Demons treat their levels as a class: most Shadow Demons are Assassins.

Rainbow Demon

Medium Demon (Order II) [Humanoid]
Alignment: Chaotic (Evil)
Protection: 4 (Infernal Chain Mail)
Level: 10 + 8 as player character (71 hit points)
Attributes: **Str** 15 **Dex** 14 **Spd** 13 **Con** 13
Int 14 **Wil** 16 **Cha** 12 **Per** 15

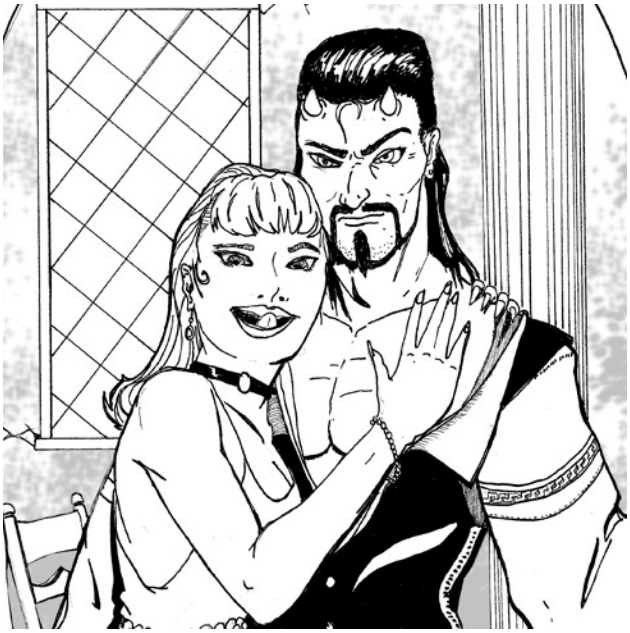
Attacks
- Claw (1d4+1) [may wield weapons]

Special Traits:
- Demon Traits (Does not have Possession)
- Bounty Hunter (level 8)
- Flight (Winged)
- Perfect WIL saves
- +2 attacks per round
- See below

Services Rendered: when summoned, will serve for up to 10 minutes per level of the summoner; any relatively simple command will be obeyed; will transport an individual to any place; will deliver any message.

The Rainbow Demon — a unique individual and another of the humanoid Winged Demons — is a wildcard in the Demonic Order. It serves no master (a Ronin of sorts) and seems to have an agenda all its own. It has 10 natural levels and 8 levels of Bounty Hunter. Although Rainbow Demon usually works alone, it will sometimes (33% chance) have 2d6 Shadow Demons working for it.

Rainbow Demon is often seen riding a Nightmare Steed (although some stories claim that the horse is actually Caballo Diablo, see *Winged Devil*). Rainbow Demon is trained in multiple weapons; its preferred weapon is a Great Flail.



Order III (Greater)

Common Greater Demon

Large Demon (Order III)
Alignment: Chaotic (Evil)
Protection: 4
Level: 12–17 1d10 hit points per level of ability [Con]
Attributes: see below
Attacks:
- Bite (1d6)
- Claw (1d6)
- Horns (2d8)

Special Traits:
- Demon Traits
- Flight (Winged)
- See below

Services Rendered: will grant a wish of limited power in lieu of service (level 14+); when summoned, will perform any single service, but will not travel greater than 1 mile.

Common Greater Demons are most often found in the service of Arch Demons and are used as muscle, keeping the lower powered demons in line. They are not very bright as far as demon kind goes, but they are smart enough to bully their weaker charges into submission.

They are humanoid in appearance (e.g., large brutish giant-kind like appearance with hideous features). A few have the normal form of a large predatory animal. These rare individuals make up about 15% of the Common Greater Demon population. Stats vary greatly; those that are in animal forms have the Perception and physical stats of the form they are in (e.g., Str, Dex, Spd, Con) as well as any special abilities (e.g., attack, flight). The remaining mental stats will come from the demonic form (e.g., Int, Will, Cha; see below). **Note**: *the animal-form these demons are in is their natural form; this is not a disguise or a possession*.

Common Greater Demons not in an animal form come in the humanoid, giant-like appearance described above, which can have various stats. Roll 1d8 + level for each attribute. Such Common Lesser Demons will have 1d8 of the traits listed under Common Minor Demons.

Incubus / Succubus

Medium Demon (Order III) [Humanoid]
Alignment: Chaotic (Evil)
Protection: 0
Level: 15 as player character
Attributes: **Str** 13 **Dex** 19 **Spd** 14 **Con** 17 **Int** 16 **Wil** 15 **Cha** 20 **Per** 18

Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- Demon Traits (exception: no ability to possess others)
- Undetectable demonic nature
- Perfect WIL and CHA saves
- See below

Professions: Alchemist, Astrologer, Charlatan, Corsair, Enchanter, Harlequin, Hunter, Mage (Cabalist), Magician, Mystic, Necromancer, Rogue, Savant (Mysticism), Scholar, Shaman, Sorcerer, Thaumaturge, Warrior, Witch (Evil), Witchdoctor, Wizard.
Services Rendered: will grant a wish of limited power in lieu of service (level 14+); when summoned, will perform any single service, as long as that service can be completed within one day (24 hours).

Incubi and Succubi have a deeply ingrained reputation for being creatures of excessive sexuality. This is a reputation that is not wholly undeserved, although *tempters* and *corrupters* are more accurate descriptions. They appear as nearly physically perfect members of one of the humanoid races (e.g., elf, human, dwarf), possessing the traits desired most by that race's members. They have charisma high enough to get most anything they desire from the mortals they corrupt.

Being higher-power demons without the ability to possess others, they are unique in the demonic hierarchy. This limitation may be due to their origins: some stories claim that these creatures are the offspring of Arch Demons and mortals. If this is true, it would also explain their tendency to fall into a single class (always a spell-caster). The most common classification of spell they practice is High Magic, with Black Magic being a close second. The Dual-classed spell-casting professions will almost always include one of these two areas of study.

No magic can reveal the nature of these creatures. Spells that seek out demons will not see them, spells which target and impact a specific mortal race will impact them if that is the racial form they have. Angering them, however, can reveal more: Incubi and Succubi will take on minor demonic features when angered (e.g., tiny horns, scaled patches of skin, glowing or burning eyes, etc.). This is, perhaps, the only way to detect that this is not a mortal.

These demons often see mortals as *toys*. Corrupting them, using them, and eventually destroying the lives of these creatures is much like a game. They are incapable of true love or even empathy (i.e., they are sociopaths). They do, however, take joy in other's pain. They especially like to see holy people (e.g., priests, paladins) and nobles fall from grace..

When dealing with prey in a sexual manner, they will take on a dominant (i.e., Dom / sub) role. This will eventually lead to extreme forms of bondage and / or sadomasochism. It is not unusual for such activities to result in the death of the mortal to the eternal delight of their demonic lover.

Cacodaemon

Gigantic Demon (Order III)
Alignment: Chaotic (Evil)
Protection: 4
Level: 14–19 1d12+5 hit points per level of ability
Attributes: **Str** 17 **Dex** 12 **Spd** 14 **Con** 20
Int 15 **Wil** 19 **Cha** 2 **Per** 19
Attacks:
- Bite (1d4+1)
- Claws (1d6+2)
- Horns (1d8+2)
- Tail (2d8+4) {20 feet cone; rear}

Special Traits:
- Demon Traits
- Detect Invisible / Astral / Ethereal creatures [sight]
- Flight (Winged)
- Magic Resistance (50%, +2% per level)
- Spell-caster (Black Magic or Low Magic) [20% chance]
- Teleport (½ mile) [3× per day]

Services Rendered: will grant a wish of limited power in lieu of service; when summoned, will carry off any individual to the depths of the Nether Realms.

These serpentine monstrosities are easily the most feared of the greater demons. Although they are greater demons, some see them as Lesser Nether demons – *Lesser Demon Lords*. This is not wholly unfounded, considering that each of the Nether Demons commands 13 of these brutish enforcers. In succession, a Cacodaemon commands 13 each of Demon Warriors and Shadow Demons.

The spell-casting Cacodaemons will use magic sparingly, as they prefer melee combat in most circumstances. As a serpantine (dragon-like) creature, they will attack with a bite, two claws, and either a tail sweep or a head-butt each combat round.

Empusa

Large Demon (Order III)
Alignment: Chaotic (Evil)
Protection: 1
Level: 14–19 1d10+2 hit points per level of ability
Attributes: **Str** 15 **Dex** 13 **Spd** 12 **Con** 17
Int 14 **Wil** 16 **Cha** 5 **Per** 25
Attacks:
- Bite (1d6)
- Claws (1d8+1)

Special Traits:
- Demon Traits
- Gaze (Turn to stone; 20 feet; save vs. WIL) [3× per day]
- Magic Resistance (50%, +2% per level)
- True Sight (100 feet) [sight]

Services Rendered: will grant a wish of limited power in lieu of service; when summoned, will guard any place until the first intruder is slain or repulsed.

Empusa are the guardians of the greatest treasures of the demon hordes wince it is impossible to surprise them. Like Kalkydri, they are cruel and hate all things of the Prime Material plane. When summoned, they will require a human sacrifice in order to be bound into service, preferably a child, a young virgin, or a pregnant woman – they will devour this sacrifice slowly to ensure the maximum amount of pain and suffering takes place. Empusa appear as demon dogs, wolves, or other canine-like forms.

Kalkydri

Large Demon (Order III)
Alignment: Chaotic (Evil)
Protection: 1
Level: 14–19 1d10+2 hit points per level of ability
Attributes: **Str** 12 **Dex** 19 **Spd** 25 **Con** 17
Int 16 **Wil** 15 **Cha** 20 **Per** 18
Attacks:
- Wings ×6 (1d4) [may wield weapons]

Special Traits:
- Demon Traits
- Elemental Blast: Air (1d6 per level) [3× per day] {120 feet cone}
- Flight (Winged) [silent]
- Hide in Shadows (95%)
- Magic Resistance (50%, +2% per level)
- Perfect DEX and SPD saves
- Stealth (95%)
- Teleport (up to ½ mile) [3× per day]

Services Rendered: will grant a wish of limited power in lieu of service; when summoned, will make one attempt to slay any one enemy of the summoner.

Kalkydri (sometimes written as *Chalkydri*) are insanely fast flyers with three pairs of long, thin, wings and an almost non-extant body. Their wings are completely flexible and can function as either arms / hands or legs / feet as the need arises. When flying, they make no noise what-so-ever.

These nimble assassins have a non-combat flight speed which exceeds 250 miles per hour. Rumors of Kalkydri that can exceed 500 miles per hour remain unverified. Although some claim the Kalkydri are related to the Winged Demons, this is not true. Kalkydri are cruel and viscous in combat. They hate all things of the Prime Material Plane and will destroy just about anything they can get their wings on.

Order IV (Nether)

Nether Demon

Large Demon (Order IV)
Alignment: Chaotic (Evil)
Protection: 5
Level: 20–25 1d10+6 hit points per level of ability
Attributes: **Str** 19 **Dex** 17 **Spd** 15 **Con** 21 **Int** 17 **Wil** 22 **Cha** 17 **Per** 23

Attacks:
- Bite (1d6+2) (see below)
- Claws (1d10+4) [Diseased]

Special Traits:
- Demon Traits
- Control / Command Undead
- Detect Invisible / Astral / Ethereal creatures [sight]
- Gate (summon 2d12 corporeal undead) [3× per day]
- Magic Resistance (75%, +1% per level)
- Shape Change (any form) [3× per day]
- Spell-caster (Black Magic and Enchantment)
- Sphere of Power (minor)
- Teleport / Dimensional Travel [at will]

Services Rendered: will grant a wish in lieu of service; when summoned, will perform one duty related to their sphere of power or reveal information about any deceased person (up to 3 questions).

Nether Demons are the Princes of the Abysal Hierarchy. Each of the 666 Nether Demons rules over one of the fiefdoms of the Abyss, commanding a host of Order I to III demons, as well as hoards of undead and spirit creatures. Terrifying creatures, these demons tend to appear as large reptilian beasts. These unassuming forms hide terrible power.

The claws of a Nether Demon are covered in a diseased slime. Each successful attack made from these talons has a 10% chance to infect the individual with a random, but most certainly deadly, disease. Each disease will have an incubation period of 2d6 days. After this time, the individual will need to make a CON save at a penalty of -4 each day to stave off the disease. If the individual successfully saves three consecutive days, then the disease has passed; if the individual fails to save over three consecutive days, then the disease was too much for the individual to handle and they have died. In the mean time, the sickened victim will suffer from a variety of diseased effects such as fever, chills, nausea, muscle pain, etc. These diseases are highly resistant to spells; a Cure Disease spell will not wipe out these infections, but will grant the individual a bonus on their save against the infection for one day equal to the level of the spell (i.e., a level 3 cure disease spell grants a +3 on the CON save). If slain in this way, the individual will rise 13 days later as an undead under the command of the Nether Demon. **Note**: each disease is saved against separately.

The bite has a similar effect. However, rather than a disease, the bite contains a toxin which attacks the brain of the individual. Each successful bite attack causes the victim to become dizzy and suffer a -1 penalty on all physical action rolls The victim must save vs. WIL each combat round. A successful save three consecutive times means that the individual has managed to fight through the effects. Each failure makes all subsequent saves suffer a cumulative -1 penalty. A failed save three consecutive times means the individual has succumbed to the effects of the toxin and has become a slave of the Nether Demon until such time as they are slain (at which time they will rise 13 days later as an undead and continue their service), or this curse is lifted. As a curse, this is one very resistant to magic. Any remove curse spell allows the victim to save vs. WIL to resist the effects. 13 such castings with successful saves will break the curse and release the individual from their bondage.

Each of the Nether Demons has a minor sphere over which they can exert power. The limits of that power are the imagination of the Game Judge. Example spheres include:

Name of Demon	Sphere
Abbadon	Decay
Agliarept	Battles
Clauneck	Magic (evil uses of)
Frucissiere	Death
Mersilde	Night
Procel	Pirates
Ronobe	Lies
Sirchade	Vermin
Surgate	Fate

Order V (Arch)

Within the Abyss, there are 666 Nether Demons which each rule one of the Nether Realms. These powerful beasts then, in turn, answer to one of the 13 Arch Demons – who then answer to Mephistopheles.

Arch Demon

Gigantic Demon (Order V)
Alignment: Chaotic (Evil)
Level: Deific (30–50)
Services Rendered: will grant a wish in lieu of service; will perform one duty related to their sphere of influence.

There are 13 Arch Demons (and Mephistopheles), each of whom is in command of 1 or more planes of existence. As a result, these are **Deific Level Creatures** who should be used sparingly as plot devices by the Game Judge. Services provided by summoned Arch Demons should be related to their sphere of influence.

Arch Demon	Level	Sphere of Influence	Notes / Services provided
Aaman	34	Livestock; Hunting (Empusa); Poaching	Will battle any enemy of the summoner (including other Deific Level Creatures).
Astorath	36	Wrath; emotional projection; vengeance	Free any captive, or imprison any captive held by the summoner.
Baal	37	Natural Disasters (e.g., Earthquakes, Floods, Tsunamis, Tornadoes, etc.)	Create any type of natural disaster.
Frimost	39	Temptation; Corruption of the Spirit; Fallen Heroes	Will tempt and / or corrupt any one individual.
Khil	30	Corruption of Theology; Impiety; Forgotten Gods	In the upper-most reaches of the Nether Realms; some intertwining with Nebrios.
Leviathan	40	Strength; Size; Force; Sea Depths	Lowest-most depths of the Abyss; all aquatic or frozen.
Lucifuge	38	Hoarding; Treasure Seeking; Greed; Envy	Will reveal the location of any one item or piece of information.
Moloche	35	Black Magic; Curses; Lies and False Promises	Cast a terrible curse upon any enemy of the summoner.
Nebrios	30	Diseases; Necromantic Healing; Serpents; Vampires	In the upper-most reaches of the Nether Realms; some intertwining with Khil.
Nergal	36	Investigation; Torture; Political Execution; Rule of the Mob	Execute (or torture and interrogate) any captive of the summoner.
Satanchia	31	Lust; Seduction; Corruption of the Body	The services provided by Satanchia are left to the imagination of the reader…
Shax	33	Magic; Forbidden Knowledge; Hidden and Lost Information	Teach the summoner any single spell.
Thamuz	32	Thieves, Rogues, Pirates, and other ne'er-do-wells. The faceless stranger.	Steal 1d10 × 100,000 gp worth of treasure for the summoner.
Mephistopheles	50	Power	Lord of the Abyss; unknown services.

Devils

Devils are the denizens of the underworld realms of Hades (also called *The Nine Hells*). Unlike demons, these evil creatures are lawful in nature, and faithfully adhere to the chain of command known as *The Order of Ascendancy.*

The ruler of the race of devils is Asmodeus, a sinister and complex being of untold power. It is said that Asmodeus and the arch-devils once dwelled amongst the gods, but were cast out for plotting to seize control of the heavens. Banished to the dismal planes of Hades, Asmodeus now seeks to gain a position of eminence in the world of men. In this respect, devils are the opposite of their demonic counterparts; Mephistopheles is brutal and destructive, Asmodeus is subtle and scheming. Some even claim that Asmodeus has a sense of humor, a quality never credited to the grim ruler of the demon hordes.

When summoned, devils of any sort must be dealt with firmly. Though generally willing to aid individuals of similar alignment and purpose, devils are loath to render service to those whom they deem incompetent, or (even worse) in league with demons. In fact, devils of all types despise demons (and vice versa), and will always attack them on sight. On their home planes it is said that the two races of devils and demons battle continuously, each trying to usurp the other's power. All devils fear the power of good, and cannot bear the sight of holy symbols or artifacts of Divine Magic.

The elements most often associated with devils and the hells are Water and Fire (i.e., when a Devil has elemental powers, these are by far the most common elements they will have power over). See, however, *Winged Devils*.

Devil Traits

- Aura of Evil (5 feet diameter) [continuous] allied creatures gain a +1 bonus on all saves; the temperature is slightly cooler, etc.
- Detect Magic (1 foot per level) [sight]
- Immune to non-magical weapons
- Immune to poisons and venoms
- Immune to Possession
- Resistant to Charm / Control spells and effects (+5)

At higher levels, devils have these abilities as well:

- **Level 2+**: Elemental Blast (1d4) {30 feet} [1× per day]
- **Level 5+**: Magic Resistance (10%, +2% per level) [aura]
- **Level 9+**: Spell-caster (limited) [Black Magic]
- **Level 14+**: Limited Wish [2× per week]†
- **Level 20+**: Wish [1× per week]†

Order I (Minor / Lesser)

Unlike Demons, devils are not a multitude of seemingly random abilities and forms; there is order and structure to the world of Devils.

Imp

Diminutive Devil (Order I)
Alignment: Lawful (Evil)
Protection: 1
Level: 1–4 1d4 hit points per level of ability
Attributes: **Str** 3 **Dex** 12 **Spd** 14 **Con** 4 **Int** 6 **Wil** 9 **Cha** 1 **Per** 15

Attacks:
- Bite (1 point)
- Claw (1 point)
- Tail Stinger (1 point) [Armor Piercing 2; Venomous]

Special Traits:
- Devil Traits
- Elusive (-3)
- Flight (Winged)
- Invisibility [3× per day; 1 hour]
- Regeneration (1 hit point per 30 minutes)
- Shape Change: a diminutive animal form (each imp has one animal form into which it may shape change; groups of imps will usually share the same animal form) [3× per day; 1 hour]

Services Rendered: when summoned, will perform any single minor service, or serve as a familiar.

Imps make up a huge portion of the denizens of hell. Tiny creatures (i.e., under 2 feet tall), they have small bat-like wings, thin skeletal bodies and a long prehensile barbed tail. An Imp's tail is exceedingly sharp, ignoring the two points of protection. It is also venomous:

Type 1 (-1) 1d6 [3]

Within the hells, imps serve as messengers, spies, and perform other mundane duties. Left to their own devices, imps are practical jokers.

† The ability to perform a wish is limited to those times the devil is bound to a mortal and the mortal makes a wish. No mortal will ever be granted more than three wishes…

Alastor (Evil Genius)

Small Devil (Order I)
Alignment: Lawful (Evil)
Protection: 1
Level: 2–5 1d6 hit points per level of ability
Attributes: **Str** 2 **Dex** 11 **Spd** 10 **Con** 5
Int 19 **Wil** 9 **Cha** 4 **Per** 12
Attacks:
- Bite (1 point)

Special Traits:
- Devil Traits
- Invisibility [3× per day; 1 hour]
- Magical Aid: master gains +5% on alchemical and magical operations in which the alastor aids; each additional alastor adds one percent less (i.e., first +5; second +4; third +3; fourth +2; fifth +1; all others +0 for a maximum of +15%).
- Regeneration (1 hit point per 30 minutes)
- Shape Change: a small bird or bat (each alastor has one bird or bat form into which it may shape change; groups of alastor will usually share the same form) [3× per day; 1 hour]
- Silent Communication

Services Rendered: when summoned, will perform any single minor service, or serve as a familiar.

The Evil Geniuses are, oddly, often placed in charge of stone devils, bat horin, or hellions due to those devil's dim-witted natures. Alastors are fairly common in the hells, but are rarely seen off their home plane. When called as a familiar, they are very useful – especially to those of an alchemical bent.

Their ability to deliver orders to their charges without making a sound (i.e., silent communication) makes them quite effective as combat commanders.

Gremalkin (Shadow Cat)

Small Devil (Order I)
Alignment: Lawful (Evil)
Protection: 1
Level: 2–5 1d6 hit points per level of ability
Attributes: **Str** 4 **Dex** 14 **Spd** 12 **Con** 6
Int 8 **Wil** 9 **Cha** 6 **Per** 17
Attacks:
- Bite (1d4 points)
- Claw (1d3 points)

Special Traits:
- Devil Traits
- Dark Vision (60 feet)
- Elusive (-2)
- Hide in Shadows (95%)
- Regeneration (1 hit point per 6 minutes)
- Shape Change: a small feline form (each gremalkin has one feline form into which it may shape change; groups of gremalkin will usually share the same feline form) [3× per day; 1 hour]
- Tracking: 95% [by scent]

Services Rendered: when summoned, will perform any single minor service, or serve as a familiar.

The shadow cats are the trackers and scouts of hells armies. When in cat form, like the pitch-black appearance of their natural form, they are pure black cats. Those who cross their path while it is in cat form suffer bad luck.

Bat Horin

Medium Devil (Order I)
Alignment: Lawful (Evil)
Protection: 2
Level: 5–8 1d8+4 hit points per level of ability
Attributes: **Str** 12 **Dex** 12 **Spd** 12 **Con** 19
Int 8 **Wil** 8 **Cha** 2 **Per** 13
Attacks:
- Bite (1d3) [diseased]
- Claw (1d4) [diseased]

Special Traits:
- Devil Traits
- Flight (Winged)
- Regeneration (1 point per minute)
- Speak with the Dead

Services Rendered: when summoned, will perform any single minor service, or serve as a familiar.

Perhaps the most vile of the Order I devils, Bat Horin look like they were pieced together from left over body parts—and perhaps they were. These foul creatures reek of death and decay. Their bite and their claws cause the target to save vs. CON at a penalty equal to twice the damage dealt (bite) or the damage dealt (claws). Failure indicates the individual has contracted some form of vile disease.

The incubation period for each disease is 1d6 days (e.g., the target can contract multiple diseases should they survive the initial encounter with the Bat Horin). The disease will cause any number of potential effects (e.g., loss of Strength and Constitution, dizziness, inability to heal, etc.). The disease will need several saves. If enough fail, death will occur in 1d12 days after incubation.

Stone Devil (False Gargoyle)

Medium Devil (Order I)
Alignment: Lawful (Evil)
Protection: 5
Level: 4–7 1d8+2 hit points per level of ability
Attributes: **Str** 19 **Dex** 7 **Spd** 9 **Con** 17
Int 4 **Wil** 8 **Cha** 1 **Per** 14
Attacks:
- Claw (1d6+4) [may wield weapons]
- Ram (1d6) [plus Barbed Skin, see below]

Special Traits:
- Devil Traits
- Barbed Skin
- Flight (Winged) [clumsy fliers]
- Immune to transmutation and polymorph spells
- Regeneration (1 hit point per minute)

Services Rendered: when summoned, will perform any single minor service, or serve as a familiar.

These creatures look like, and are often mistaken as, gargoyles. This causes actual gargoyles no end of trouble. Stone devils, as their name implies, have hides as tough as stone, providing the equivalent protection of plate armor. The barbs on their skin are sharp and jagged dealing 2d6 damage in any form of grappling combat (in addition to any damage from the grappling itself). This includes their ram attack—which requires 10 feet of running, or 20 feet of flying prior to being initiated. As a result, a ramming attack will deal 1d6 damage from the ram (which the protection of the Stone Devil will prevent them from suffering any harm) plus 2d6 damage from the barbed skin.

Hellion

Diminutive Devil (Order I)
Alignment: Lawful (Evil)
Protection: 3
Level: 3–6 1d4+2 hit points per level of ability
Attributes: **Str** 2 **Dex** 13 **Spd** 10 **Con** 17 **Int** 9 **Wil** 7 **Cha** 4 **Per** 14

Attacks:
- Bite (1 point) [Armor Piercing 2; Brutal]
- Claw (1 point) [Armor Piercing 2; Brutal]

Special Traits:
- Devil Traits
- Regeneration (1 hit point per minute)

Services Rendered: when summoned, will perform any single minor service, or serve as a familiar.

Hellions are tiny little creatures (i.e., about 6 inches tall) and viscous in combat as they attack in packs of 2d6 individuals. Although each attack does minimal damage, it ignores the first two points of protection. Wounds from these creatures are brutal—meaning that magic cannot heal the wounds and the normal healing rate is reduced to one-tenth normal. While healing, if not kept clean, the chances of infection are double normal.

Order II (Winged)

Erinyes

Medium Devil (Order II)
Alignment: Lawful (Evil)
Protection: 2
Level: 8–11 1d8+3 hit points per level of ability
Attributes: **Str** 15 **Dex** 14 **Spd** 20 **Con** 18 **Int** 13 **Wil** 12 **Cha** 11 **Per** 16

Attacks:
- Fist (1d4+1) [may wield weapons]

Special Traits:
- Devil Traits
- Detect Invisible / Spirits (60 feet) [sight]
- Flight (Winged)
- Innate Spells [4× per day]: Arcane Bolt, Knock, Speak in Tongues, Teleport
- Regeneration (2 hit points per minute)

Services Rendered: when summoned, will deliver any message or gift.

The flight movement of Erinyes is the fastest in the hells, although not as fast as a few rare Winged Demons. They are intelligent and cunning; they are apt to lie when summoned in an effort to avoid performing any service.

The natural attacks of the Erinyes are weaker than other devils, but they are typically quite skilled with weapons. They prefer spears and javelins, but will generally keep a short-sword handy for close up work.

Efreet / Marid

Medium Devil (Order II)
Alignment: Lawful (Evil)
Protection: 0 (fiery or watery form suffers ½ damage)
Level: 6–9 1d8 hit points per level of ability
Attributes: **Str** 6 **Dex** 17 **Spd** 14 **Con** 10 **Int** 11 **Wil** 16 **Cha** 9 **Per** 19

Attacks:
- n/a (fiery or watery form)

Special Traits:
- Devil Traits
- Fiery (Efreet) or Watery (Marid) Form
- Flight (Winged)
- Invisibility (30 minutes) [3× per day]
- Spell-caster (Elemental Magic) [Fire or Water Spells]
- Regeneration (2 hit points per minute)

Services Rendered: when summoned, will deliver any message or gift.

Efreet and Marid (sometimes collectively called Efreeteh) are semi-solid human-like devilish forms of swirling fire (Efreet) or Water (Marid). They are the smaller, less powerful cousins of the Djinn and Jann.

The semi-solid form suffers only ½ damage from all physical attacks. The suffer ×2 damage, however, from their opposing element (i.e., Efreet suffer ×2 damage from water-based attacks; Marid suffer ×2 damage from fire-based attacks).

Chrysaor

Large Devil (Order II)
Alignment: Lawful (Evil)
Protection: 3
Level: 8–11 1d8+1 hit points per level of ability
Attributes: **Str** 20 **Dex** 14 **Spd** 18 **Con** 15
Int 14 **Wil** 17 **Cha** 8 **Per** 17

Attacks:
- Bite (1d4+2)
- Kick (1d6+5)
- Trample (3d6)

Special Traits:
- Devil Traits
- Flight (Winged)
- Immune to Electrical damage, non-magical weapons
- Lightning Hooves (1d4 per level of ability) [3× per day] {300 feet diameter} – must strike hooves on solid stone
- Teleport (2 miles) [1× per day] – see below
- Regeneration (2 hit points per minute)

Services Rendered: when summoned, will deliver any message or gift.

Chrysaor are black winged horses, similar in appearance to Nightmare Steeds and Pegasi. They are quite intelligent and often speak a half-dozen languages. Several of the Order III demons will take on a Chrysaor as a mount.

The most frightening attack of the Chrysaor is the Lightning Hooves. In addition to the 3× per day that this attack can be initiated when the beast strikes its hooves against stone, this attack is automatically initiated at both the origin and destination points of any teleport made (for a total of 7 potential balls of lightning created per day).

Caballo Diablo

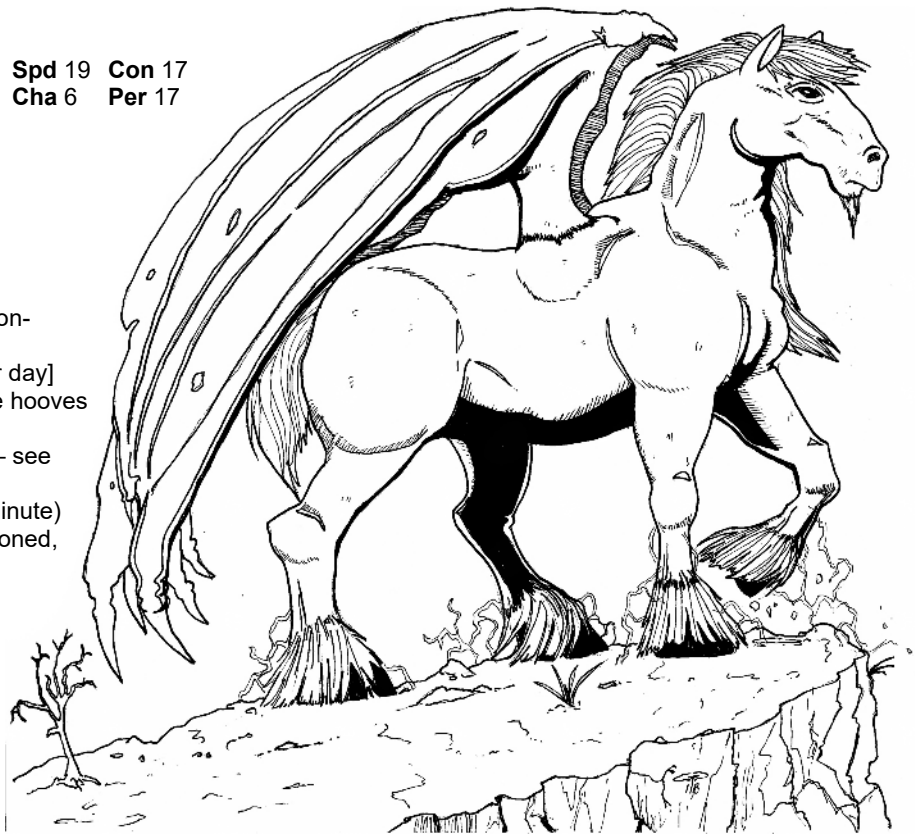
Large Devil (Order II)
Alignment: Lawful (Evil)
Protection: 4
Level: 12 (100 hit points)
Attributes: **Str** 21 **Dex** 15 **Spd** 19 **Con** 17
Int 15 **Wil** 20 **Cha** 6 **Per** 17

Attacks:
- Bite (1d4+3)
- Kick (1d6+6)
- Trample (3d6)

Special Traits:
- Devil Traits
- Flight (Winged)
- Immune to Electrical damage, non-magical weapons
- Lightning Hooves (12d4) [3× per day] {300 feet diameter} – must strike hooves on solid stone
- Teleport (5 miles) [2× per day] – see below
- Regeneration (3 hit points per minute)

Services Rendered: when summoned, will deliver any message or gift.

The original Chrysaor; refused to allow any to use her as a mount and was banished to the Prime Material Plane as a result. Some rumors claim she is the mount, these days, of the Rainbow Demon, although this is neither confirmed nor likely.



Order III (Greater)

Asura

Medium Devil (Order III)
Alignment: Lawful (Evil)
Protection: 3
Level: 12–17 1d8+5 hit points per level of ability
Attributes: **Str** 19 **Dex** 13 **Spd** 12 **Con** 20
Int 17 **Wil** 15 **Cha** 20 **Per** 17

Attacks:
- Claw (1d4+4) [has four arms; can wield weapons]
- Whip (1d6+4) [may be used to entangle]

Special Traits:
- Devil Traits
- Command up to their Charisma ×5 individuals within 100 feet [hearing] range (1 hour duration; save vs. WIL to reduce this to 10 minutes. Subjects will follow all orders given by the Asura for the duration) [3× per day]
- Regeneration (3 hit points per minute)
- Spell-caster (Mysticism)

Services Rendered: will grant a wish of limited power in lieu of service (level 14+); when summoned, will oversee any force of up to 100 men (24 hours), or will perform any one service.

Due to their command ability (and very high Charisma), Asura are rarely summoned on purpose. It is known that these creatures and Devas are related, but none have definitively determined the truth: Are Asura fallen Devas? Or are Devas ascended Asura? Some have speculated that this is a sort of chicken-egg question and that the answer to both questions is 'yes.'

Djinn / Jann

Large Devil (Order III)
Alignment: Lawful (Evil)
Protection: 0 (fiery or watery form suffers ½ damage)
Level: 13–18 1d10 hit points per level of ability
Attributes: **Str** 9 **Dex** 18 **Spd** 15 **Con** 13 **Int** 18 **Wil** 17 **Cha** 16 **Per** 20
Attacks:
- n/a (Fiery or Watery Form)

Special Traits:
- Devil Traits
- Fiery (Djinn) or Watery (Jann) Form
- Flight (Winged)
- Invisibility (1 hour) [3× per day]
- Spell-caster (Elemental Magic) [Fire or Water Spells]
- Regeneration (3 hit points per minute)

Services Rendered: will grant a wish of limited power in lieu of service (level 14+); when summoned, will perform up to 3 services in a 24 hour period.

Djinn and Jann (sometimes collectively called Djinni) are semi-solid human-like devilish forms of swirling fire (Djinn) or Water (Jann). They are the larger, more powerful cousins of the Efreet and Marid.

The semi-solid form suffers only ½ damage from all physical attacks. The suffer ×2 damage, however, from their opposing element (i.e., Djinn suffer ×2 damage from water-based attacks; Jann suffer ×2 damage from fire-based attacks).

Changeling

Medium Devil (Order III)
Alignment: Lawful (Evil)
Protection: *variable*
Level: 14–19 1d8 hit points per level of ability [Con]
Attributes: *see below*
Attacks:
- *As per current form*

Special Traits:
- Devil Traits
- Detect Invisible / Spirit presences (100 feet) [at will]
- Extra-sensory Perception (100 feet) [at will]
- Regeneration (3 hit points per minute)
- Shape Change (any humanoid form, including specific individuals) [perfect disguise; at will]
- Spell-caster (Enchantment)

Services Rendered: Will impersonate one humanoid being for up to 24 hours.

Asking "*what is a Changeling's natural form?*" is a question without an answer. It is safe to say that they have no true *base* form—they are whatever humanoid form they wish. Their mental attributes are not impacted by their current shape; each is the Changeling's level ±3 (roll 1d4–1d4). Physical attributes are more malleable. The sum total cannot exceed the level of the Changeling ×4; each individual physical attribute is limited to the level of the Changeling +2. For example, a level 15 Changeling might impersonate a roguish type and have the following physical traits: **Str** 11; **Dex** 17; **Spd** 17; **Con** 15. Or a warrior type with the following traits: **Str** 17; **Dex** 15; **Spd** 13; **Con** 15. If the Changeling can match the attributes of an individual perfectly, then this transformation is a perfect disguise that cannot be seen through, even with the aid of magic.

Shaitan

Small Devil (Order III)
Alignment: Lawful (Evil)
Protection: 4
Level: 14–19 1d6 hit points per level of ability
Attributes: **Str** 12 **Dex** 14 **Spd** 12 **Con** 13 **Int** 19 **Wil** 16 **Cha** 15 **Per** 17
Attacks:
- Bite (1d3) [venomous; Type II]
- Fists (1d3) [may wield weapons]

Special Traits:
- Devil Traits
- Extra-Sensory Perception (120 feet diameter) [at will]
- Spell-caster (Low Magic)
- Teleport (10 miles) [3× per day]
- Regeneration (3 hit points per minute)

Services Rendered: will grant a wish of limited power in lieu of service (level 14+); when summoned, will locate and provide one piece of information (up to 24 hours).

Shaitan appear as small, imp-like creatures. Their looks are quite deceiving, as these creatures are among hell's most dangerous. In combat, they will typically wield two daggers – which they will have dipped in their own blood, rendering them venomous as well.

When summoned, they will immediately attempt to assess the summoner—using their E.S.P. If possible—to find weaknesses they can exploit. When granting wishes, they will look for any way possible to misinterpret the intent of the individual and ensure that they pay for the intrusion.

Shedhim

Large Devil (Order III)
Alignment: Lawful (Evil)
Protection: 4
Level: 14–19 1d10+5 hit points per level of ability
Attributes: **Str** 23 **Dex** 15 **Spd** 17 **Con** 20 **Int** 6 **Wil** 22 **Cha** 2 **Per** 17
Attacks:
- Bite (1d4+4)
- Claw (1d8+8)
- Horns (2d6+8)
- Trample (3d8)

Special Traits:
- Devil Traits
- Aura of Magic (all physical attacks are considered magical attacks)
- Blurred Visage (all physical attacks against Shedhim suffer a -3 penalty)
- Immune to non-magic attacks
- Jump (their powerful legs can propel them Strength feet straight up, a standing broad jump of 2× Strength feet, or a running long jump of 4× Strength feet) [they may land on medium-sized or smaller foes as a trample]
- Regeneration (3 hit points per minute)

Services Rendered: will grant a wish of limited power in lieu of service; when summoned, will serve as a body-guard for up to 48 hours.

Brutish dim-witted beasts standing 10–12 feet tall, these creatures serve as body guards, shock troops, etc. for Nether and Arch Devils. They will not shy away from more powerful foes. The fact that they can beat down nearly anything certainly helps.

Order IV (Nether)

Nephalim (Nether Devil)

Large Devil (Order IV; Humanoid)
Alignment: Lawful (Evil)
Protection: 3
Level: 20–25 1d10+3 hit points per level of ability
Attributes: **Str** 15 **Dex** 21 **Spd** 25 **Con** 18
Int 19 **Wil** 20 **Cha** 16 **Per** 22

Attacks:
- Bite (1d3)
- Claw (1d4+1) [may wield weapons]

Special Traits:
- Devil Traits
- Blink [at will]
- Detect Invisible / Astral / Ethereal creatures [sight]
- Racial Traits (humanoid base race)
- Regeneration (4 hit points per minute)
- Spell-caster (Astrology and High Magic)
- Sphere of Power (minor)
- Teleport / Dimensional Travel [at will]

Professions: any available to the base race.
Services Rendered: will grant a wish in lieu of service; when summoned, will perform one duty related to their sphere of power or will slay any foe and / or deliver any captive to the pits of hell.

Nephalim are the unholy offspring of Arch Devils and a female humanoid mortal. The female must consent of her own free will — and be intelligent enough to know and understand the consequences of this choice. The child she will carry will cause her death.

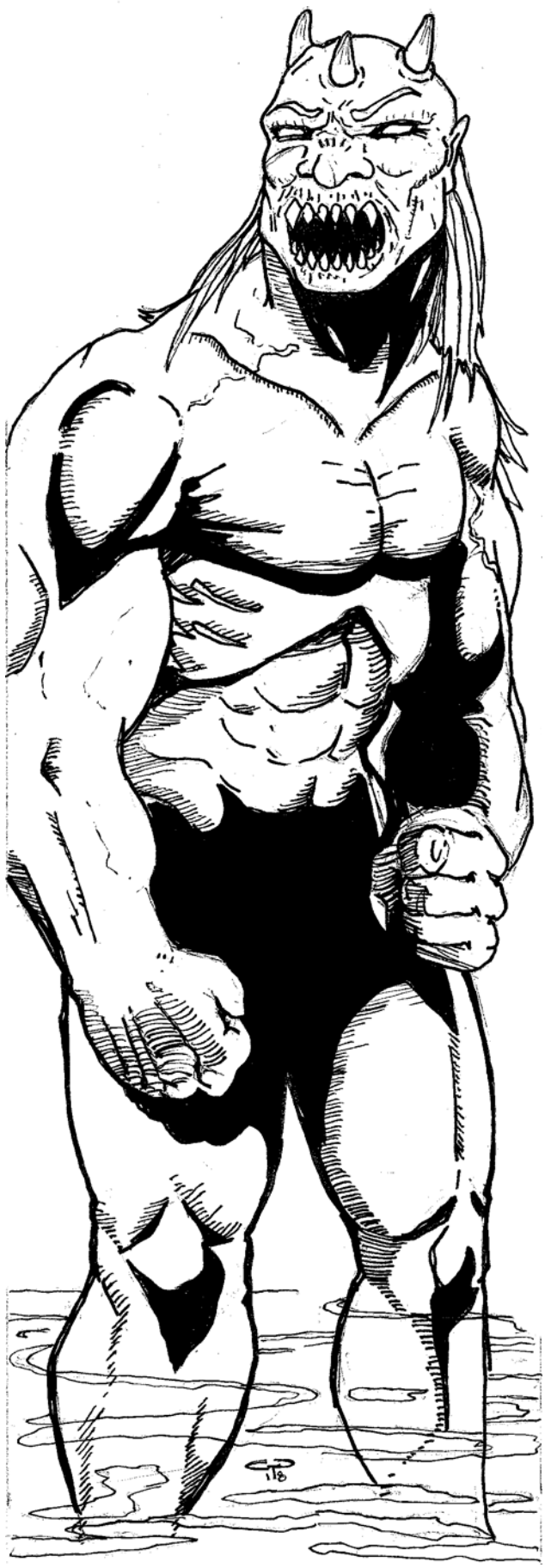
Approximately three months after conception, the devil-child will be large enough (i.e., 3–4 feet in length) to cause severe internal damage and a painful death. The dead-flesh will then serve as a cocoon of sorts; the devil-child will slowly feast on the flesh of its mother.

Approximately six months after conception, the devil-child will be fully grown (i.e., 10–12 feet tall). This initial quasi-adulthood lasts only another 3–4 months before the infernal soul of this beast will have absorbed a universe of information, rendering it one of the most dangerous creatures in existence.

Given their Speed, Dexterity, and Perception, coupled with their ability to teleport at will, any attempt to physically attack a Nephalim is quite difficult. A Nephalim is allowed to make a save vs. PER against each successful attack, suffering a penalty of -1 per previous successful attack that combat round, to *blink* (*teleport* to their current location, leaving the local reality for a brief moment). Success means the attack has no effect.

Like Nether Demons, Nephalim have a minor sphere of power. This sphere is almost always a sub-set of the Sphere of Influence controlled by the Arch Devil that sired the Nephalim.

Note: some tales speak of Nephalim that are born of mortals and other very powerful beings (e.g., Gods, Spirit Entities, etc.) The basic premise remains the same, but the actual abilities of such creatures is left to the Game Judge to decide.



Arch Devil	Level	Sphere of Influence	Notes / Services provided
Andromeleus	35	Treasure Seeking, Possessions, Theft	Will steal any article for the summoner
Balaam	40	Prophesy, Ancient Lore, Mysteries	Will answer one question about past, present, or future events
Barbatos	36	Communication, Hidden Meanings, Secrets	Will answer one question about any individual's secret thoughts
Belial	34	Command of Devils, Control	Will give the summoner a lesser devil as a familiar in return for a favor
Dantalion	36	Animal and Insect Control	Will answer one question about creatures of any sort (except devils)
Forneus	33	Pretense, Double Meanings, Lies	Will Teach the summoner any single language (in one hour)
Furcas	37	Construction, Business, Alchemy	Will answer any 3 questions about the arts or sciences
Maltheus	32	Land Warfare, Tactics, Strategy	Will teach the summoner how to use any single weapon (in 1 hour)
Murmus	38	Life, Death, Afterlife	Will answer 3 questions about any departed soul
Oriax	39	Astral, Ethereal, Spirits	Will answer 3 questions about any plane of existence
Paimon	30	Magic, Sorcery	Will teach any single spell
Stolos	31	The Underworld, Darkness, Foul Deeds	Will reveal the virtues of any stone, metal, or herb
Valak	30	Trickery, Invisibility, Lost Lore	Will reveal the location of any single hidden treasure
Asmodeus	50	Rulership	Lord of the Hells; unknown services

Order V (Arch)

There are 13 Arch Devils who rule over the whole of the Hells. Each one, in turn, answers to Asmodeus. Like Arch Demons, these creatures are not given full stats due to their status as a Deific-level creature.

Arch Devil

Gigantic Devil (Order V)
Alignment: Lawful (Evil)
Level: Deific (30–50)
Services Rendered: will grant a wish in lieu of service; will perform one duty related to their sphere of influence.

Each Arch Devil commands 1 or more planes of existence. As a result, these are **Deific Level Creatures** who should be used sparingly as plot devices by the Game Judge. When summoned, Arch Devils should provide services related to their sphere of influence.

Outsiders: Upper Planes

Outsiders refers to creatures that are native to either the lower planes (i.e., demon, devil) or the upper planes (i.e., celestial, sentinel). These beings are roughly divided into five ranks within the lower planes, and three ranks within the upper planes as follows:

Power	Upper Planes
I	Lesser
II	Supernal
III	Prime / Arch

Divine Magic includes three Invocation spells to call celestials and sentinels of the upper planes:

Power	Divine Magic Spell	Spell Level
I	Invocation I	III
II	Invocation II	V
III	Invocation III	VII

The services that a particular outsider can (and / or will) perform are dependent upon the particular type of outsider; this is discussed more fully in each section that follows.

Celestial Traits

Alignment: Neutral (Good)
Special Traits:
- Circle of Light (60 feet diameter; 10 minutes) [1× per day / level]
- Dark Vision (60 feet, +5 feet per level)
- Detect Magic (30 feet, +5 feet per level) [sight]
- Flight (Winged)
- Immune to poisons and venoms
- Immune to non-magical weapons
- Immune to Possession / Charm / Control
- Magic Resistance 20% (+3% per level of ability)
- Resistant to elemental damage (e.g., air, cold / ice, earth, heat / fire, water)
- Speak in Tongues [at will]

At higher levels, celestials have these abilities as well:

- **Level 9+**: Anti-magic Aura (30 feet diameter; 10 minutes) [3× per day] dispel all active spells, prevent all spells from being cast within the area of effect
- **Level 14+**: Limited Wish (2× per day)†
- **Level 20+**: Wish (1× per day)†

Celestials

Celestials are the angelic denizens of the upper realms known as the *Ætherial Planes*. Neutral by nature, these heavenly creatures are less bound by a rule of law than a constant drive to do what seems right despite what any law might claim. Good is the whole of their existence.

Celestials, as a whole, have no singular ruler—another aspect of their Neutral stance between chaos and law. They can be independent agents, although most serve one of the Irin. A few serve Deities or powerful spirit beings of good alignment. Celestials have a hatred—and in some aspects, a healthy fear—of all that is evil. This makes the fate of some Deva all the more frightful.

The relationship between Celestials and Demons is ancient and complex. It is known that Deva and Asura are two sides of the same coin… which begs the question, what others are being that have fallen or ascended their original nature? And the answer is that it is entirely unknown. Are Deva / Asura the only extra-planar beings that question their own nature and existence to the point that such a transformation is possible? Or are they simply the first to do so? Or, perhaps, were they the original Celestial / Demonic creature and the others are simply those that questioned in other ways and became what they are today? The universe may never know.

Power I (Lesser)

Balaha

Large Celestial (Power I)
Alignment: Neutral (Good)
Protection: 2 [may wear barding]
Level: 6–15 1d10+1 hit points per level of ability
Attributes: **Str** 22 **Dex** 14 **Spd** 19 **Con** 16 **Int** 14 **Wil** 15 **Cha** 12 **Per** 12
Attacks:
- Bite (1d4+3)
- Kick (1d6+7)
- Trample (4d6)

Special Traits:
- Celestial Traits

Services Rendered: when summoned, will transport the summoner to any one location, or serve as a mount for up to 72 hours.

The kings of horses, the Balaha are somewhat larger than a heavy warhorse and superior in all ways. As a winged, flying horse, some have suggested that they are responsible for the pegasi (i.e., pegasi are the result of the mating of a standard horse and a Balaha). The fact that pegasi are incapable of breeding tends to strengthen this argument.

† The ability to perform a wish is limited to those times the celestial is bound to a mortal and the mortal makes a wish. No mortal will ever be granted more than three wishes…

Kerubim (Cherubim)

Alignment: Neutral (Good)
Protection: 2
Special Traits:
- Celestial Traits

Services Rendered: will grant a wish of limited power in lieu of service (level 14+); when summoned, will guard any one place or individual for up to 72 hours.

Roll 1d12 for the type of Kerubim.

d12	Type of Kerubim
1–2	Bull
3–6	Eagle
7–11	Humanoid
12	Lion

Bull Form
Large Celestial (Power I)
Level: 7–16 1d10+4 hit points per level of ability
Attributes: **Str** 21 **Dex** 10 **Spd** 14 **Con** 19
Int 12 **Wil** 16 **Cha** 10 **Per** 12

Attacks:
- Butt (1d6+6)
- Trample (4d6)

Eagle Form
Small Celestial (Power I)
Level: 4–13 1d6+1 hit points per level of ability
Attributes: **Str** 12 **Dex** 22 **Spd** 22 **Con** 15
Int 12 **Wil** 16 **Cha** 10 **Per** 20

Attacks:
- Beak (1d6)
- Claw (1d8)

Humanoid Form
Medium Celestial (Power I) [Humanoid]
Level: — as player character
Attributes: **Str** 16 **Dex** 14 **Spd** 12 **Con** 15
Int 14 **Wil** 14 **Cha** 12 **Per** 16

Attacks:
- Bite (1d3+1)
- Fist (1d4+3) [may wield weapons]

Lion Form
Large Celestial (Power I)
Level: 10–19 1d10+2 hit points per level of ability
Attributes: **Str** 19 **Dex** 16 **Spd** 16 **Con** 17
Int 14 **Wil** 15 **Cha** 9 **Per** 15

Attacks:
- Bite (1d6+2)
- Claw (1d6+4)

Kerubim (sometimes spelled Cherubim) were originally used to protect the tree of life. In more modern artwork, they are depicted as symbols of strength, purity, and rulership as they are shown holding up the righteous throne of of a Deity or beloved King or Queen. They are most often described as winged Lions or Bulls. Their Eagle and humanoid forms are far less often recorded in literature. However, those confirmed sightings of non-summoned kerubim often show the four types working together as a team.

- Bulls are pure strength. They are the strongest and largest of the kerubim. They embody the puritan work ethic and have a deep connection to earth.

- Eagles are pure freedom. They are the swiftest of the kerubim and the most observant. They embody the struggle of good vs. evil and have a deep connection to air.

- Humanoids are pure determination. They are the most versatile of the kerubim. They embody the power of mortality and have a deep connection to water. In addition to the normal abilities listed, they typically range from level 1 to 6. The professions available will be the same as the humanoid race they resemble.

- Lions are pure spirit. They are the most powerful and volitile of the kerubim. They embody the rage and sorrow of the forces of good and have a deep connection to fire.

Kerubim are generally kind-hearted, and will tend to see value in all lives. In this way, they are sometimes looked down upon by other Celestials.

Power II (Supernal)

When encountering a random Power I celestial, roll below:

Deva

Medium Celestial (Power II)
Alignment: Neutral (Good)
Protection: 5
Level: 10–19 1d8+5 hit points per level of ability
Attributes: **Str** 19 **Dex** 13 **Spd** 12 **Con** 20
Int 17 **Wil** 15 **Cha** 20 **Per** 17
Attacks:
- Claw (1d4+4) [has four arms; can wield weapons]
- Whip (1d6+4) [may be used to entangle]

Special Traits:
- Celestial Traits
- Command up to their Charisma ×5 individuals within 100 feet [hearing] range (1 hour duration; save vs. WIL to reduce this to 10 minutes. Subjects will follow all orders given by the Deva for the duration) [3× per day]
- Spell-caster (Mysticism)

Services Rendered: will grant a wish of limited power in lieu of service (level 14+); when summoned, will oversee any force of up to 100 men (24 hours), or will perform any one service.

Like their fallen brethren, Asura, Deva are rarely summoned on purpose. They are a force of celestial vengeance; it is for this reason that these creatures may fall (or perhaps they all started out as Asura in the first place? It is not clear which gave rise to which).

Deva will often ride into combat astride a Balaha mount.

Throne (Ofanim)

Medium Celestial (Power II)
Alignment: Neutral (Good)
Protection: 0 [may wear armor]
Level: 20–25 1d8+7 hit points per level of ability
Attributes: **Str** 20 **Dex** 16 **Spd** 15 **Con** 22
Int 19 **Wil** 24 **Cha** 14 **Per** 19
Attacks:
- Bite (1d3+2) + (1d6 fire damage)
- Fist (1d4+5) + (1d6 fire damage) [may wield weapons]

Special Traits:
- Celestial Traits
- Control / Command Celestials [Power I]
- Detect Invisible / Astral / Ethereal creatures [sight]
- Gate (summon 2d12 Power I Celestials) [3× per day]
- Magic Resistance (75%, +1% per level)
- Shape Change (ring of fire; ½ hour) [3× per day]
- Spell-caster (Divine Magic and High Magic)
- Sphere of Power (minor)
- Teleport / Dimensional Travel [at will]

Services Rendered: will grant a wish in lieu of service; when summoned, will perform one duty related to their sphere of power.

Thrones are the Princes of the Ætherial Hierarchy. Each of the 111 thrones rules over multiple Ætherial Realms (i.e., planes, fiefdoms), commanding a host of Power I celestials and spirit creatures. Terrifying and beautiful creatures, these celestials tend to appear as normal mortals—this form being fixed, thus there are human-like thrones, elf-like thrones, and so on… even a few of the giant races have been seen. These unassuming forms hide terrible power.

In reality, when not on one of the Material planes, the thrones are large rings (or circles) of living flame. This is a form they may take on within the Material planes for short times. While in this form, they are far faster than in their physical form (Speed 20–25, flight movement 3× Speed). The rings are 7–10 feet in diameter. Being within 15 feet of this form causes anyone to suffer 1d6 fire damage per minute; actually coming in contact with the ring of celestial flame causes the poor soul to suffer 4d8 fire damage—save vs. CON (½ damage).

Each of the thrones has a minor sphere over which they can exert power. The limits of that power are the imagination of the Game Judge. Example spheres include:

Name of Celestial	Sphere
Abagael	Joy
Abel	Strength
Gabriel	Heroism
Hayrel	Leadership
Maribel	Rebelion
Michael	Warriors (of light)
Nathaniel	Gifts
Raphael	Healing
Ysabel	Perfection

Arch Celestial	Level	Sphere of Influence	Notes / Services provided
Araquiel	40	Earth, Farmers, Life	Knows of all who dwell on or beneath the earth
Armaros	45	Arcane Knowledge, Death, Judgement	Knows all spells and enchantments
Azazel	43	Enchantment, Invention, Progress	Knows how all tools, implements and magic items are made
Baraquel	41	Scholars, Sorcery, the Stars	Knows of all past and future events
Ezeekiel	40	Air, Astrology, Protection	Knows of all who dwell in the skies or clouds
Gabriela	37	Communication, Dreams, Fire	Knows of all that transpires within dreams
Gadreel	44	Combat, High Magic, Lightning	Knows of all weapons and wars
Penemue	44	Alchemy, Elemental Magic, Music	Knows of all writings (e.g., books, scrolls, treaties)
Raphael	39	Healing, Purity, Vengeance	Knows of all the evil done by man
Sariel	36	Moon, Night, Thieves and Spies	Knows of all that transpires by night
Semjaza	35	Farmers, Mysticism, Water	Knows of all herbs and plants
Shamshiel	36	Day, Hunters and Warriors, Sun	Knows of all that transpires by day

Power III (Prime, Arch Celestial)

Within the Æther, there are 111 ophanim which each rule up to nine of the Æther Realms. These powerful creatures then, in turn, answer to one of the 12 Prime Celstials (sometimes called Arch Celestials). These beings, known as the Irin, answer to no-one.

Irin (Watcher)

Gigantic Celestial (Power III)
Alignment: Neutral (Good)
Level: Deific (30–50)
Services Rendered: will grant a wish in lieu of service; when summoned, will answer one question related to their sphere of influence.

There are 12 Prime Celestials, each of whom is in command of 1 or more planes of existence. As a result, these are **Deific Level Creatures** who should be used sparingly as plot devices by the Game Judge. Services provided by summoned Prime Celestials should be related to their sphere of influence.

Sentinels

Sentinals are the angelic denizens of the upper realms known as the *Heavenly Planes*. Lawful by nature, these heavenly creatures can seem distant and aloof, even uncaring—although this is not true; they simply see the individual cogs of the cosmos (e.g., individual people) as far less important than the overall picture (e.g., *the needs of the many outweigh the needs of the few*).† Sometimes their view of the universe raises one individual to primary importance, and other times it reduces someone to a point of being utterly unimportant in their eyes.

Unlike celestials, sentinels have a final authority called the Holy Trinity (they would never think of these individuals as rulers)—Optis, Scaleus, and Primus.

Independent agents are almost unheard of. Most will serve one of the seraphim. A few serve deities or powerful spirit beings (either *Lawful Neutral* or *Lawful Good* in alignment). Sentinels have a hatred of all that is evil. There is far less diversity, and numbers, within the host of sentinels than exists within the demon or devil hordes—there are nearly 100 demons for each sentinel, and a like number of devils. In general, however, one-on-one, sentinels are more powerful than their lower-planar rivals. Even the lowliest of Power I sentinel is a match for multiple Order I or II Demons and Devils.

Sentinel Traits

Alignment: Lawful (Good)
Special Traits:
- Brilliance (all weapons wielded are imbued with holy energy; treat as a +1 weapon that deals double damage to evil creatures)
- Dark Vision (60 feet, +5 feet per level)
- Detect Chaos / Evil (30 feet, +5 feet per level) [sight]
- Detect Magic (30 feet, +5 feet per level) [sight]
- Flight (Winged)
- Immune to poisons and venoms
- Immune to Possession
- Magic Resistance 10% (+4% per level of ability)
- Speak in Tongues [at will]

At higher levels, sentinels have these abilities as well:

- **Level 9+**: Anti-magic Aura (30 feet diameter; 10 minutes) [3× per day] dispel all active spells, prevent all spells from being cast within the area of effect
- **Level 14+**: Limited Wish (2× per week)‡
- **Level 20+**: Wish (1× per week)‡

†This is excepting angels who have a narrower world view.
‡ The ability to perform a wish is limited to those times the celestial is bound to a mortal and the mortal makes a wish. No mortal will ever be granted more than three wishes…

Power I (Lesser)

Angel

Medium Sentinel (Power I) [Humanoid]
Alignment: Lawful (Good)
Protection: 0 [may wear armor]
Level: — as player character
Attributes: see below
Attacks:
- Bite (1d3)
- Fist (1d4) [may wield weapons]

Special Traits:
- Sentinel Traits
- Appear Mortal
- Empathy (90%)
- Lay on Hands (heals 1d4 hit points per level of ability) [3× per day]

Professions: Any that a Lawful Good individual may enter
Services Rendered: when summoned, will aid the summoner for up to 24 hours.

Angels are the sentinels that are closest to mortals; as such, they are the diplomats and the go-between agents of the Heavenly Host. In addition to being sentinels, they are humanoids. As humanoids they can be of any profession. The maximum attribute score in each attribute is 20; use 115 points when generating the Angel's attributes. Most angels are between levels 3 and 10.

Unlike the other sentinels, angels are empathetic and sympathetic to the mortal races. Their empathy means that 90% of the time, they know exactly what a given mortal needs at that moment to ease their worried mind. They will spend time comforting an old farmer, midwife, beggar, soldier, etc. even if that just means listening to their stories, and / or providing a cup of hot soup. They are sometimes called 'Immortal Friends' or 'Guardian Angels.' This is because they see the value in all mortal lives, preferring to focus on the individual and the small picture rather than the whole and the big picture.

Despite their status as the lowliest of the sentinels, angels most often work alone. They can tuck their wings in and they will become invisible. No magic, at that point, can tell that this individual is anything more than the mortal he or she appears to be excepting the gaze of a valkyrie or a guardian (a.k.a., archangel).

Angels can and do fall in love with mortals. The offspring of this union will be sterile, and have the following traits:

- Immune to poisons and venoms
- Immune to possession
- Immortal (stop aging after reaching adulthood)
- Level 2+: Night Vision (30 feet)
- Level 4+: +1 Str, +1 Dex, +1 Spd, +1 Con
- Level 6+: Detect Chaos / Evil (15 feet) [sight]
- Level 8+: Detect Magic (15 feet) [sight]
- Level 10+: Magic Resistance (+1% per level of ability)

Valkyrie (Virtue)

Medium Sentinel (Power I) [Humanoid]
Alignment: Lawful (Good)
Protection: 0 [may wear armor]
Level: — as player character
Attributes: **Str** 17 **Dex** 15 **Spd** 16 **Con** 19
Int 19 **Wil** 19 **Cha** 18 **Per** 20

Attacks:
- Bite (1d3)
- Fist (1d4) [may wield weapons]

Special Traits:
- Sentinel Traits
- Know Fear (90%; can gaze upon an individual and know what it is that terrifies them the most 90% of the time)
- Righteous Wrath (deals 1d4 damage per level of ability to all evil individuals in a 60 feet diameter) [3× per day]
- Spell-caster (Limited) [Enchantment, High Magic]
- True Sight (30 feet) [sight]

Services Rendered: will grant a wish of limited power in lieu of service (level 14+); when summoned, will seek and destroy one evil creature (one attempt).

Where Angels are the 'Immortal Friends', valkyries are, perhaps, the single most focused of the sentinels. As a result, valkyries and angels rarely work together. Valkyries see themselves as the most virtuous and noble of the sentinels. This arrogance can sometimes rub the other sentinels the wrong way. Regardless, however, all of the sentinels—even the angels—understand the importance of the role the valkyries play in the war being waged between good and evil across the multi-verse. Most valkyrie are between levels 8 and 15.

Power II (Supernal)

Domination

Medium Sentinel (Power II)
Alignment: Lawful (Good)
Protection: 0 (incorporeal)
Level: 16–20 1d8+1 hit points per level of ability
Attributes: see below
Str 15 **Dex** 17 **Spd** 14 **Con** 16
Int 15 **Wil** 16 **Cha** 14 **Per** 17

Attacks:
- See below

Special Traits:
- Sentinel Traits
- Incorporeal
- Invisible
- Immune to all physical effects (including disease, poison, etc.)
- Possession

Services Rendered: will grant a wish of limited power in lieu of service (level 14+); when summoned, will serve the summoner for up to 24 hours.

Dominations are the strangest of the sentinels, in that they have no physical form. Even within the upper planes, these mysterious creatures are ghostly apparitions. In order to impact the physical, these creatures can possess any living creature's body (animal forms; not plants and the like). They are limited to one hour of possession before they must leave the body. After such a possession, the domination is exhausted and cannot possess another physical form at least 8 minutes, +1 minute per 5 minutes they possessed their last host (i.e., 9–20 minutes).

Domination possession can be resisted by individuals who have 6+ Intelligence. Save vs. WIL at a penalty equal to ½ the domination's level (round up). Success indicates that the attempt to possess was thwarted and the domination must wait at least 24 hours before they can attempt to possess that individual again.

When an individual is possessed, their consciousness enters into a dream-like state and will not remember the time in which they were no longer in control. Meanwhile, the possessed body takes on the entirety of the Sentinel trait list (right down to having translucent, ghost-like wings); the mental traits are that of the domination and the physical traits are the higher of those possessed by the domination and the host.

Hit points are handled a bit differently. The domination has a pool of hit points (for dealing with ethereal combat, attacks that impact incorporeal beings, etc.) Fully half of these hit points (round down) are added to the host when possession takes place. These hit points are lost first. Once more than ¼ of these are lost, the domination cannot leave the body until the full hour is up. If the body dies while the domination is still within, the domination dies as well. For this reason, dominations are very particular about their hosts.

Seraphim

Gigantic Sentinel (Power II)
Alignment: Lawful (Good)
Protection: 4
Level: 20–25 1d10+5 hit points per level of ability
Attributes: **Str** 19 **Dex** 14 **Spd** 20 **Con** 20 **Int** 22 **Wil** 18 **Cha** 13 **Per** 20

Attacks:
- Bite (1d12+2)
- Claws (1d8+4)
- Tail (2d8+4) {20 feet cone; rear}

Special Traits:
- Celestial Traits
- Control / Command Sentinels [Power I]
- Detect Invisible / Astral / Ethereal creatures [sight]
- Detect Magic (120 feet) [sight]
- Gate (summon 2d12 Power I Sentinels) [3× per day]
- Holy Breath (1d6 per level of ability) [3× per day] {90 feet cone}
- Magic Resistance (75%, +1% per level)
- Ray of Light (1d6 per level of ability) [3× per day] {½ mile range}
- Spell-caster (Divine Magic and Elemental Magic)
- Sphere of Power (minor)
- Teleport / Dimensional Travel [at will]

Services Rendered: will grant a wish in lieu of service; when summoned, will perform one duty related to their sphere of power.

Seraphim are the Princes of the Heavenly Host. Each of the 100 seraphs (called the Century Council) rules over multiple Heavenly Planes, commanding a host of Power I sentinels and spirit creatures. Appearing as gigantic, brightly colored dragons with three pairs of eyes, three pairs of legs, and three pairs of wings, these creatures are not subtle and do not attempt to hide the terrible power they wield.

Each of the seraphs has a minor sphere over which they can exert power. The limits of that power are the imagination of the Game Judge. Example spheres include:

Name of Celestial	Sphere
Aegir	Seas, Oceans, Lakes
Bragi	Oaths
Eir	Healing
Forseti	Peace, Harmony, Balance
Fulla	Messages, Communication
Gefion	Protection (self)
Hoenir	Silence
Lofn	Marriage, Mortal Bonds
Magni	Individualism
Nanna	Loyalty
Njord	Fishing, Fishermen, Sustenance
Saga	Wisdom, Memory
Sif	Fertility
Skirnir	Persuasion, Guile
Syn	Archers, Protection (family, home)
Ull	Winter, Hunting
Vali	Vengeance
Vidar	Passive Strength

Power III (Prime, Arch Sentinel)

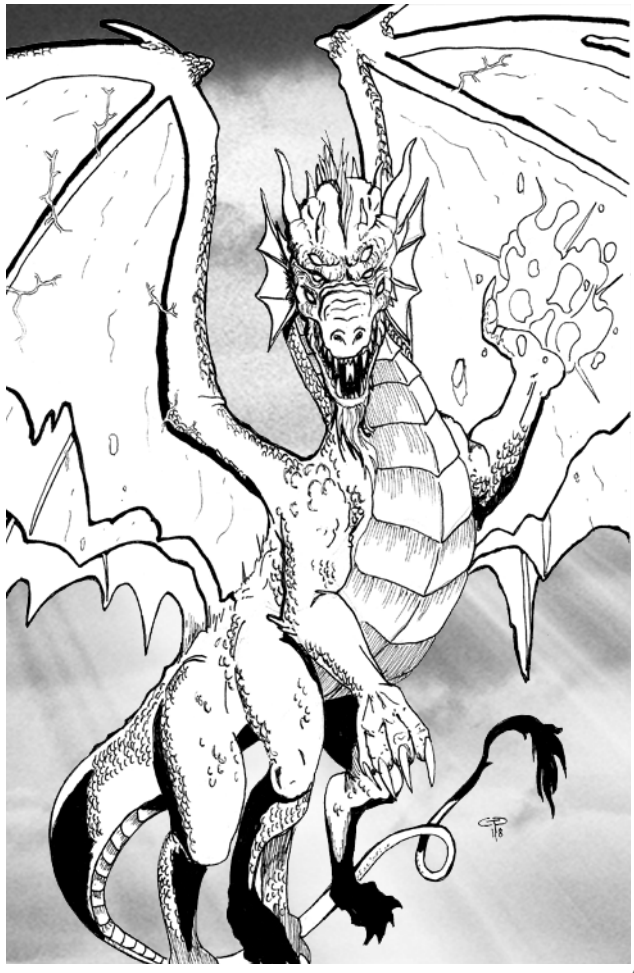
Within the Heavens, there are 100 seraphim which each rule up to nine of the Heavenly Planes. These powerful creatures then, in turn, answer to one of the 7 Prime Sentinels (sometimes called Powers or Arch Angels) who in turn answer to one of the Holy Trinity.

Arch Angel (Power)

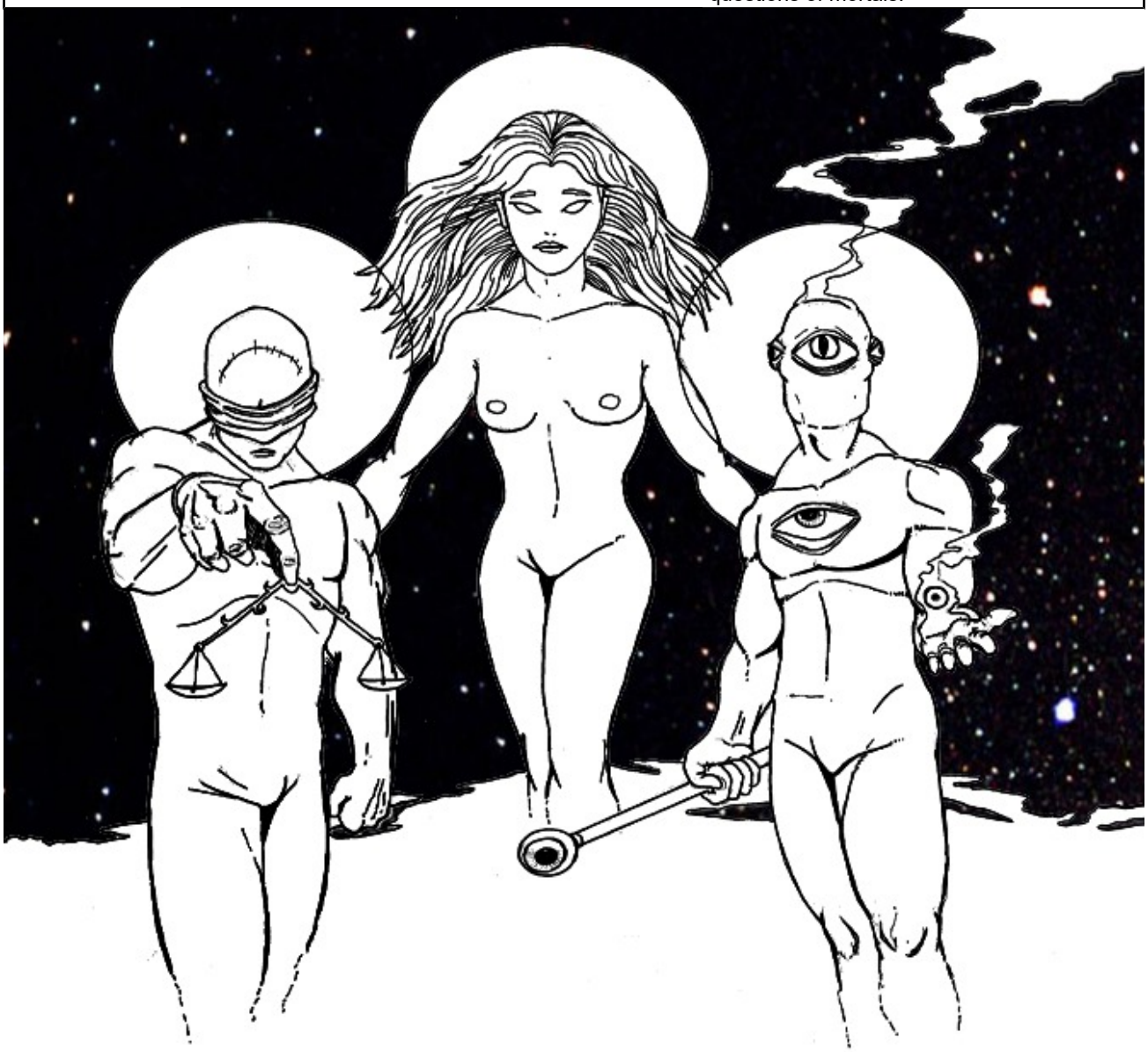
Gigantic Celestial (Power III)
Alignment: Lawful (Good)
Level: Deific (30–50)
Services Rendered: will grant a wish in lieu of service; when summoned, will answer one question related to their sphere of influence.

There are 7 Prime Sentinels, plus the Holy Trinity, each of whom is in command of 1 or more planes of existence. As a result, these are **Deific Level Creatures** who should be used sparingly as plot devices by the Game Judge. Services provided by summoned Prime Sentinels should be related to their sphere of influence.

Arch Angels appearance differs from individual to individual; the appearance is always in line with their sphere of power (Optis, for example, is a giant floating eye). Final appearance of any Prime Sentinel is at the Game Judge's discretion.



Arch Angel	Level	Sphere of Influence	Notes / Services provided
Atropos	34	Fate; Death	Knows the fate to which all individuals may succumb.
Chronos	42	Time; Memory	Knows the past, the present, and the future.
Clotho	31	Birth; Awakenings	Knows the time for all beginnings.
Gaia	46	Nature, The Prime Material Plane	Knows the nature of all things.
Lachesis	37	Destiny; Life	Knows the destiny to which all individuals may strive.
Mars	44	War; Conflict	Knows of all forms of armed conflict.
Thanos	40	Adjudication; The Soul	Knows the fate of one's soul.
Optis, the Watcher	48	Knowledge	Unknown; will not generally answer any questions of mortals.
Scaleus, the Balancer	49	Judgement	Unknown; will not generally answer any questions of mortals.
Primus, the One	50	*Unknown*	Unknown; will not generally answer any questions of mortals.



Spirit Creatures

Spirit entities are beings who reside upon one of the spirit planes, such as the elemental planes, Valhalla, Olympus, the Æthereal planes, the Heavens, etc. Very few will reside within the Abyss or Hells. Though most are more or less insubstantial when on their home plane, spirit entities of this sort must manifest themselves as physical beings when summoned to the prime material plane. In addition to the creatures listed here, several other creatures are considered to be spirit creatures:

- Elementals
- Celestials
- Sentinels

The nature and familiar spirit creatures are neutral in alignment; the various outsiders that are also considered spirit creatures fall outside this norm. Despite the similarity in alignment, spirit entities vary greatly in temperament and demeanor.

- Nature spirits tend to be withdrawn and almost shy, unless one is fool enough to anger them.
- Lesser elementals (sylphs, undines, salamanders, and pygmies) are often extremely hostile towards humans, tolerating only such spell-casters as Druids, Shamans and Witches.
- Having been revered in past ages as demi-gods, the True Elementals are understandably somewhat haughty by nature and tend to become violent if treated with disrespect by any summoner.
- The first power of aethereal and heavenly beings known as balaha, kerubim, angels, and valkyries on the other hand are generally unassuming beings who serve their deific masters with unswerving loyalty. As long as a summoner has been faithful to his or her patron Deity, these beings will never be reluctant to offer their services.
- The second power of aethereal and heavenly beings known as devas, thrones, dominations, and seraphim are far less unassuming and less willing to offer their services, unless the individual is seen as more than just another follower of the faith.
- The irin (known as the watchers) and the archangels (known as the powers)—strange and very powerful beings. It is said that these creatures once dwelled amongst the gods as equals, but were banished for wanting to know all the secrets of the multiverse. Ever since that time, it has been the fate of the irin and the archangels to watch over all that transpires on the myriad worlds of the material plane, and to learn all that transpires therein. If summoned, these creatures will answer one question concerning their sphere of power, but they have sworn to never again to interfere in the ways of gods or men.
- Finally there are the deities—demigods, godlings, lesser gods, greater gods, and supreme gods. Such creatures are similar to upper-planar outsiders on the lower end (demigods and godlings), but are otherwise generally unapproachable, although occasionally, advice will be given.

Familiar Spirits

Spirit Creature
All abilities per animal form.
Special Traits:
- Assistant (+1% per level of ability on all magical rolls)
- Focus (allows caster to cast an additional spell per day)
- Silent communication with master (unlimited range)

Services Rendered: will serve as a familiar.

Familiar spirits are disembodied spirits that have been called to serve as a familiar and have possessed the body of a diminutive, small, or medium sized animal. In addition to the abilities shown above, familiars have the attacks, special abilities, etc. as per the animal form possessed.

Nature Spirit

There are six forms of nature spirit:

Type	Nature / Element
Akash	Heavens, void
Bhūmi	Stone, earth
Jala	Seas, water
Pavan	Wind, air
Tejas	Fire, smoke
Xùn	Wood, plant life

These are equally represented within the populations (roll 1d6 if a random one is needed). This type determines the Nature Spirit traits the creature will have.

Special Traits (Akash)
- +2 Int, Will; Elusive (-4)
- Flight
- Gate to spirit world and back [at will]
- Spell-caster (limited) [Astrology]

Special Traits (Bhūmi)
- +2 Str, Con; Protection (+4)
- Gate to spirit world and back [at will]
- Pass through Earth and Stone
- Spell-caster (limited) [Elemental Magic] {earth}

Special Traits (Jala)
- +2 Cha, Per; Elusive (-1); Protection (+2)
- Gate to spirit world and back [at will]
- Spell-caster (limited) [Elemental Magic] {water}

Special Traits (Pavan)
- +2 Dex, Spd; Elusive (-3)
- Flight
- Gate to spirit world and back [at will]
- Spell-caster (limited) [Elemental Magic] {air}

Special Traits (Tejas)
- +1 Dex, Spd, Wil, Per; Elusive (-2); Protection (+1)
- Gate to spirit world and back [at will]
- Spell-caster (limited) [Elemental Magic] {fire}

Special Traits (Xùn)
- +1 Str, Con, Int, Cha; Protection (+3)
- Gate to spirit world and back [at will]
- Pass through plants, vines, etc.
- Spell-caster (limited) [Mysticism]

The appearance of a nature spirit is akin to the element to which it is a part. Bhūmi, jala, pavan, and tejas all appear similar to elemental spirits. Akash appear as a silhouette-like figure of swirling void, a man-like hole in the universe. Xùn appear as a human-like form of twisted vines and bark.

Level	Size
1–4	Diminutive
5–8	Small
9–12	Medium
13–16	Large
17–20	Gigantic

Nature spirits vary in size greatly from approximately 1 foot tall to well over 12 feet tall. The range for level of ability for these creatures is 1–20; size is a function of their level of ability.

Nature Spirit (Diminutive)
Diminutive Spirit Creature
Protection: 0
Level: 1–4 1d4 hit points per level of ability
Attributes: **Str** 6 **Dex** 20 **Spd** 10 **Con** 11
Int 9 **Wil** 6 **Cha** 8 **Per** 12
Attacks:
- Fists (1d4)

Special Traits:
- Nature Spirit Traits

Services Rendered: will answer any question concerning the place where they are found.

Nature Spirit (Small)
Small Spirit Creature
Protection: 1
Level: 5–8 1d6 hit points per level of ability
Attributes: **Str** 9 **Dex** 19 **Spd** 12 **Con** 13
Int 11 **Wil** 9 **Cha** 9 **Per** 13
Attacks:
- Fists (1d6)

Special Traits:
- Nature Spirit Traits

Services Rendered: will answer any question concerning the place where they are found.

Nature Spirit (Medium)
Medium Spirit Creature
Protection: 2
Level: 9–12 1d8+1 hit points per level of ability
Attributes: **Str** 12 **Dex** 18 **Spd** 14 **Con** 15
Int 13 **Wil** 12 **Cha** 10 **Per** 14
Attacks:
- Fists (1d8)

Special Traits:
- Nature Spirit Traits

Services Rendered: will answer any question concerning the place where they are found.

Nature Spirit (Large)
Medium Spirit Creature
Protection: 4
Level: 13–16 1d10+2 hit points per level of ability
Attributes: **Str** 15 **Dex** 17 **Spd** 16 **Con** 17
Int 15 **Wil** 15 **Cha** 12 **Per** 15
Attacks:
- Fists (1d10+1)

Special Traits:
- Nature Spirit Traits

Services Rendered: will answer any question concerning the place where they are found.

Nature Spirit (Gigantic)
Medium Spirit Creature
Protection: 6
Level: 17–20 1d12+4 hit points per level of ability
Attributes: **Str** 18 **Dex** 16 **Spd** 18 **Con** 19
Int 17 **Wil** 18 **Cha** 14 **Per** 16
Attacks:
- Fists (1d12+3)

Special Traits:
- Nature Spirit Traits

Services Rendered: will answer any question concerning the place where they are found.

Deities

There exists a truism in Role Playing: *if you give it stats, it can be killed*. As such, Deities, Demigods, etc. are not given stats. They are described in terms of their power in a way that ensures that the Game Judge can decide if it is even possible to kill such a creature in a particular encounter. In other words—*Deific-level creatures are not creatures, per se; they are plot devices*.

If a Game Judge wishes to give these creatures stats, **ZiLa Games** highly recommends THE PRIMAL ORDER series of books, published by **Wizards of the Coast** in the early 1990s. These books describe how to make Deific-level creatures more than just creatures with more hit points than most; how to make these creatures different in a tangible and measured way; how to rank these creatures in power against one another; and so on.

True Deities

True deities are spirit creatures of at least a level of ability of 30 and control planes of existence. Below the true deities are the saints which range in power from level 25 to 29. Deities are specific to campaigns. What follows are general guidelines.

Deific level creatures have powers far beyond the ability to define them as creatures. It is possible to treat Arch Demons, Arch Devils, Prime Celestials, and Prime Sentinels as true deities (Game Judge's ruling). Saints can be defined in the same way Nether Demons, Nether Devils, Supernal Celestials, and Supernal Sentinels are defined. See those creatures for more details. All true deities, however, can be said to have some degree of the following capabilities.

Sphere of Power

Each deity has a sphere of power, in much the same way the Arch Demons, Arch Devils, Prime Celestials, and Prime Sentinels have a sphere of power. A sphere of power is different from a sphere of influence in that a sphere of influence is an area over which a being has control, whereas a sphere of power is an area of which the being **is**. The control is absolute in a Sphere of Power.

Cosmic Power / Cosmic Energy

More than drawing upon mana to cast spells, or having a concept for which they are the incarnation, the cosmic power of a true deity is embodied in the fact that they are woven directly into the fabric of the multi-verse. When a deity casts a spell, there is no power (other than another true deity) that can resist it. When a mortal casts a spell, there is little to no chance the spell to have an impact on the God.

In campaigns where the god or gods are all-powerful (i.e., a Christian campaign), the cosmic power dial is turned all the way up (i.e., the gods have infinite cosmic power) and defining them is not really needed. In campaigns where the gods are not all-powerful, but are just *extremely* powerful, the cosmic power dial is turned down and gods wield a limited amount of this power.

In such campaigns, it is assumed that a god has an amount of cosmic power equal to the number of planes they control. This power generates the ability to use 10 times this in cosmic energy each day. Each point of cosmic energy can be used to fulfil a limited wish (or a full wish if the wish is within the sphere of power the deity commands), create a shield which can withstand any amount of damage, empower an attack to bypass a cosmic shield of equal or less energy, or anything else the Game Judge feels it should be able to do.

The number of points of Cosmic Power a deific level creature has will depend upon the number of planes they control, as well as the rank of deific creature they happen to be. This also defines their level of ability.

Level of Ability

Rank of Deific Creature	Level	Planes
Saint	20–29	1–2
Godling	30–39	3–4
Demigod	40–49	5–8
God, Lesser	50–64	9–12
God, Greater	65–79	13–20
God, Supreme	80–99	21+

As shown above, true deities have very high levels of ability. When defining a true deity, they can have any number of levels in any number of professions that total up to the level of the deity.

> **For example:** the Game Judge creates a Godling for her campaign and assigns a level of 44. This she decides is Level 20 Priest, Level 12 Archimage, Level 12 Hunter.

The use of these levels are to help define the nature of, and the feel of each deity. Adding up the collective abilities of the classes a particular deity has will aid the Game Judge with how to play the Deity; it will also help the players in understanding how the deity thinks and sees the world even more so than the alignment. These levels are also used in the definition of the deities' Avatar(s)—see Omnipresent, below.

Omnipotent

When it comes to the deities' sphere of power, they should be nearly omnipotent (from a mortal perspective) and only limited in so much as another deity has a sphere of power that bleeds over into theirs. The judicious use of Cosmic Power and Cosmic Energy will aid in facilitating this.

Omniscient

True deities know the hearts, minds, and souls of mortals. They are not going to be fooled easily. How much true omniscience a deity has will depend upon its sphere of power (where they have near absolute omniscience). Anything related to this sphere they will have a great deal; anything tangential to the sphere, they will have some. All other areas, they are limited.

Omnipresent

Although a non-all-powerful deity is not truly omnipresent, they can utilize avatars. An avatar is a physical embodiment of the deity. It can take in any form (although, once this form is selected, it is usually fixed). The form is given one or more cosmic power points to sustain it (and thus, has access to the relative amount of cosmic energy that is generated by this power). It can also be given one or more levels of ability (and professions) that the deity has access to. The number of levels of ability is limited to the levels the deity has, or 5 levels per point of Cosmic Power assigned, whichever is lower.

> **For example**: the Godling created earlier generates an avatar. The Game Judge decides that she will have the Godling create a human and assigns 2 Cosmic Power (allowing the avatar to use 20 Cosmic Energy each day). This avatar will be assigned 10 levels, making this human a level 6 Priest, Level 4 Hunter.

If the deity is creating the avatar whole (i.e., fully grown), then the assignment of levels is a requirement. If the avatar is instead allowed to be born, then the deity may forgo the assignment of levels and allow the avatar to learn anything it wants. Once created, however, the avatar will earn experience and advance in level as normal.

Although the avatar is an independent entity and acts on its own, the deity is aware of all that the avatar is aware of and can guide the avatar through any trials.

The deity does not have access to the cosmic power and energy that is assigned to the avatar until the avatar dies. Although a deity can strip back the power at any time, this will kill the avatar instantly. Deities are not wont to do that unless the avatar has disappointed them in some way, or the avatar is being used to make a larger point which can be hammered home by the avatar's death.

Undead

Undead are the denizens of the shadow realms which border the planes of Hades and the Abyss. These unholy creatures are neither dead nor alive, but manage somehow to maintain a semblance of life solely through their evil desire to continue existing. Undead creatures despise and envy all living creatures, and will seek to slay or rob them of their life energies if given the opportunity. Undead, in fact, feed off of such energies and become crazed when they have not *eaten* for long periods of time (50% chance that any undead creature encountered in a deserted area will be in such a maniacal state). Undead driven mad by *hunger* will attack no matter the odds against them.

While corporeal undead tend to be chaotic in nature (and as such are drawn towards demon-kind), non-corporeal undead almost always tend toward lawful evil behavior, and are known to associate with devils. All undead fear (or at least will avoid) the power of good, and can be turned by Priests or Mystics. If summoned by a Necromancer or a practitioner of Black Magic, undead creatures may be made to perform certain types of services.

When figuring a random (or summoned) undead creature, use the chart below (roll 1d20). Bear in mind that some results may need to be re-rolled due to limitations on an undead creature's level of ability. When undead of a lower relative level of ability are summoned, multiple individuals may be summoned that total the level of the summoner (Game Judge's ruling). Re-roll if the level is higher than the summoner.

Barrow Wight

Medium Undead (Corporeal, Willful)
Alignment: Chaotic (Evil)
Protection: 0 [may wear armor]
Level: 1–12 1d8+1 hit points per level of ability
Attributes: **Str** 14 **Dex** 12 **Spd** 12 **Con** 15 **Int** 8 **Wil** 5 **Cha** 2 **Per** 14
Attacks:
- Claw (1d4) + {energy drain} [may wield weapons]

Special Traits:
- Undead Traits
- Ignore armor when making attacks
- Resistant to non-magical weapons
- Spell caster (limited) [Black Magic]

Services Rendered: when summoned, will stand guard over any tomb, crypt or barrow.

Barrow Wights appear similar to ghouls, although they appear less pale and sickly. More powerful and more intelligent than ghouls, the barrow wight possesses a cunning lacking in ghoul-kind. A barrow wight may have an entourage of ghouls around them at their command, leading some to think that there must be some kind of connection between them.

The claws of a barrow wight drain 1d4 hit points per level of ability from the target. Hit points lost this way cannot be healed without the aid of magic (e.g., healing spells, elixirs, potions). Demons, devils, and undead are immune to the effects of this attack.

Undead Traits

Alignment: Neutral (Evil) or Chaotic (Evil)
Special Traits:
- Immune to all biological effects (e.g., age, poison)
- Immune to possession
- No need to sleep

Undead have several categories in which they fall. Additional traits are common for each category, as shown below.

Corporeal Undead
Corporeal undead are those with a physical body.
- Resistant to piercing weapons

Incorporeal Undead
Incorporeal undead are those without a physical body.
- Immune to non-magical weapons
- Ignore armor when making attacks
- No Strength or Constitution (incorporeal undead lack the ability to truly interact with the physical realm)
- Reduced Hit Points (due to lack of mass)

Willful Undead
Willful undead are those that are sentient and sapient—able to experience their surroundings, make judgements, and feel emotions.
- Magic Resistance 10% (+1% per level of ability)

Heedless Undead
Heedless undead are those that are sentient without being sapient—able to experience their surroundings, while lacking the ability for judgement and emotions. They operate on purely instinctive and commanded behaviors.
- Immune to emotional effects (e.g., charm, fear)
- Will and Charisma limited to 1 (although they can follow orders, they have no ability to reason)

Ghost

Ghosts come in three forms: Banshees, Malign Spirits, and Revenants. When encountering a random ghost, roll below.

Banshee (Bansidhe)

Medium Undead (Incorporeal, Willful — Ghost**)**
Alignment: Neutral (Evil)
Protection: 0 (incorporeal)
Level: 4–7 1d6 hit points per level of ability
Attributes: **Str** — **Dex** 16 **Spd** 16 **Con** —
Int 14 **Wil** 12 **Cha** 8 **Per** 14
Attacks:
- Touch (drains 1 hit point per level of ability)

Special Traits:
- Undead Traits
- Banshee Wail
- Bound to a location
- Frightful Appearance
- Unable to cross running water

Services Rendered: when summoned, will terrorize any enemy or enemies of the summoner

Banshee are almost always female spirits of who, in life, were either murdered or died in childbirth. As with all ghosts, banshee have a frightful appearance. Those wishing to approach must save vs. WIL to do so.

They are usually bound to a particular location (e.g., where they died, a place holding meaning for them in life), having a range of travel of about two miles diameter. When summoned, the bound location temporarily becomes the point at which they appeared. Once released, banshee will immediately return to their standard haunt.

When an individual of a family near the banshee's haunt dies—even if that death took place far away and word has not yet reached the area—the banshee will wail. Banshee wailing can go on for up to one day (24 hours) and can be heard for up to five miles. Those who hear the wail must save vs. WIL every hour. Failure indicates they lose 1 point of Will. If an individual's Will is reduced to 0, they will go mad (Game Judge may determine the type and effect of this madness).

A small minority of banshee are not evil. These are spirits that were neither murdered nor killed in childbirth. They became banshees due to a love of family, or other personal reasons. Such banshee (sometimes called Benign Banshee) wail in mourning with a song of reverence that does not drive people mad, but will instead fill those that knew the deceased individual with memories of them. Since this song sounds the same as a normal banshee wail, those that do not know the recently deceased individual will often mistake these spirits for the more malignant type. Very rarely, more than one banshee will appear in the same place. When this happens, they wail for the death of someone great or holy. Such groups can be dangerous when they are malignant banshee.

Malign Spirit

Medium Undead (Incorporeal, Willful — Ghost**)**
Alignment: Chaotic (Evil)
Protection: 0 (incorporeal)
Level: 7–10 1d6 hit points per level of ability
Attributes: **Str** — **Dex** 15 **Spd** 14 **Con** —
Int 12 **Wil** 10 **Cha** 10 **Per** 15
Attacks:
- None

Special Traits:
- Undead Traits
- Frightful Appearance
- Invade Dreams
- Possession (limited)
- Unable to cross running water

Services Rendered: when summoned, will perform any one service.

Malign spirits, sometimes called poltergeists, are beings of pure evil. They exist only to cause pain, destroy lives, or otherwise disrupt the land of the living. Given that they have no ability to interact directly with the material world, malign spirits have two ways they deal in their trade: invasion of dreams, and possession. As with all ghosts, banshee have a frightful appearance. Those wishing to approach must save vs. WIL to do so.

Invading dreams is the first step. Malign spirits will haunt the dreams of their target for several nights. The individual will have terribly vivid nightmares of unspeakable horror. Sleep will be restless, wearing down the target mentally and emotionally. Each evening the nightmares continue, the individual must save vs. WIL. Tally 1 point for each success; tally -1 points for each failure. This save should be rolled by the Game Judge in secret.

Possession is the second step. When the individual has reached a total tally of -1× their Constitution score, the malignant spirit can then attempt to possess the individual. However, if the individual succeeds enough to reach a tally of +1× their Constitution score, the nightmares will end and the individual becomes immune to the spirit. Neither the spirit nor the individual ever knows where this tally stands (i.e., every dream invasion is an attempt to possess).

When the possession becomes possible, the individual must save vs. CON. Success indicates the possession attempt has been resisted, shifting the tally by +5 (of + Constitution, whichever is smaller).

Failure indicates the attempt to resist the possession fails, shifting the tally by –5. In the morning, the individual will no longer be in control. Each night, the individual may attempt a WIL save. Success indicates the tally shifts by +1. If the tally ever reaches 0 then the possession ends. Otherwise, the individual gives up nightly nightmares for the ongoing nightmare of being a passenger in their own body, aware of all the things the malign spirit is doing to their life without the ability to stop it. Many go mad while in this state (Game Judge's ruling) rendering them a permanent non-entity.

While possessing a body, the malign spirit has access to the memories, skills, etc. of the individual. Only magic will reveal that the individual is possessed—and this is made all the more difficult considering that the malign spirit has magic resistance.

Revenant

Medium Undead (Incorporeal, Willful — Ghost**)**
Alignment: Lawful (Evil)
Protection: 0 (incorporeal)
Level: 10–13 1d6 hit points per level of ability
Attributes: **Str** — **Dex** 17 **Spd** 15 **Con** —
Int 16 **Wil** 14 **Cha** 6 **Per** 16
Attacks:
- Touch (drains 2 hit points per level of ability)

Special Traits:
- Undead Traits
- Detect Life (limited)
- Frightful Appearance
- Spell-caster (limited) [Black Magic]
- Unable to cross running water

Services Rendered: when summoned, will perform any one service.

Revenants are spirits who, in life, were betrayed or otherwise wronged to a degree that, by sheer force of will, refuse to move onto the afterlife. They will remain until they have exacted revenge for the ill they suffered; some are so spiteful that they will not pass on into the next world even then, exacting revenge on generation after generation. As with all ghosts, a revenant has a frightful appearance. Those wishing to approach must save vs. WIL to do so.

Revenants can detect life up to a range of 250 feet; this is limited to detecting either those that wronged the revenant, or those related to them. Once within range, the revenant will know the relative distance and direction, as well as their relationship.

Ghoul

Medium Undead (Corporeal, Willful)
Alignment: Chaotic (Evil)
Protection: 0
Level: 1–6 1d8+1 hit points per level of ability
Attributes: **Str** 13 **Dex** 12 **Spd** 12 **Con** 15
Int 5 **Wil** 3 **Cha** 2 **Per** 12
Attacks:
- Bite (1d3) + {disease} + {paralysis}
- Claw (1d6) + {disease}

Special Traits:
- Undead Traits
- Disease Carrier
- Detect life (100 feet) [smell]
- Resistant to non-magical weapons

Services Rendered: when summoned, will perform any one service.

Gaunt and misshapen, these undead appear to be human-like save for the ash-colored, seemingly dead skin, the long, sharp claws, and the body covered in diseased, puss-filled sores. Ghouls feed exclusively on dead flesh. They can often be found raiding cemeteries a few weeks or months after a body has been buried or entombed, giving the body plenty of time to rot.

One day (24 hours) after coming in contact with ghouls, each individual must save vs. CON at a penalty equal to the number of successful attacks the ghouls made against him or her (i.e., attacks which dealt damage to the individual). Success indicates the individual did not contract Ghoulish Fever; failure indicates that the individual becomes ill. Ghoulish Fever progression is:

- Low-grade fever, weakness, pain (1 day)
- Mid-grade fever, incapacitated (1d2 days)
- High-grade fever, dehydration (1d2 days)
- Low-grade fever, weakness, pain (1 day)

The disease runs its course in 4–6 days. Each day, the sick individual must roll saves vs. CON four times: once each for STR, DEX, SPD, and CON. Each of these that fails reduces the target attribute score by 1d4 points. If any of these reach 0, the individual dies. A +2 bonus is applied to each save if a qualified physician is in attendance. An individual who dies from Ghoulish Fever will awaken 1d2 days later as a ghoul. Those that survive will regain their lost attribute points at a rate of one point per attribute per day; they will also become resistant to Ghoul Fever—receiving a +2 on all saves related to the disease each time they survive the experience of having it.

Of the attacks made by a ghoul, the bite is by far the most dangerous. In addition to making disease a greater probability, the bite forces the foe to save vs. CON or become paralyzed for 1d6+4 minutes. Paralyzed individuals cannot move or take actions of any kind.

Lich (Yatu)

Medium Undead (Corporeal, Willful**) (Humanoid)**
Alignment: Any (Evil)
Protection: 0 [may wear armor]
Level: 15–20 1d8 hit points per level of ability
Attributes: **Str** 10 **Dex** 11 **Spd** 11 **Con** 14
Int 16 **Wil** 16 **Cha** 10 **Per** 16
Attacks:
- Touch (drains 3 hit points per level of ability)

Special Traits:
- Undead Traits
- Aura of Fear
- Detect life (250 feet)
- Immune to non-magical weapons
- Phylactery
- Spell-casting
- True Sight (60 feet) [sight]

Services Rendered: when summoned, will seek out and slay any enemy of the summoner.

Liches (or Yatu) are either slain Necromancers that have risen thirteen days after their death as this powerful undead form, or they are slain spell-casters a necromancer has risen using the mummification process (see Advanced Practices). When the spell-caster becomes a lich, its attributes are adjusted as shown on the next page. The individual maintains its current level and continues to collect experience points and advance in level. Liches of levels above 20 are rare, but not unheard of.

A lich has an aura of fear around it. Those who can see the lich must save vs. WIL. Failure indicates they are filled with dread and must get as far from the lich as possible. This effect lasts for 2d6 minutes or until the individual can no longer see the lich, whichever comes last.

The senses of a lich are highly acute. In addition to the bonus to the Perception score, a lich can detect the living to a range of 250 feet. They have true sight which encompasses seeing invisible, astral, ethereal, and so on, Sneaking up on a lich is all but impossible.

Lich Attribute Adjustments

The attribute adjustments for a lich are shown below:

Str –2	**Dex** –1	**Spd** –1	**Con** +2
Int +0	**Wil** +2	**Cha** –2	**Per** +2

Liches retain their full spell casting ability, as well as all skills and abilities they possessed in life. Necromancers slain by an enemy will be unable to earn experience or advance until they have exacted revenge on those that killed them.

Mummy Attribute Adjustments

The attribute adjustments for a mummy are shown below:

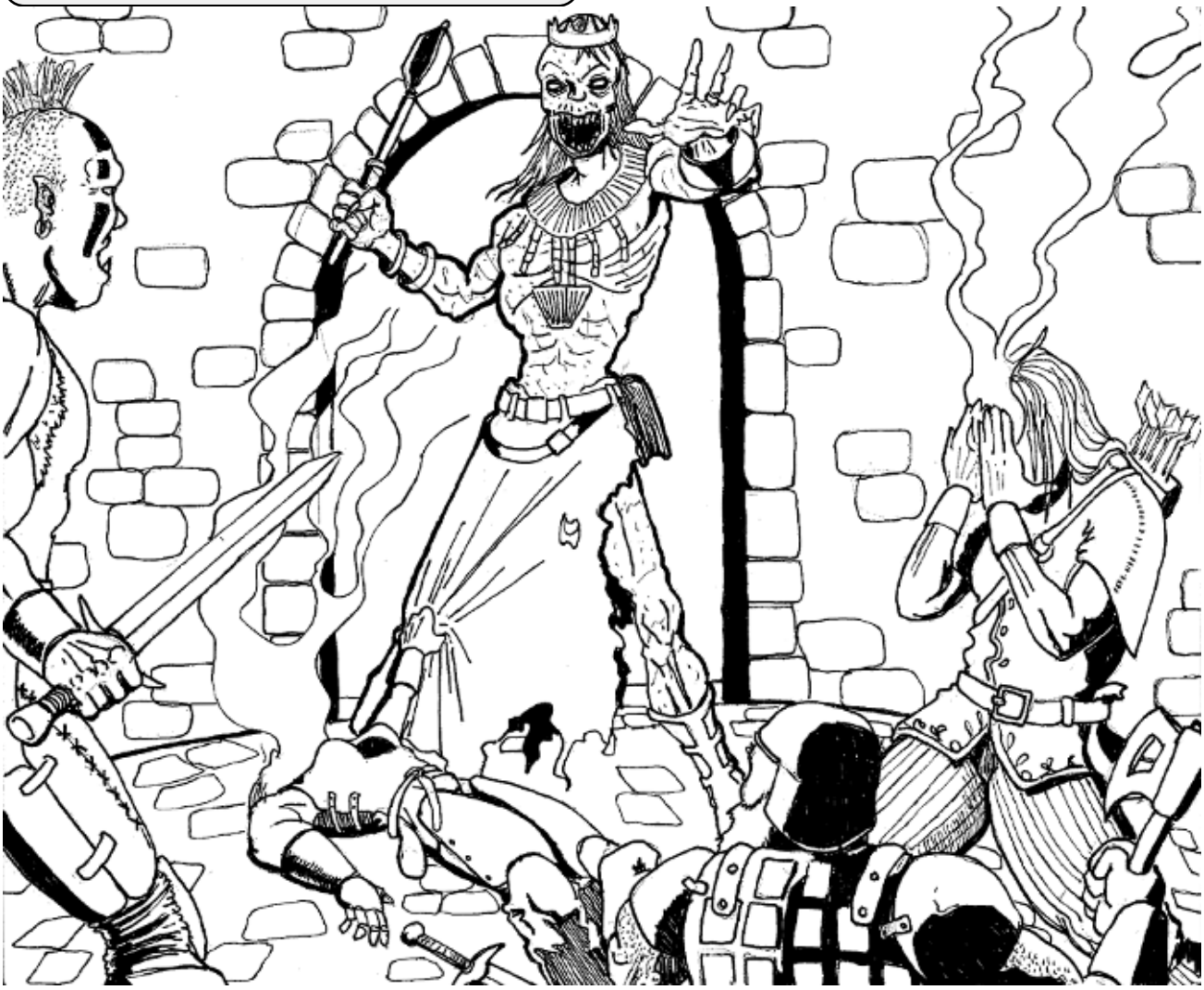
Str +2	**Dex** –2	**Spd** –2	**Con** +4
Int +0	**Wil** +0	**Cha** –2	**Per** +0

Mummies retain only half of the spell-casting capabilities, and all other skills and abilities they possessed in life. Necromancers slain by an enemy will be unable to earn experience or advance until they have exacted revenge on those that killed them.

If a level 15+ necromancer anticipates his or her own death, he or she can create a phylactery. The process is similar to that of a Necromantic Bell (see Advanced Practices), A phylactery requires 16 drams each of: *Copper, Gold, Iron, Lead, Mercury, Silver,* and *Tin*; 8 carats each of: *Jade* and *Bloodstone*; 8 drams each of: *Deadly Nightshade, Myrrh,* and *Phoenix Feather*. This vessel is then filled with 24 drams of the necromancer's blood, sealed, and engraved with arcane symbols.

The preparation of the phylactery takes six months. Chance of Success is 20%, +2% per level of ability. The necromancer needs to have the phylactery within 20 feet at the moment of death. If this takes place, then the phylactery will capture the soul of the necromancer and store it—guaranteeing that the necromancer will rise in 13 days as a lich.

As long as the lich has its phylactery on its person, and the blood within remains intact, it is virtually impossible to kill it. They can be reduced to 0 or fewer hit points, and continue to fight. If a lich does not have its phylactery on its person, any reduction to 0 hit points will utterly destroy it. As a result, such liches will have the phylactery well protected.



Mummy (Sahu)

Medium Undead (Corporeal, Willful**)**
Alignment: Any (Evil)
Protection: 1
Level: 8–11 1d8+1 hit points per level of ability
Attributes: **Str** 14 **Dex** 10 **Spd** 10 **Con** 16
Int 14 **Wil** 14 **Cha** 10 **Per** 14

Attacks:
- Fist (1d4) + {disease}

Special Traits:
- Undead Traits
- Detect Undead (250 feet)
- Command Undead
- Immune to non-magical weapons
- Silent Communication (with undead)
- Spell-casting (limited)
- Vulnerable to fire (double damage)

Services Rendered: when summoned, will seek out and slay any enemy of the summoner.

Mummies (or Sahu) are either slain Necromancers that have risen thirteen days after their death as this powerful undead form, or they are slain individuals a necromancer has risen using the mummification process (see Advanced Practices). When the target becomes a mummy, their attributes are adjusted as shown on the previous page. The individual maintains its current level and continues to collect experience points and advance in level. Mummies of levels above 12 are rare, but not unheard of.

Mummies are able to detect the presence of undead creatures to a range of 250 feet; additionally, they can (through silent communication), command and coordinate up to 10 undead per level of ability. The undead the mummy commands cannot be of a level higher than the mummy's level –4. Thus, a mummy of level 10 can command up to 100 undead of level 6 and below.

Phantom

Medium Undead (Corporeal, Willful**)**
Alignment: Lawful (Evil)
Protection: 0 [may wear light armor]
Level: 1+ 1d6+1 hit points per level of ability
Attributes: **Str** 17 **Dex** 14 **Spd** 19 **Con** 15
Int 16 **Wil** 10 **Cha** 5 **Per** 19

Attacks:
- Claws (1d6+2)
- Strangulation (2d6+2 per combat round)

Special Traits:
- Undead Traits
- Detect astral, ethereal, and invisible (20 feet) [sight]
- Immune to control spells
- Immune to elemental attacks (e.g., fire, cold, lightning)
- Immune to non-magical weapons
- Intolerance of bright light (save vs. WIL or flee)
- Minimum level 5 (for purposes of Turn Undead)
- Night Vision (100 feet); poor daylight vision
- Reduced Hit Points (due to lack of mass)
- Surprise (95%; when attacking from darkness)

Services Rendered: when summoned, will serve faithfully as an assistant; alternatively, they can be unleashed to spy upon or slay any enemy of the summoner.

The stats above are for a phantom that has drained hit points from a foe and taken on a solid form; for its state prior to this, see below. See the spell Phantom (Black Magic IV). In melee, a phantom attacks with its claws. If both claws strike successfully, the phantom may strangle them instead (no to-hit roll needed). If the target's size or form make strangulation impossible, the phantom will continue to slash at the foe with its claws. Because they are essentially solid shadows, phantoms surprise their foes 95% of the time if they initially attack from darkness. When moving through daylight, they wear hooded cloaks; they detest direct contact with bright light.

If a phantom has just been summoned, or it manages to reach the material plane, then it will not be in a solid form yet. Such phantoms have the following stats:

Medium Undead (Incorporeal, Willful**)**
Protection: 0 [incorporeal]
Level: 0 1d3 hit points
Attributes: **Str** — **Dex** 14 **Spd** 19 **Con** —
Int 16 **Wil** 14 **Cha** 5 **Per** 19

Attacks:
- Claws (life drain)

In this state, the phantom can only maintain its presence for one hour before their form is pulled back into the shadow realm. During this time, they will desperately seek out a living target (with a soul) to drain. Their claws in this form have no direct physical impact (dealing no damage); if both claws strike, however, the phantom will drain 1 hit point from the target per the target's level of ability. This grants the phantom a physical form of a level equal to the victim.

If a phantom was summoned (via the spell Phantom), the life drain is performed voluntarily and there is no limit to how long the phantom can remain on the material plane; the physical form and levels from involuntary victims, however, fade at a rate of one level of ability per day (lost at sunrise). Once the phantom reaches level 0 it will have one hour to drain a new victim.

Skeleton

Medium Undead (Corporeal, Heedless**)**
Alignment: Chaotic (Evil)
Protection: 0 (see below)
Level: 1–6 1d6 hit points per level of ability
Attributes: **Str** 11 **Dex** 13 **Spd** 12 **Con** 8
Int 3 **Wil** 1 **Cha** 1 **Per** 12
Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- Undead Traits
- Immune to piercing weapons (due to lack of mass)
- Reduced hit points (due to lack of mass)
- Regeneration (1 hit point per minute; see below)

Services Rendered: when summoned, will stand guard over any room, vault, etc.

Skeletons are the remains of mortals between the levels of 1 and 6 who practiced a fighting profession, or mortals of any level that did not practice a fighting profession. They were slain and then raised by a practitioner of Black Magic (see also Zombie). Skeletons have little or no meat on their animated bones; as a result, they have fewer hit points than their medium size would otherwise suggest. This also renders them not just resistant, but immune to piercing weapons (e.g., arrows, rapier thrusts, etc.).

Skeletons regenerate 1 hit point every minute as long as there are remains of dead bodies within 100 feet. If non-animated bones are within 10 feet, then a skeleton can even put itself back together again after being slain, so long as the skull remains intact. Skeletons can wield (and have the ability to use) weapons they used in life. Skeletons are often found in hordes of more than 100 individuals.

The remains of mortals of fighting professions above level 6 who were slain and then raised are sometimes called *Skeletal Warriors*. These undead have the following stats:

Level: As in life 1d6 hit points per level of ability
Attributes: **Str** 14 **Dex** 16 **Spd** 15 **Con** 11
Int 3 **Wil** 1 **Cha** 1 **Per** 15

Otherwise, a Skeletal Warrior is identical to—and visually indistinguishable from—the more common skeleton. In general, only 5% of all qualified skeletons become Skeletal Warriors.

It is possible for a skeleton to be made from a giant, an animal (e.g., skeletal horse, skeletal squirrel), etc.. The stats for such creatures are, in general as follows:

Level: As in life (reduce hit points by one die type)
Attributes: **Str** –1 **Dex** +1 **Spd** +0 **Con** –4
Int 1–3 **Wil** 1 **Cha** 1 **Per** +0

The stats for a such a creature that has become a Skeletal Warrior are:

Level: As in life (reduce hit points by one die type)
Attributes: **Str** +2 **Dex** +4 **Spd** +5 **Con** -1
Int 3 **Wil** 1 **Cha** 1 **Per** +5

Spectre

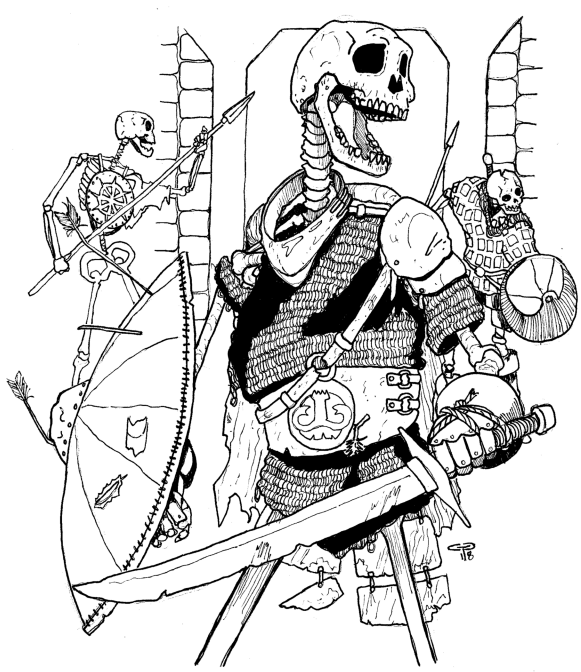
Medium Undead (Incorporeal, Willful**)**
Alignment: Chaotic (Evil)
Protection: 0 (incorporeal)
Level: 14–19 1d6 hit points per level of ability
Attributes: **Str** — **Dex** 17 **Spd** 20 **Con** —
Int 18 **Wil** 21 **Cha** 6 **Per** 19
Attacks:
- Touch (drains 3 hit points per level of ability)

Special Traits:
- Undead Traits
- Consume Souls
- Detect Life (100 feet)
- Detect Demons, Devils, Spirits, Undead (500 feet)
- Frightful Appearance
- Reduced Hit Points (due to lack of mass)
- Spell-caster
- Unable to cross running water
- Vulnerable to silver and silver weapons

Services Rendered: when summoned, will perform any single service

In many ways, a spectre is a powerful revenant (see Ghost). As with all ghosts, spectres have a frightful appearance. Those wishing to approach must save vs. WIL to do so. Spectres, in life, were always spell-casters. They retain all abilities and skills they had in life, but as incorporeal undead, most of this knowledge is wasted on them. They can, however, continue to cast all spells they knew in life and can continue to earn experience and advance in level.

Spectres are ghost-like, incorporeal undead that consume spirits (souls) and other undead to sustain themselves. Their touch drains the victim of 3 hit points per level of the the spectre; against the living, one-third of this damage will not heal, even with magical aid, unless the spectre is destroyed. Against undead, spirits, demons, and devils, it is much worse: none of this drain will heal until the spectre is destroyed. Such creatures slain by a spectre are utterly destroyed (body and soul) and cannot be raised, contacted, or otherwise brought back in any form. Due to this, spectres remain the single most feared creature in the outer planes.



VEHAR
JONE
R.I.P
DYSON

Vampire

Medium Undead (Corporeal, Willful**)**
Alignment: Neutral (Evil)
Protection: 4
Level: 12–17 1d8+5 hit points per level of ability
Attributes: **Str** 16 **Dex** 19 **Spd** 17 **Con** 20
Int 15 **Wil** 16 **Cha** 19 **Per** 17

Attacks:
- Bite (1d4) + {drains 2 hit points per level of ability)
- Fists (1d6+1)

Special Traits:
- Undead Traits
- Cannot remain in direct sunlight
- Drinking Vampire blood can cause vampirism (30%)
- Gaze acts as Charm (Enchantment, level I) [at will]
- Immune to non-magical weapons
- Must feed on the blood of the living nightly
- Necromantic Shape Change [at will]
- Spell-caster (20%)
- Vulnerable to silver and silver weapons

Services Rendered: when summoned, will perform any single service

It is nearly impossible to make a single definitive description of the vampire; each culture has its own stories about the nature of the vampire. The traits, powers, and weaknesses vary from region to region.

Wraith (Dark Rider)

Medium Undead (Corporeal, Willful**)**
Alignment: Lawful (Evil)
Protection: 0 [may wear armor]
Level: 10–15 1d8+4 hit points per level of ability
Attributes: **Str** 15 **Dex** 16 **Spd** 14 **Con** 19
Int 14 **Wil** 12 **Cha** 14 **Per** 12

Attacks:
- Touch (drains 1 hit point per level of ability) [may wield weapons; drain ability functions through weapon and ignores armor]

Special Traits:
- Undead Traits
- Detect life (500 feet) [scent]
- Frightful Appearance
- Immune to non-magical weapons
- Magic Resistance (30%, +2% per level of ability)
- Non-nocturnal
- Profession: Hunter

Services Rendered: when summoned, will hunt down and slay any enemy, or retrieve any single lost / stolen item

These powerful undead are the risen corpses of powerful rulers, royalty, warlords, etc. Most Wraiths' lives are linked to a ring which they wear. This ring contains their soul and acts in all ways as a phylactery (see *Lich*). They have a frightful appearance. Those wishing to approach must save vs. WIL to do so.

Once they begin their un-life, they have the skills of a Hunter (i.e., tracking, etc.). They most often ride Dark Horses (Nightmares) and are, unlike most all other undead, not nocturnal, able to move through the daylight and even through the cities of mortal men.

Zombie

Medium Undead (Corporeal, Heedless**)**
Alignment: Chaotic (Evil)
Protection: 0 [may wear armor]
Level: 1–6 1d8 hit points per level of ability
Attributes: **Str** 12 **Dex** 12 **Spd** 8 **Con** 10
Int 4 **Wil** 1 **Cha** 1 **Per** 12

Attacks:
- Fist (1d3) [may wield weapons]

Special Traits:
- Undead Traits
- Regeneration (1 hit point per minute; see below)

Services Rendered: when summoned, will seek out and slay (or capture) any enemy of the summoner.

Zombies are the remains of mortals between the levels of 1 and 6 who practiced a fighting profession, or mortals of any level that did not practice a fighting profession. They were slain and then raised by a practitioner of Black Magic (see also Skeleton). Unlike skeletons, zombies still have a considerable amount of meat on them; as a result, they have the typical hit points for medium-sized creatures.

Zombies regenerate 1 hit point every minute as long as there are remains of dead bodies within 100 feet. Zombies can wield (and have the ability to use) weapons they used in life. Zombies are often found in hordes of more than 100 individuals.

The remains of mortals of fighting professions above level 6 who were slain and then raised are sometimes called *Zombie Warriors*. These undead have the following stats:

Level: As in life 1d8 hit points per level of ability
Attributes: **Str** 15 **Dex** 15 **Spd** 11 **Con** 13
Int 4 **Wil** 1 **Cha** 1 **Per** 15

Otherwise, a Zombie Warrior is identical to—and visually indistinguishable from—the more common zombie. In general, only 5% of all zombies are Zombie Warriors (i.e., a natural roll of 20 on a d20).

It is possible for a zombie to be made from a giant, an animal (e.g., zombie horse, zombie squirrel). The stats for such creatures are, in general as follows:

Level: As in life
Attributes: **Str** +0 **Dex** +0 **Spd** –4 **Con** –2
Int 1–4 **Wil** 1 **Cha** 1 **Per** +0

Equipment

Appendix A

The prices listed here reflect the cost of average quality goods purchased in a large city or major trading port. In areas where such items are hard to come by, prices may be 20–200% higher (or more).

Less sophisticated items (e.g., bone or stone-edged axes and knives) will cost about 25% of the listed cost unless they are of an exotic or rare nature.

Generally speaking, inferior-quality goods will cost as little as 50% of the listed price; superior-quality goods will cost 200% of the listed price (or more for very high-quality goods).

Ancient, antique, and / or rare examples of even the most mundane items may range in price from 1–100× the listed price.

Armor and Shields

Type	Armor	Cost†
I	heavy cloth; padded; quilted; soft leather	1–2 gp
II	heavy furs; hides; hard leather	5–10 gp
III	Studded or ring (on quilted / soft leather)	20–50 gp
IV	Chain mail	100–200 gp
V	plate mail; scale mail; laminated; splint; brigandine; lamallar (bone / wood)	500–2,000 gp
VI	Plate Armor	> 2,000 gp

Shield	Cost
Animal Hide or Wooden	5 sp
Copper or Bronze	10 gp
Iron	20 gp

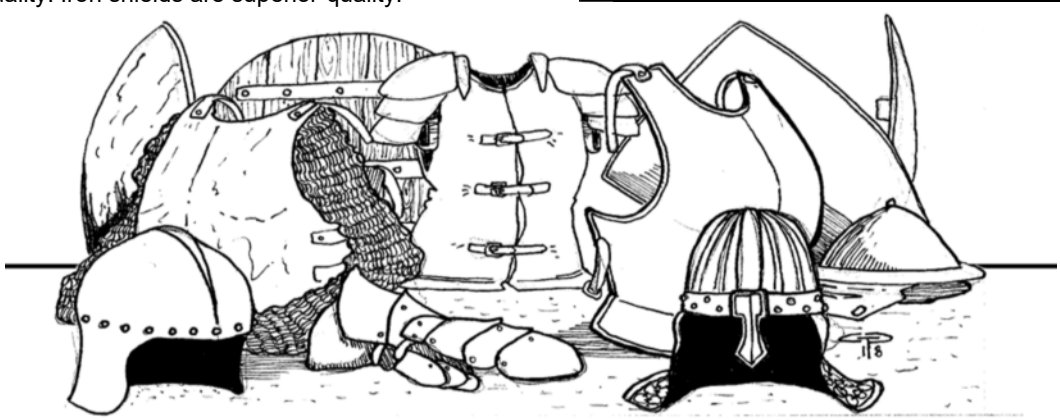
For purposes of saving throws—particularly when parrying vs. cutting or bashing weaponry—all but the finest wooden or animal hide shields can be considered inferior-quality goods. Bronze or copper shields are generally considered average-quality. Iron shields are superior-quality.

Damage to Armor

Optional Rule

Because armor absorbs damage, it is naturally subject to damage and wear. At the Game Judge's option, non-magical armor may have to be repaired or even replaced from time to time. If you decide to take this factor into account, check to see if armor is in need of replacement or repair—two separate die rolls—after any of the following events. Cost for repair should be 20–50% of the cost to replace the armor. Armor in need of repair will still confer some of its usual protection (Game Judge's ruling).

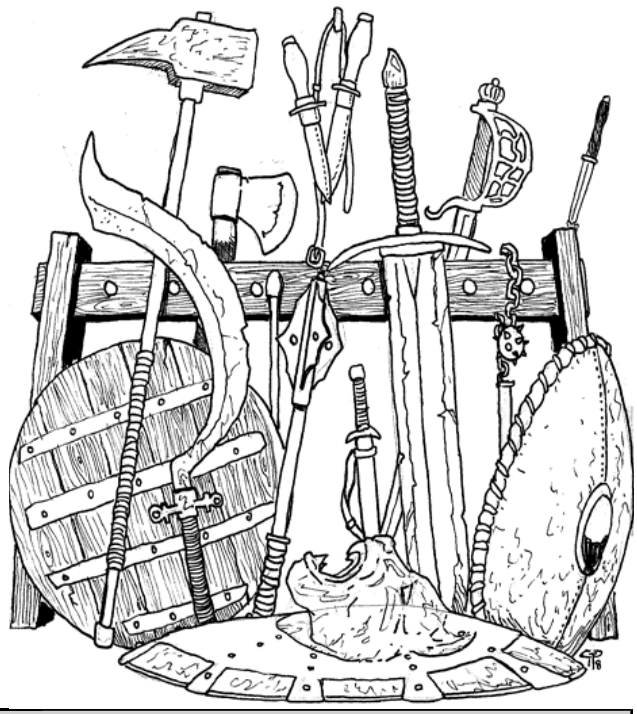
Event / Armor	Replace	Repair
Immersion in salt water		
clothing; padded	1%	10%
leather; skins; metal armor	5%	15%
Exposure to wet weather for two or more days		
chain, ring, or scale mail	10%	50%
plate mail; plate armor	2%	40%
Fall from 20 feet or more		
clothing; leather; padded; skins	2%	15%
chain, ring, scale, or plate mail	1%	20%
plate armor	5%	50%
20+ points of fire damage in a single round		
clothing; padded; furs	75%	50%
leather; ring mail	5%	20%
chain, scale, or plate mail	2%	10%
plate armor	—	2%
20+ points of damage from a single attack		
clothing	50%	90%
padded; skins	40%	75%
leather	25%	50%
chain, ring, scale, or plate mail	10%	25%
plate armor	2%	10%



When worn, most types of Armor (types I through III) are considered as Θ. Heavier armor, when worn, counts as: chain mail is 10 lbs.; splint, scale, and plate mail armor is 20 lbs.; plate armor is 40 lbs.. When carried, the weights of types I through III armor are 5 lbs per point of protection (i.e., 5, 10, and 15 lbs. respectively); heavier armor are approximately twice their worn values.

† Armor on the cheaper end of these ranges tends to be heavier, and may incur additional penalties to DEX, other attributes, or saves (Game Judge's ruling).

Melee Weapons



Melee (or hand) weapons are listed with the following data:

- **Weight** (in pounds): items listed as having a weight of Θ (theta) are negligible under most circumstances. The Game Judge may consider many such items (e.g., 5, 10, 20) as having a weight of 1 pound.
- **Damage**: normal damage. Melee weapon damage is modified by high strength where applicable.
- **Str**: strength. This is the minimum strength needed to use this weapon effectively. The Game Judge may allow the use of a weapon with less than minimal strength by applying the standard non-proficiency penalty.
- **Cost**: generally listed in gold pieces (gp), although a few items are in silver (sp) or copper pieces (cp). Costs are a minimum for a relatively typical specimen.
- **Notes**: anything else about the weapon.

Melee Weapon	Weight	Damage	Str	Cost	Notes
Adze	2	1d8	10	4 gp	
Axe, 2-Handed	7	1d12	12	6 gp	
Axe, Hand	2	1d8	8	4 gp	
Black Jack	1	1d6	—	2 gp	
Butterfly Knife	Θ	1d6	—	6 gp	
Cat 'o' Nine Tails	1	1d4	—	1 gp	
Cestus	1	1d6	10	2 gp	gloves; may be worn while using other weapon
Club (Cudgel)	2	1d8	8	2 gp	
Dagger	1	1d6	—	6 gp	cost includes scabbard
Flail, 2-Handed	2	1d10	10	5 gp	
Garrotte	Θ	1d6	—	1 gp	damage is per combat round of strangulation
Katana	3	1d10	8	10 gp	
Lance	6	3d6	12	18 gp	
Mace (Flail)	4	2d4	8	4 gp	
Nunchaku	1	1d6	—	3 gp	
Pike (Halberd)	6	2d6	12	12 gp	
Pitch Fork	2	1d6	—	3 gp	
Razor	Θ	1d3	—	1 gp	
Rock	variable	1d4	—	—	damage is per 3 lbs. of rock
Scimitar	2	1d8	8	8 gp	cost includes scabbard
Sickle	1	1d6	—	6 gp	
Staff	2	1d8	8	2 gp	
Sword, 2-Handed	6	2d8	14	16 gp	cost includes scabbard
Sword, Bastard	4	1d12	12	12 gp	cost includes scabbard
Sword, Dueling	2	1d6	6	6 gp	cost includes scabbard
Sword, Long	5	1d10	8	10 gp	cost includes scabbard
Sword, Short	3	1d8	—	8 gp	cost includes scabbard
Trident	3	2d4	8	8 gp	
War Hammer	2	1d8	12	8 gp	
War Hammer, 2-Handed	5	1d12	14	12 gp	
War Pick	4	1d10	11	10 gp	
Whip	1	1d6	7	2 gp	may be used to entangle

Missile Weapons

Missile (or ranged) weapons are listed with the following data:

- **Weight** (in pounds): items listed as having a weight of Θ (theta) are negligible under most circumstances. The Game Judge may consider many such items (e.g., 5, 10, 20) as having a weight of 1 pound.
- **Damage**: normal damage. Missile weapon damage is not normally modified by high strength.
- **Str**: strength. This is the minimum strength needed to use this weapon effectively. The cost for a custom bow or crossbow (which takes into account the strength of the wielder, adding this modifier to damage rolls) is at least ×2 (and can be much higher, for very high strength weapons).
- **Cost**: generally listed in gold pieces (gp), although a few items are in silver (sp) or copper pieces (cp). Costs are a minimum for a relatively typical specimen.
- **Ranges** (in feet): siege weapons often have a minimum range; these weapons do not. Effective and Long range are listed. Thrown weapons are marked with an asterisk (*). Thrown weapon ranges are:
  - **Minimum**: —
  - **Effective**: 5 × Strength score
  - **Long**: 10 × Strength score

Each point of bonus damage dealt due to a custom weapon (see *Str*, above), and each +1 enchantment on a bow, crossbow, or other non-thrown missile weapon will increase the effective range and long range values by +10%.

- **Notes**: anything else about the weapon.

Bows and RPGs

The range and power of long bows and composite short bows are often greatly underestimated by fantasy gamers. For example, a good long bow could be used to fire an arrow up to 60 yards (180 feet) on a *flat shot;* i.e. without having to *arch* the shot at all (that's where the term *archery* comes from).

The penetrating power of an arrow fired from a long bow was also quite exceptional: at close range, an arrow fired from a long bow could penetrate plate mail (or up to 3 inches of solid oak). Even as far away as 200 yards (600 feet), a longbow shot could penetrate chain mail (or 1 inch of oak).

As for accuracy, a qualified English archer of medieval times was expected to hit a man-sized target 12 out of 12 times at a distance of 240 yards (720 ft .). Only a *very* strong and very tall individual could use a longbow, due to the bow's size (6 feet long) and pull (a 100 lb. pull was standard for most longbows).

No one seems to know for certain how far this weapon dates back, though the Egyptians and certain Norse tribes were known to use longbows.

Ammunition	Cost
Arrows (×20; for bow, long)	1 gp
Arrows (×20; for bow, short)	5 sp
Bolts (×20; for crossbow, heavy)	2 gp
Bolts (×20; for crossbow, light)	1 gp
Bullets (×20; for sling or sling staff)	2 cp

					Ranges			
Missile Weapon	Weight	Damage	Str	Cost	Min.	Eff.	Long	Notes
Axe, Throwing	2	1d6	8	3 gp	—	*	*	
Blow Gun	Θ	none	—	1 gp	—	30	90	delivers a venom or poison
Bolas	2	1d4	—	1 gp	—	*	*	entangle
Boomerang	4	1d6	8	2 gp	—	*	*	
Bow, Long	4	1d8	14	80 gp	—	200	750	
Bow, Short	2	1d6	8	60 gp	—	150	500	
Crossbow, Heavy	4	1d8	10	40 gp	—	200	500	
Crossbow, Light	2	1d6	7	20 gp	—	150	400	
Javelin	2	1d6	8	2 gp	—	*	*	
Shuriken (×12)	1	1d2	—	1 gp	—	*	*	
Sling	Θ	1d4	—	1 gp	—	80	200	
Sling Staff	3	1d6	8	2 gp	—	100	250	two-handed
Spear	4	1d8	8	2 gp	—	*	*	
Knife, Throwing	1	1d4	—	4 gp	—	*	*	
Net, Throwing	Θ	none	—	1 gp	—	*	*	entangle
Throwing Stick	2	1d6	—	1 gp	—	*	*	
War Dart (×6)	2	1d4	8	1 gp	—	*	*	

Siege Weapons

Siege weapons are listed with the following data:

- **Damage**: normal damage. Siege weapon damage is not modified by high strength.
- **Crew**: this is the minimum number of individuals needed to operate the siege weapon.
- **Cost**: generally listed in gold pieces (gp), although a few items are in silver (sp) or copper pieces (cp). Costs are a minimum for a relatively typical specimen.
- **Ranges** (in feet): Minimum, Effective, and Long ranges are listed.
- **Notes**: anything else about the weapon.

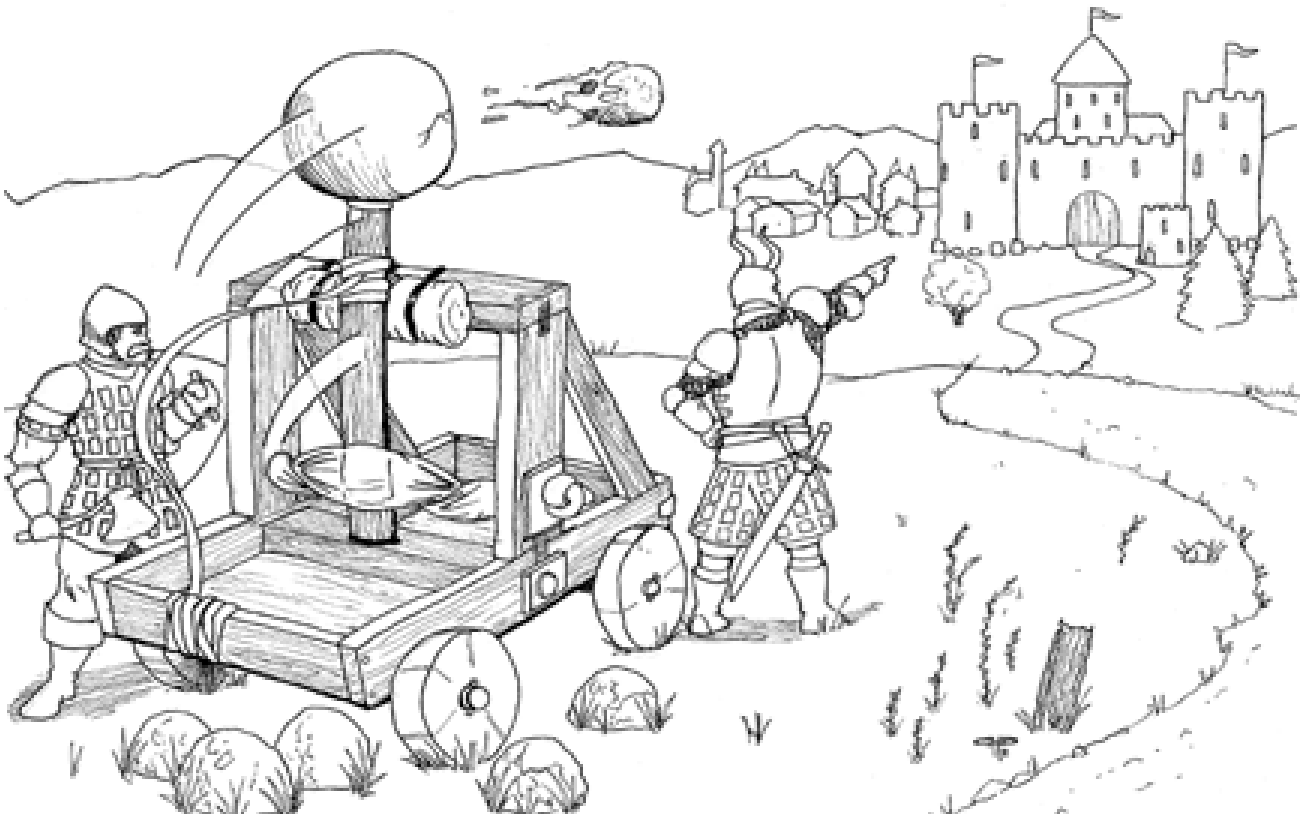
Supplies

The following lists represent the standard rates for average quality goods and services; inferior-quality goods and services can cost as little as half of the listed price; superior-quality goods and services can cost twice the listed price (or more, in areas where such things are scarce).

Supplies are listed with the following data:

- **Weight** (in pounds): items listed as having a weight of Θ are negligible under most circumstances. The Game Judge may consider many such items (e.g., 5, 10, 20) as having a weight of 1 pound.
- **Cost**: generally listed in gold pieces (gp), although a few items are in silver (sp) or copper pieces (cp). Costs are a minimum for a relatively typical specimen.
- **Notes**: anything else about the item. General notes may be listed at the bottom of each page.

				Ranges			
Siege Weapon	**Damage**	**Crew**	**Cost**	**Min.**	**Eff.**	**Long**	**Notes**
Battering Ram	3d10	12+	500 gp	—	—	—	includes covered galley
Ballista, Heavy	3d12	4+	200 gp	100	500	1,000	uses spears for ammo
Ballista, Light	3d6	1+	100 gp	100	200	600	uses javelins for ammo
Catapult, Heavy	3d10	6+	300 gp	200	1,500	2,000	uses stones for ammo
Catapult, Light	3d8	4+	150 gp	200	1,000	1,500	uses stones for ammo
Siege Tower	—	20+	500 gp	—	—	—	includes ramp



Clothing

Item	Weight	Cost	Notes
Boots, High		1 gp	
Boots, Low		5 sp	
Breeches, Cloth		4 sp	
Breeches, Hide		1 gp	
Breeches, Leather		1 gp	
Cap, Cloth		5 cp	
Cap, Leather		1 sp	
Cloak		4 sp	
Cloak, Heavy (Fur)		4 gp	
Cloak, Hooded		5 sp	
Gloves, Cloth		1 sp	
Gloves, Leather		2 sp	
Harlequin's Costume		5 gp	
Robe		5 sp	
Tunic, Cloth		4 sp	
Tunic, Hide		1 gp	
Tunic, Leather		1 gp	
Vest, Leather		8 sp	
Vestments, Ritual		10 gp	

Weight Notes

A full set of clothing is considered to have negligible weight when worn. When carried, these items should all be considered to have a weight of Θ. A quiver holds 20 arrows of the appropriate type. Each arrow has a weight that would, in this system, be expressed as Θ — as a result, the weight of 20 arrows and the weight of the quiver amount to about 2 pounds. The quiver alone should be seen as having a weight of Θ as well.

Leather Goods

Item	Weight	Cost	Notes
Back Pack	Θ	1 gp	
Pouch, Belt	Θ	5 sp	
Pouch, Money	Θ	1 sp	
Pouch, Shoulder (Large)	Θ	1 gp	
Quiver (long bow)	2	1 gp	full weight
Quiver (short bow)	2	5 sp	full weight
Scroll (Map) Case	Θ	5 sp	
Waterskin (Gallon)	8	4 sp	full weight
Waterskin (Quart)	2	2 sp	full weight
Wineskin (Pint)	1	1 sp	full weight

Miscellaneous Goods

Item	Weight	Cost	Notes
Axe, Ice	2	1 gp	
Candle (×12)	1	1 sp	
Chest, Iron (Large)	40	30 gp	
Chest, Iron (Med.)	20	20 gp	
Chest, Iron (Small)	5	10 gp	
Chest, Wooden (Large)	20	15 gp	
Chest, Wooden (Med.)	2	10 gp	
Chest, Wooden (Small)	2	5 gp	
Grappling Hook	1	1 gp	
Harlequin's Make-up Kit	Θ	10 gp	
Lantern	1	10 gp	
Mallet, Wooden	Θ	5 sp	
Mirror (metal)	1	2 gp	
Oil (Pint)	Θ	1 gp	for lanterns
Pitons (×12)	2	1 gp	
Rope (50')	5	5 sp	
Sack (Large)	Θ	5 gp	
Sack (Med.)	Θ	3 sp	
Sack (Small)	Θ	2 cp	
Scroll (Map) Case	Θ	5 gp	bone
Spikes (×12)	3	1 sp	
Spy Glass	2	20 gp	
Tent (Large)	20	20 gp	1–6 people
Tent (Med.)	10	10 gp	1–4 people
Tent (Small)	5	5 gp	1–2 people
Thieves' Tools	Θ	25 gp	lock-picks
Tinder Box	Θ	1 gp	
Torches (×12)	2	1 sp	

Food and Drink

Item	Weight	Cost	Notes
Ale (Pint)		5 cp	
Mead (Pint)		2 sp	
Rum (Pint)		5 sp	
Wine (Pint)		1 sp	
Meal, Full		1 sp	at an inn
Meal, Simple		2 cp	at an inn
Road Rations, Iron	2	1 sp	one day
Road Rations, Standard	1	2 cp	one day

Lodging

Item	Weight	Cost	Notes
Cheap		5 cp	per evening
Average		1 sp	per evening
Good		1 gp	per evening
High Class		10 gp	per evening

Magical / Alchemical Supplies

Item	Cost	Notes
Alembic	1 gp	Distillation device (air-tight)
Apothecary Jars (×12)	1 gp	Glass containers; storing herbs, etc.
Balance & Weights	25 gp	Scales for weighing ingredients
Bandolier Belt	10 gp	Holds up to 10 vials (weight, full-5 lbs)
Beakers (×12)	1 gp	Fluid containers (open)
Bellows	5 sp	For fanning fires
Blowtube	2 gp	For use with powders, dusts, etc.
Brazier	2 sp	Container for burning coals
Cauldron	2 sp	Large mixing kettle
Chalk	1 sp	Common, used in rituals
Crucible	1 gp	Melting pot for metals
Cruet (×12)	2 sp	Glass bottle for fluids, oils
Cusps (pair)	5 gp	Small glass lenses, fit over eye (mundane)
Funnel (×12)	2 sp	Inverted glass cone
Glass-Working Tools	25 gp	Tools for blowing, fashioning glass
Holy Ritual Vestments	20 gp	Common; fancy versions can cost a lot more
Holy Symbol (silver)	10 gp	Common
Holy Symbol (simple)	1 sp	Common; wooden. If made of a rarer material, may cost more
Holy Water (1 vial)	20 gp	Common
Hour Glass	5 gp	Common, various increments available
Incense (1 simple ritual)	1 gp	Common
Ink (non-magical)	1 gp	Common
Jeweler's Tools (set)	25 gp	Metal working, jewelry-making tools & dies
Lens	10 gp	Magnifying device (concave, mundane)
Mortar & Pestle	1 gp	For powdering ingredients
Parchment	1 gp	Common
Prayer Beads	1 gp	Common
Prism	10 gp	Light-refracting device (mundane)
Quill Pen	1 sp	Common
Retort	1 gp	Distillation device (open-ended)
Ritual Vestments	10 gp	Common; fancy versions can cost a lot more
Spellbook	100 gp	Written record of known spells
Test Kit	10 gp	For analyzing substances, mixtures
Tongs	1 sp	Metal clamps handling hot glassware, etc.
Vat (Copper)	5 gp	Large tank with lid; cost is per cubic foot of capacity
Vellum	1 gp	Common; high quality materials may cost more
Vial (Copper) (×12)	2 gp	Containers (fluids, solvents); can be sealed
Vial (Glass) (×12)	4 sp	Containers (fluids, solvents); can be sealed
Vial (Porcelain) (×12)	2 sp	Containers (fluids, solvents); can be sealed

Animals and Livestock

Item	Encum.	Cost	Notes
Camel	1,000 lbs.	50 gp	
Camel, War	1,000 lbs.	75 gp	
Cheetah	30 lbs.	200 gp	tame
Dog, Guard	30 lbs.	10 gp	
Dog, Hunting	30 lbs.	5 gp	
Donkey	200 lbs.	10 gp	
Eagle	6 lbs.	50 gp	untrained
Elephant	2,000 lbs.	400 gp	
Elephant, War	2,000 lbs.	800 gp	
Falcon, Hunting	1 lbs.	100 gp	
Hawk	4 lbs.	25 gp	untrained
Horse, Draft	500 lbs.	20 gp	
Horse, Riding	400 lbs.	25 gp	
Horse, War (Heavy)	750 lbs.	200 gp	
Horse, War (Light)	500 lbs.	100 gp	
Mule	200 lbs.	10 gp	
Ocelot	30 lbs.	200 gp	tame
Onager	150 lbs.	15 gp	wild ass
Ox	1,000 lbs.	15 gp	
Pony	300 lbs.	25 gp	
Animal Feed (Meal)		1 cp	one day
Stabling (one animal)		1 cp	one day

Animal Encumbrance

Encumbrance listed is the maximum encumbrance limit. A well packed animal can carry up to twice this amount with some limitations.

Flying creatures (e.g., eagles, hawks) cannot carry more than the listed amount and still fly.

Tack and Harness

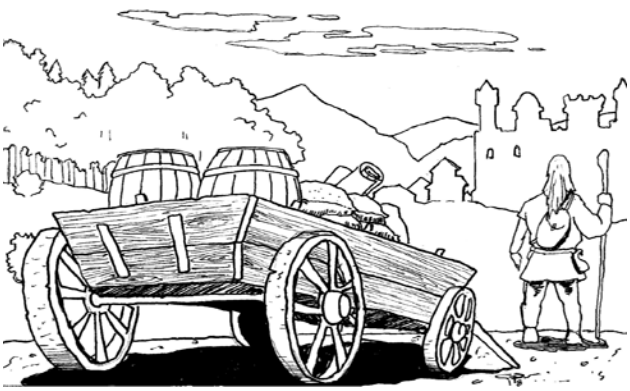
Item	Cost	Notes
Bag, Feed	5 cp	
Bags, Saddle	1 gp	
Barding, Chain Mail	200 gp	
Barding, Leather	50 gp	
Barding, Plate Mail	400 gp	
Bit, Bridle, Harness	1 gp	
Howdah, Camel	20 gp	seat
Howdah, Elephant	40 gp	seat
Saddle	10 gp	
Tower, Elephant	200 gp	2–6 man
Yoke	1 sp	per ox

Land Transport

Item	Cargo	Cost	Notes
Carriage	750 lbs.	150 gp	4 wheels
Cart, Mule	150 lbs.	10 gp	2 wheels
Cart, Ox	250 lbs.	20 gp	2 wheels
Chariot	300 lbs.	300 gp	2 wheels
Chariot, War	500 lbs.	500 gp	2 wheels
Litter	250 lbs.	1 gp	no wheels
Wagon, Heavy	1,000 lbs.	200 gp	4 wheels
Wagon, Light	500 lbs.	100 gp	4 wheels

Water Transport

Item	Cargo	Cost	Notes
Barge	20,000 lbs.	20,000 gp	
Canoe, Large	600 lbs.	100 gp	2–8 man
Canoe, Small	300 lbs.	20 gp	1–2 man
Galley, Large	6,000 lbs.	25,000 gp	
Galley, Small	4,000 lbs.	15,000 gp	
Long Boat	1,000 lbs.	200 gp	
Merchant, Large	30,000 lbs.	30,000 gp	
Merchant, Small	10,000 lbs.	10,000 gp	
Raft	10 lbs. per foot²	10 gp	
Sailboat, Large	4,000 lbs.	20,000 gp	
Sailboat, Small	2,000 lbs.	5,000 gp	
Warship	6,000 lbs.	30,000 gp	



Apothecary

Appendix B

Measures (Fluids)

Apothecary Volumes (Fluids)		
60 minims	=	1 dram
8 drams	=	1 ounce
16 ounces	=	1 pint
8 pints	=	1 gallon

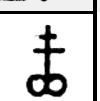
Measures (Solids)

Apothecary Weights (Solids)		
3 grains	=	1 carat
20 grains	=	1 scruple
3 scruples	=	1 dram
8 drams	=	1 ounce
12 ounces	=	1 pound

Ciphers

1		9		17	
2		10		18	
3		11		19	
4		12		20	
5		13		21	
6		14		22	
7		15		23	
8		16		24	
Plus (*+, Combine, Add*)		**Minus** (*–, Remove, Purify*)		**Equals** (*=, Solution, Finished*)	
Multiply (*×, Infuse, Extrapolate*)		**Divide** (*÷, Extract, Measure*)		**Zero** (*0, Precipitate, Unknown*)	

Alchemical Symbols

Dram	*Digestion (Simple Heating)*	Herb
Grain	*Distillation*	Limestone
Minim	*Equal Parts of Each*	Lodestone
Ounce	*Fixed (Constant)*	Lye
Scruple	*Furnace*	Oil
Copper	*Glass Container*	Quick Lime
Gold	*Receiver*	Roots
Iron	*Retort*	Salt
Lead	*Solution (Mixing Fluids)*	Sand
Mercury (Quick Silver)	*Sublimation*	Shrub
Platinum	*Variable*	Sulfur
Silver	*Rare Earths*	Tree
Steel	*Brimstone* 	Water (Fresh)
Tin	*Climbing Vine*	Water (Salt)
Amalgamate (Mixing Fluids)	*Essential Oil*	Wax
Crucible	*Glass*	Wood

Astrological Signs

Zodiac Signs

Aries *(21 Mar – 20 Apr)*	
Taurus *(21 Apr – 21 May)*	
Gemini *(22 May – 21 Jun)*	
Cancer *(22 Jun – 22 Jul)*	
Leo *(23 Jul – 22 Aug)*	
Virgo *(23 Aug – 23 Sep)*	
Libra *(24 Sep – 23 Oct)*	
Scorpio *(24 Oct – 22 Nov)*	
Sagittarius *(23 Nov – 21 Dec)*	
Capricorn *(22 Dec – 20 Jan)*	
Aquarius *(21 Jan – 19 Feb)*	
Pisces *(20 Feb – 20 Mar)*	

Planetary Signs

Sun	
Moon	
Mercury	
Venus	
Mars	
Jupiter	
Saturn	
Neptune	

These sections (i.e., Apothecary, Astrological Signs, and Magical Scripts) are included for those players and Game Judges who wish to add a bit of color to their campaign. They serve as a guide for the system of weights and measures commonly used by the Alchemist. The signs and symbols provided may be used whenever desired.

Magical Scripts

A		J		S	
B		K		T	
C		L		U	
D		M		V	
E		N		W	
F		O		X	
G		P		Y	
H		Q		Z	
I		R			

A		J		S	
B		K		T	
C		L		U	
D		M		V	
E		N		W	
F		O		X	
G		P		Y	
H		Q		Z	
I		R		Period (*marks end of sentence*)	

Alchemical Properties

Appendix C

This section includes listings of materials used in various magical and alchemical operations. When purchased from a shop or guild house, they will be fully prepared and ready for use (e.g., dried, ground into powder). Prices are average costs and are subject to considerable modification based on availability (e.g., locale, climate, season). Alchemists are able to locate and isolate Rare Earths but may wish to purchase quantities to save time.

No ingredient is available everywhere; the Game Judge should ensure some ingredients are virtually impossible to obtain in a given region; this will aid in keeping players active. Shops for these ingredients are found only in larger cities. Guilds will occasionally have excess common ingredients. Plants found in the wild yield 1–2 drams of useful material per plant. Large patches of an alchemical plant or herb are very rare; usually no more than 1d4 individual plants are found.

These pages can be photocopied to be used as inventory sheets.

Gemstones

Name	Innate Properties	Cost (per carat)	Carats
Agate	Truth, immunity to poison	10 gp	
Amber	Immunity to disease	1 gp	
Amethyst	Emotional influence, immunity to drunkenness	10 gp	
Beryl	Charisma	1 gp	
Black Opal	Premonition	1 gp	
Black Sapphire	Night vision	15 gp	
Bloodstone	Longevity	5 gp	
Carnelian	Immunity to black magic	5 gp	
Chrysolite	Cures insanity	5 gp	
Chrysoprase	Aids in escape	5 gp	
Coral	Immunity to drowning	1 gp	
Diamond	Light, true seeing	50 gp	
Emerald	Spiritual protection, luck	25 gp	
Fire Opal	Immunity to fire	10 gp	
Garnet	Cures melancholia	1 gp	
Jacinth	Magic resistance	5 gp	
Jade	Longevity, life force	5 gp	
Malachite	Influence over water, sea	15 gp	
Moonstone	Cold, ice, visions of future	5 gp	
Onyx	Darkness, invisibility	10 gp	
Pearl	Wisdom, knowledge	2 gp	
Ruby	Heat, fire	30 gp	
Sapphire	Influence over air, winds	25 gp	
Sard	Intelligence	5 gp	
Topaz	Immunity to magical influence	25 gp	
Turquoise	Influence over earth, stone	10 gp	
Quartz	Detect illusions	1 gp	
Zircon	Protection from spirits	15 gp	

Elements and Metals

Name	Innate Properties	Cost (per dram)	Drams
Copper	Protection, passivity	1 sp	
Gold	Magical activator 2nd order	1 gp	
Iron	Strength, aggression	1 cp	
Lead	Stasis, magic resistance	1 sp	
Lodestone	Attraction / repulsion	1 gp	
Mercury	Reversal, change	1 gp	
Platinum	Magical activator 1st order	12 gp	
Rare Earths	Organic and elemental activators	15 gp	
Silver	Magical activator 3rd order	6 sp	
Sulfur	Healing, bonding	5 sp	
Tin	Rulership, control	1 cp	

Animal (Creature) Ingredients

Name	Innate Properties	Cost (per dram)	Drams
Basilisk Eye	Flesh to stone	350 gp	
Bat Wing	Curse or reverse effect	5 gp	
Black Cat Hair	Curse or reverse effect	5 gp	
Bull Blood	Divination	1 gp	
Chimera Wing	Flight	250 gp	
Cockatrice Claw	Petrification	350 gp	
Demon Heart	Magic resistance	500 gp	
Devil Horn	Fear	600 gp	
Djinni Hair	Gaseous form	500 gp	
Dragon Blood	Petrification antidote	200 gp	
Dragon Bones	Fear	200 gp	
Efreet Horn	Illusion	400 gp	
Elf / Dwarf Blood	Night vision	40 gp	
Ferret Hair	Stealth	1 sp	
Fly	Curse or reverse effect	1 cp	
Gargoyle Horn	Immunity to petrification	200 gp	
Ghoul Tongue	Paralysis	150 gp	
Ghost Garment	Ageing	400 gp	
Giant Blood	Strength	300 gp	
Goblin Blood	Night vision	2 gp	
Gorgon Eye	Flesh to stone	250 gp	
Griffon Feather	Flight	200 gp	
Harpy Tongue	Charm	350 gp	
Hawk Feather	Speed	1 gp	
Kraken Ink	Used in creation of magical inks	100 gp	
Imp Blood	Detect magic	250 gp	
Jann Hair	Pass through earth, stone	400 gp	
Leopard Heart	Courage, strength	20 gp	
Lion Heart	Courage, strength	20 gp	
Makara Scale	Water-breathing	200 gp	
Manticore Wing	Flight	250 gp	
Marid Hair	Free action	500 gp	
Minotaur Horn	Rage	200 gp	

Animal (Creature) Ingredients Continued

Name	Innate Properties	Cost (per dram)	Drams
Mummy Flesh	Immunity to cold	300 gp	
Nymph Hair	Silent movement	200 gp	
Mouse (Rat) Tail	Stealth	1 cp	
Ogre Blood	Strength	20 gp	
Ox Blood	Endurance	1 cp	
Peacock Feather	True seeing	5 gp	
Pegasus Blood	Speed	400 gp	
Phoenix Feather	Immortality	10,000 gp	
Rhino Horn	Rage	20 gp	
Roc Feather	Flight	350 gp	
Saint Hair (or Bone)	Protection from evil	1,000 gp	
Salamander Scale	Immunity to fire	450 gp	
Satyr Pipe	Sleep	300 gp	
Scorpion Tail	Poison	2–8 gp	
Scorpion Venom	Poison	3–12 gp	
Shaitan Brain	E.S.P.	400 gp	
Sidhe Hair	Invisibility	250 gp	
Snake Venom	Poison	3–12 gp	
Snail Shell	Slowness	5 cp	
Spider Leg	Climbing	1 sp	
Spider Venom	Poison	3–12 gp	
Sprite Hair	Charm	200 gp	
Sylph Hair	Invisibility	400 gp	
Tiger Claw	Immunity to surprise	20 gp	
Titan Blood	Strength	1,000 gp	
Triton Hair	Water breathing	200 gp	
Troll Blood	Regeneration	40 gp	
Unicorn Horn	Immunity to poison	1,000 gp	
Vampire Blood	Gaseous form	500 gp	
Wight Skull	Immunity to magical influence	300 gp	
Wyvern Tail	Poison	200 gp	
Yeti Hide	Immunity to cold	300 gp	
Zombie Bone	Immunity to to magical influence	100 gp	

Healing Plants and Herbs

Name	Innate Properties	Terrain	Cost (per dram)	Drams
Adder's Tongue	Removes minor curses	W, F, RU	10 sp	
Agrimony	Cures blood diseases	F, W, R	3 cp	
Alkanet	Poison antidote	F, W	5 cp	
All-heal	Adds +25% to any healing mixture	F, R	10 sp	
Amaranth	Stops hemorrhaging	F	5 cp	
Anemone	Cures eye disorder	F, W, S, M	3 cp	
Angelica	Cures lung disorders	B, SW	3 cp	
Asarabaca	Cures violent tendencies (antipathy)	C, F	5 cp	
Asparagus	Cures Paralysis	RU	1 cp	
Balm	Antidote for depression	C, F	1 cp	
Barberry	Cures burns	F, C	2 cp	
Basil	Draws poison	C	2 cp	
Bindwood	Eases pain	R, F, RB	1 cp	
Bishop's Weed	Cures apathy, instills purpose	F	5 cp	
Bitter Sweet	Removes minor curses	W, SW	5 sp	
Borate	Removes fear	R, F, W	5 cp	
Bryony	Healing	RB, C, S	5 cp	
Calamint	Cures mental disorders	F, D, M	1 sp	
Coriander	Cures disease	F, C	4 cp	
Daffodil	Healing	F, C	3 cp	
Eyebright	Cures blindness	F	2 cp	
Flax-weed	Cures skin irritations	R, F	1 cp	
Fumitory	Cures melancholia	F, C	5 cp	
Germander	Relieves Pain	C	5 cp	
Gladwyn	Cures Paralysis	W, S	1 sp	
Groundsel (Mountain)	Relieves Pain	R	1 sp	
Hellebore	Cures love sickness	W	2 cp	
Hellebore (Black)	Root cures madness	W	1 sp	
Hyssop	Anti-parasitic	C	5 cp	
Lavender	Restores speech	C, W	1 sp	
Moonwort	Heals bruises, broken bones	M, S	5 cp	
Moss	Heals burns	W, SW, J	2 cp	
Peony	Cures insanity	C, W	2 cp	
Periwinkle	Promotes happiness	F	3 cp	
Plantain	Relieves skin irritations	F, R, S, C	1 cp	
Rampion	Relieves fever	W	2 cp	
Rose	Cures eye disorders	C, M	1 cp	
Rosemary	Promotes healing	F, C	3 cp	
Sage	Restores memory	W, S	2 cp	
Self-heal	Promotes healing	F, C	5 cp	
Shepard's Purse	Heals burns	F, R, S, C	3 cp	
Tamarisk	Poison antidote	J	1 sp	
Thistle	Poison antidote	F, W, R	1 cp	
Thyme	Anti-parasitic	S, C	3 cp	
Trefoil	Antidote for insect bites	SW, RB	4 cp	
Whortle	Relieves fever	F, W	3 cp	
Wormwood	Anti-parasitic	F, W	5 cp	
Yarrow	Mild sedative	F, R	2 sp	

Terrain Key on page 338

Herbology research

- Mortar 7 Pestle.
used to crush and ground herbs to be used in poultices or balms. Also, that can be used to add to Agua Vitae for potion use.

- Barberry
A forest floor plant often found in groups in clearings. when dried and simmered in shallow water, it is made into a paste. using it on burns aids in healing. can be left overnight on burns.

- Calamint
a root-based herb that has bright green tri-tipped leaves. the root is large and when ground down and mixed with hot water, can be drank as a tea. Calamint can cures mental disorders and sometimes fixes dementia.

- Moonwort
A small and annoyingly difficult plant to find. the small white berries resemble strawberries but taste bitter. When heated in juice, the broth can be drank to cure bruises and heal bones.

- Trefoil
A small flower that grows on branches and fallen logs, the white flowers can be ground and consumed to stop poisons. It also can be smeared on bruises and hastens healing.

Toxic Plants and Herbs

Name	Innate Properties	Terrain	Cost (per dram)	Drams
Absinthe	Memory loss	F	40 gp	
Black Lotus	Hallucinogenic narcotic	SW	200 gp	
Black Thorn	Bad luck	F, W	50 gp	
Cyclamen	Causes nausea	F, W	5 gp	
Darnell	Mild narcotic; causes sleep	F	25 gp	
Hellebore (Toxic)	Mild poison	W	10 gp	
Liverwort	Paralysis	W	15 gp	
Mandrake	Deadly poison	W, F	100 gp	
Marsh Crow's Foot	Causes skin irritation	RB, SW	15 gp	
Monk's Hood	Poison	W	30 gp	
Nightshade (Common)	Causes hallucinations	W	20 gp	
Nightshade (Deadly)	Deadly poison	W, SW	40 gp	
Poppy	Narcotic	F	20 gp	
Purple Foxglove	Mild poison	S	10 gp	
Saffron (Meadow)	Causes sleep	D	25 gp	
Skullcap	Poison	SW	30 gp	
Spotted Hemlock	Poison	SW, RB, W	30 gp	
Sneezewort	Causes sneezing	F	10 gp	
Water Hemlock	Powerful sedative	SW, RB	25 gp	
Yage	Causes terrifying hallucinations	J	75 gp	
Yellow Melilot	Causes vertigo	W	20 gp	

Terrain Key

Herbs can be found growing in a number of different terrain types.

Code	Meaning
B	Beach
C	Cultivated Area
D	Desert, Dry Plain
F	Field, Meadow
G	Graveyard, Barrow
J	Jungle, Tropical Forest
M	Mountains, Steppe
R	Roadside
RB	Riverbank, Stream Bed
RU	Ruin
S	Slope
SW	Swamp, Marsh
U	Underground, Dungeon
W	Woodland, Forest

Magical Plants and Herbs

Name	Innate Properties	Terrain	Cost (per dram)	Drams
Almond	Carelessness, indiscretion	F, W	1 sp	
Aloes Wood	Evokes spirits	F, W	2 gp	
Angelica	Magic resistance	B, SW	5 sp	
Anise	Evokes spirits	F, D	1 gp	
Apricot	Pleasure	F	5 sp	
Artemesia	Detect spirits	R, S, RB	2 sp	
Ash	Magic resistance	W	5 sp	
Belladonna	Flying	RU	2 gp	
Betony	Strength	F, W	1 gp	
Black Myrrh	Banishes spirit presences	F	10 gp	
Black Poppy	Visions of future	F	20 gp	
Camphor	Protection from disease	F, W	7 sp	
Caraway	Aphrodisiac	RB, S, C	1 gp	
Celandine	Charm	R, RU	5 sp	
Chickory	Friendship	R, RU, F	1 sp	
Cinquefoil	Charisma	R, F, W	3 sp	
Cinnamon	Used in summoning rituals	F, W	1 gp	
Clary	Aphrodisiac	S	2 sp	
Crocus	Happiness, attracts spirits	F, W	4 sp	
Dill	Aphrodisiac	F, W, C	5 sp	
Draconium	Protection from serpents	F, W	5 gp	
Elder	Witchcraft resistance	W, SW, RU	2 gp	
Euphorbia	Heroism	R, RU	6 sp	
Fennel	Protection from spirits	C	5 sp	
Fern	Invisibility	W, F, RU, SW	1 sp	
Flag	Protection from passion	F, W	2 sp	
Flax	Detect spirits	R, F, S	4 sp	
Frankincense	Aids in summoning rituals	W	3 gp	
Gall Oak	Ingredient in magical inks	W	1 gp	
Garlic	Protection from vampires	F, C	1 sp	
Gentain	Protection from disease	M	3 sp	
Ginseng	Aphrodisiac	W	5 gp	
Hawkweed	Keen eyesight	F	1 gp	
Hazel	Divination	F, W	2 sp	
Heather (Red)	Passion	F	4 sp	
Heather (White)	Protection from passion	F	4 gp	
Hemlock	Flying	SW, RB, W, S	1 gp	
Hemp	Detect spirits	J	5 sp	
Henbane	Evokes spirits	RU	3 sp	
Ivy	Friendship	F, W	1 sp	

Terrain Key on page 338

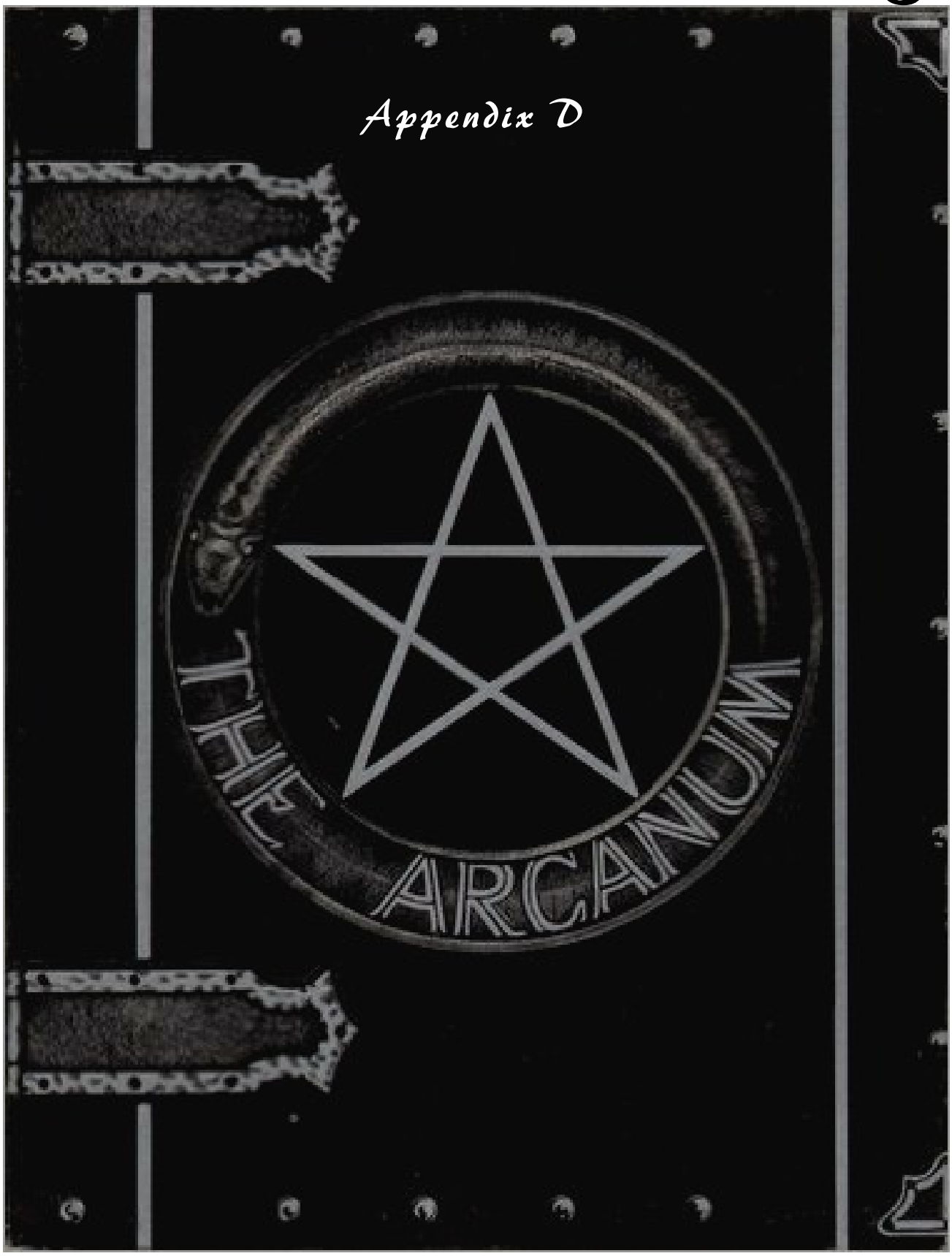
Magical Plants and Herbs Continued

Name	Innate Properties	Terrain	Cost (per dram)	Drams
Jasmine	Aphrodisiac	W	2 gp	
Jonquil	Desire, longing	RB, SW	6 sp	
Jujuba	Sorrow	D	1 gp	
Juniper	Neutralizes toxins	F, W	5 sp	
Larch	Boldness, audacity	W	3 sp	
Laurel	Protection from lightning	W, M	2 sp	
Lichen	Refusal	F, W	4 sp	
Lime	Loyalty	J	1 gp	
Linden	Compliance, gentleness	F, W	2 sp	
Linseed	Precognition	R, F, S	3 sp	
Lobelia	Hostility, aggression	F, W	5 sp	
Locust	Speak with dead	F, W	5 sp	
Lotus	Luck	SW	2 gp	
Lupine	Voraciousness	F	4 sp	
Lychis	Passivity	F	5 sp	
Mint	Loyalty	R, F	2 sp	
Mistletoe	Lock-picking	W	4 sp	
Mugwort	Premonition	RU	3 sp	
Mustard Seed	Indifference, apathy	F, R	4 sp	
Myrrh	Aids in summoning rituals	F	5 gp	
Nettle	Protection from evil	F, S, W, RU, M	2 sp	
Oak Leaf	Victory	W	1 sp	
Oats	Recklessness	F, C	1 sp	
Oleander	Beauty	F	4 sp	
Olive	Passion	F	5 sp	
Orchid	Beauty	J	1 gp	
Orchis	Lust	J	7 sp	
Parsley	Protection from evil	R, S, F, C	1 sp	
Purslane	Detect illusion	R, W, F	3 sp	
Rowan	Necromancy resistance	M	5 sp	
Saffron	Luck	D	5 sp	
Sesame	Protection from evil	J	1 gp	
Sunflower	Truth	F, R	4 sp	
Sycamore	Curiosity	W	2 sp	
Tansy	Protection from magical influence	F, W	5 sp	
Vervain	Courage	R, C	4 sp	
Whortleberry	Treachery, betrayal	F, W	3 sp	
Willow	Sorrow	SW, RB	1 sp	
Wolf's Bane	Protection from lycanthropes	W	5 sp	

Terrain Key on page 338

The Atlantean Setting

Appendix D



The Atlantean Trilogy

Arcanum was the first volume of the fantasy series, The Atlantean Trilogy, published by Bard Games in the 1980s. The series as a whole was created to be the most complete and detailed fantasy world available on the market. From a design standpoint, The Atlantean Trilogy was intended to serve several functions.

First and foremost, The Trilogy had to work equally well as a complete system and as a series of supplements. To facilitate this two-fold purpose, The Atlantean Trilogy was designed in a modular format, allowing gamers to pick and choose the material that they want to use or add to their campaign. The Trilogy served this function quite admirably, for each of the three volumes could be used separately.

- **Arcanum** offered a wealth of information on magic and alchemy, and contained nearly 500 spells, 27 character classes, several player-character races, an expanded listing of runes, symbols, magical scripts, as well as magic and combat systems. By itself, Arcanum could be used as a complete fantasy role-playing game system, a collection of game variants, or as a superior reference book for magic and alchemy.

- The second volume, **Lexicon**, functioned as the complete atlas of the Antediluvian Age. It contained detailed maps of the legendary continents, countries, and cities of the Atlantean World, plus information on trade routes, the history of Atlantis' First and Second Ages, and much more. By itself, The Lexicon provided a fabulous background for a fantasy campaign, and could also be used as a parallel world module of exceptional quality.

- The third book of the series, **Bestiary**, was a compendium of the fantastic beings and creatures of the Atlantean age. It contained over 300 different entries, including the hierarchies of devil and demon-kind, rare and unusual mythical beasts, non-human races, and hard-to-find statistics for a wide variety of wild and domesticated animals. Presented in simple and straight forward form, The Bestiary could be easily adapted to most fantasy role-playing games, and made a strong addition to any fantasy campaign.

The second most important design consideration for The Atlantean Trilogy was ease of play. Although the series was designed almost exclusively for experienced gamers, rules sections were kept to a bare minimum. All too often, advanced systems did little more than burden the player and Game Judge with mountains of statistics, modifiers, and adjustments. Such was not the case with The Atlantean Trilogy.

The mechanics of both the combat and magic systems were simple to learn and fast-playing, allowing players and Game Judges to spend more time role-playing and less time rolling dice and consulting charts. The objective of this minimalist approach was to add realism where it would be most useful to the gamer; not with long-winded and time consuming rules sections, but with an abundance of interesting and colorful background material designed to give players a true feel for their character. After all, the object of the game is role-playing, not rule-playing.

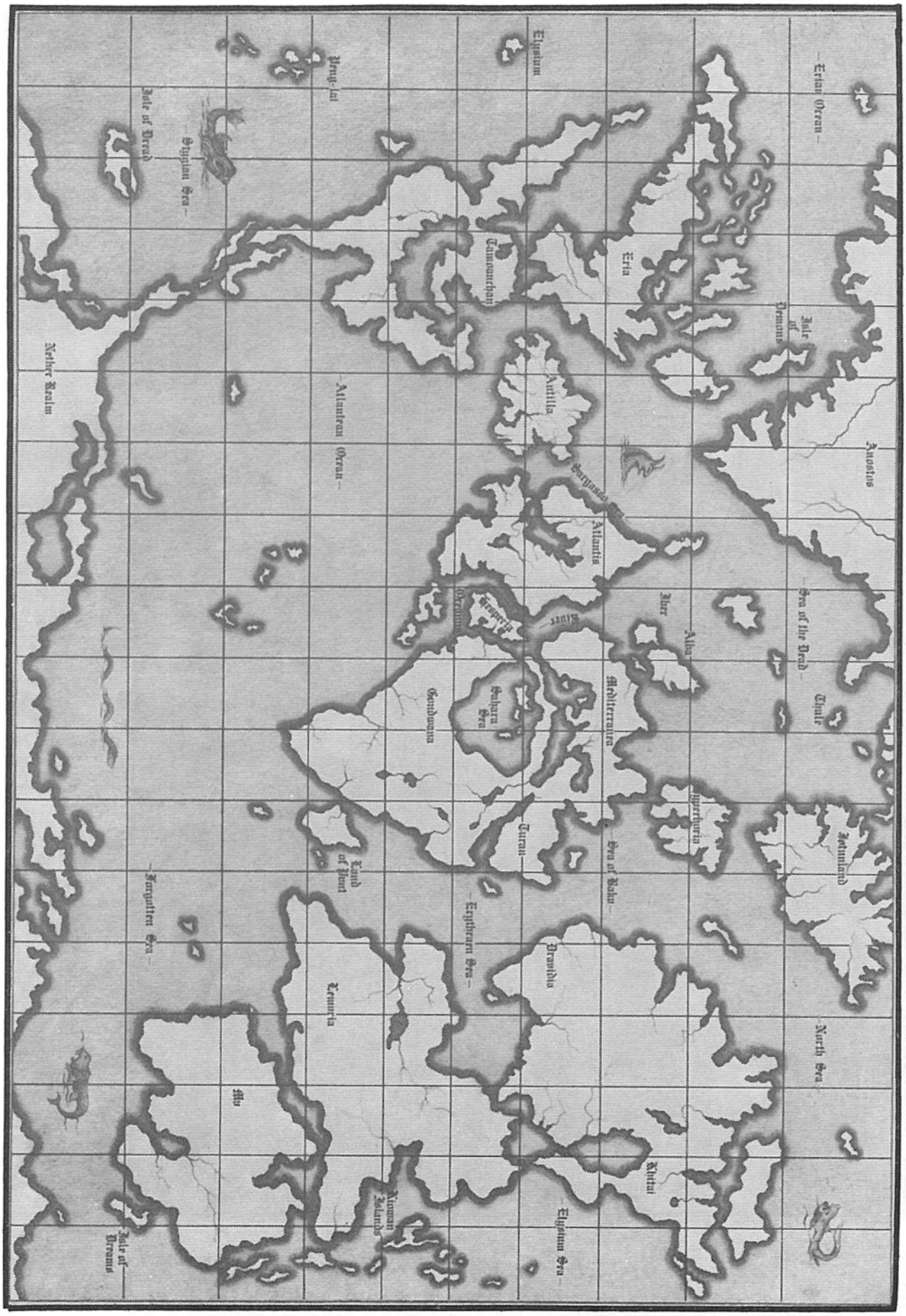
Which leads us to the third objective of The Atlantean Trilogy: to present to the players and the Game Judge a deep, rich, and believable fantasy world in which to adventure. A great deal of research went into the history and reputed histories of the Antediluvian Age.

The Atlantean histories and theories of Plato, Cayce, Spence, DeCamp, Churchward and many others were consulted, along with dozens of books on lost civilizations, ancient archaeology, and magic. Mixing fact with legend and scientific speculation, the Atlantean World slowly began to take form. The result was a campaign world and a set of rules that rang with unprecedented authenticity. The places, the people, and the fantastic creatures which appeared in the volumes of The Atlantean Trilogy were all either real or, at one time, believed to be real. Some fictional material was, of course, added for game purposes, but practically nothing was added unless it had some basis in fact or legend. In a sense, Bard Games, like so many others before them, created yet another Atlantean theory, replete with their own ideals and dreams.

It was called The Atlantean Trilogy. We think you will like it.

The Atlantean World

The following outline of the Atlantean world is intended for use by players and Game Judges who would like to run an Atlantean campaign. Arcanum's default setting assumes a period of Earth's ancient past, known as the Second Age. This mythical period took place sometime between 15000 BC and 12000 BC. Because this age came to an end at the time of The Great Flood, this period is often referred to as the Pre-Flood, or Antediluvian, Age.


Erian Ocean
Elysium
Styginn Sea
Isle of Dread
Neither Realm
Atlantean Ocean
Timaeanchan
Eria
Isle of Demons
Antilla
Atlantia
Sargasso Sea
Aeolus
Sea of the Dead
Thule
Mediterranea
Alba
Aer
Sahara Sea
Gondwana
Hyperborea
Aetuland
Sea of Baku
Turan
Land of Punt
Forgotten Sea
Erythrean Sea
Dravidia
Lemuria
Mu
Khitai
North Sea
Elysium Sea
Nirvana Islands
Isle of Dreams

Antediluvian Lands

Atlantis
Although the fabled First Kingdom of men once colonized and ruled much of the known world (during the period known as the First Age), Second Age Atlantis is generally considered to be an empire in decline. The Great Cataclysm which brought an end to the halcyon First Age also caused the collapse of the mighty Atlantean Empire. After the Cataclysm, the Atlantean people rebuilt their ravaged cities, but have since been unable to regain their former position of eminence in world affairs. Even so, Second Age Atlantis is respected for its powerful navy, and for its fair system of government.

Antilla
Antilla is less a continent than a gigantic mass of vegetation deposited by ocean currents around a chain of small islands. Crisscrossed by a vast network of canals, Antilla is the ancestral home of the race of merfolk known as the tritons. Many First Age vessels have been lost in the seaweed-choked waters surrounding this strange land.

Alba and Iber
(England and Ireland) Known as the Faerie Isles, these two islands are home to the races of faerie folk known as the Sidhe (pronounced shee). The magnificent city of Avalon and the Druidic temple of Stonehenge are located on Alba.

Anostos
Anostos is inhabited by an evil race of giants known as the fomorians. Here are found the two magical waterways known as the River of Pleasure and the River of Grief. The Atlantean people of the First Age once colonized this rugged land, though few men dwell there now.

Erie
(North America) This continent is the home of the red-skinned Erian peoples. Though the Erian clans once united in order to thwart the Atlantean colonists of the First Age, the tribes have long since returned to their traditional, independent ways.

Gondwana
(Africa) The vast continent of Gondwana is home to many different cultures, including the Kingdoms of Ophir (traders in gold and ivory) and Quaddan (the early ancestor of Egypt).

Hesperia
Hesperia is the land of the Amazons, a race of women warriors renowned for their courage and skill in battle. Hesperian males comprise the bulk of this country's work force, but are generally prohibited from holding positions of importance in the military or government.

Hyperborea
Hyperborea is the native land of both the dwarves and the trolls. Generations of warring over the ore-rich Rhiphaen Mountains have weakened these two ancient races, and allowed several human tribes to establish themselves in the northernmost regions of this land. The most noteworthy are the Cimmerians and the sea-faring Vanir.

Jambu
(Asia) The continent of Jambu is home to many different peoples, and to the advanced cultures of Khitai (China), Dravidia (India), and Himvati (Tibet). Despite its ties with the western trade capitals of Sheba and Acheron, Jambu has long been regarded as a land of great mystery.

Jotunland
This frozen wasteland is inhabited by the jotun, a warlike race of frost giants. The jotun occasionally venture forth in great dragon ships, raiding the coastlines of Hyperboria and northern Mediteranea.

Lemuria
Lemuria is a vast continent of jungle and volcanic rock. It is inhabited by the ape-like lemures (an early ancestor of humanity) and a variety of strange and dangerous creatures. The continent is rich in precious metals, rare herbs, and plants.

Mediterranea
Mediterranea is the native land of the once-powerful goblin races, most of whom now dwell only in the Black Forest. A number of human and humanoid groups have settled in this region, which is primarily still a wilderness area. The exception is the country of Tarshesh (Spain); here Tartessos, a former Atlantean colony of the First Age has developed into a thriving trade center. It is rightly said that one can buy anything in the city of Tartessos, where corruption and black marketing are common facts of life.

Mu
Mu is a desolate continent, inhabited mainly by the naga (serpent-men) and their avian rivals the zephyr. Like Lemuria, Mu is a veritable treasure trove of natural resources, and is especially rich in gemstones, herbs, and spices.

Tamoanchan
Known as the Land of Mists, Tamoanchan was once occupied by the Atlantean people. In its jungles are said to be the ruins of several First Age cities, long since abandoned by their Atlantean builders. Several human tribes now inhabit the continent, ranging from primitive headhunters to the more advanced Nazca and Taracuan peoples.

Races

Aesir
Aesir are found in certain hilly and mountainous regions throughout the known world. Aesir also have a dwindling, yet vibrant culture on the island of Gava.

Andaman
The andamen are a race of humanoids believed to have been created by the Atlantean sorcerers of the First Age. As stated, andamen bear no ill will toward any of the races. Some andamen do, however, have a deep hatred for the Atlantean people, and especially Atlantean Sorcerers.

Dwarf
Dwarves are the most civilized of the subterranean races, and are amongst the oldest of the humanoid peoples. They are found throughout the known world, but tend to congregate mainly in mountainous regions. A few small clans are said to be island dwellers, but they are quite rare, to say the least. Wars with the trolls and goblins have drastically reduced the dwarf population, so that few large clans are believed to exist today.

Elf
Thought quite numerous during the First Age, the race of elves has slowly dwindled in the face of human expansion. Even so, colonies of elves can still be found in certain forests (wood elves), mountains (mountain elves), and on the island of Ys (high elves). The island nation of Ys is a large community of elves, known to be builders of fine ships and excellent navigators, that have strong ties to the neighboring human and elf kingdom of Alba and the forest elf nation known as Brocelindae.

Halflings and Gnomes
The Atlantean world does not have either of these two races.

Netherman
Though occasional interbreeding between the two species has helped maintain the relatively small nethermen population, the majority of nethermen are descended from the hybrid stock created by the Atlantean Sorcerers of the First Age.

Despite their small population, a number of nomadic clans still exist in various regions throughout the known world. All are warlike in nature, though not all are hostile to humans. For this reason, nethermen are tolerated in most areas of human civilization.

Selkie
These extremely rare creatures usually result from a triton taking a liking to a human saved at sea or encountered on the isles of Antilla.

The selkies' unusual features often make them objects of ridicule, leading to banishment or even death in some of the more superstitious corners of the human world. They often seek refuge among elves or other sylvan races. Not all are subject to such torments, finding acceptance among their more understanding human cousins. Atlantis is highly receptive to selkies, many of whom serve as unofficial liaisons between that nation and the triton tribes filling the surrounding oceans. The pirate haven of Cymbri is also rumored to welcome selkies with open arms. As natural born corsairs, these blue-haired sailors are a common sight in the ports of the Mediterranean Sea.

Tritons are usually receptive to their air breathing cousins as long as they are approached with proper care. Selkies often make brief visits to triton cities where they can catch their breath in air filled chambers normally reserved for human visitors. Most selkies are respectful towards the tritons and do not abuse their privileges beneath the sea. Those that lack such decorum are asked not to return.

The makara extend their hostility for the tritons to the selkies with few makara actually aware of any difference between the two races. Selkies quickly learn to be watchful for sea-devils during their earliest visits to the depths.

Zephyr
Native to the dark continent of Mu and certain isolated areas of Lemuria. Never great in number, the zephyr population has steadily dwindled since the first cataclysm, so that only a few hundred of these avian people are believed to exist in the current Atlantean age. Their Priests revere the old God Vania the Dove, whom the zephyr claim as their creator.

Backgrounds

Place of Birth
Once the background has been chosen, a place of birth may be established. The following background and place of birth reference is provided:

- **Aristocrat**: Avalon, Atlantis, Khitai, Acheron, Tartessos
- **Barbarian**: Eria, Turan, the Gondwanan interior, Dravidian Hills, Hyperborea, Northern Khitai
- **City Dweller**: Atlantis, Khitai, Tartessos, Mohenjo-Daro, Acheron, Kaffir
- **Outcast**: Any
- **Villager**: Mediterranean coast, Northern Atlantis, Erian coast, Gondwanan coast

Equipment

Armor and Shields

In the Atlantean world, only elves and dwarves know how make chain mail; plate armor is extremely rare.

Languages

What follows is a listing of the common languages of the Atlantean World.

Human Languages

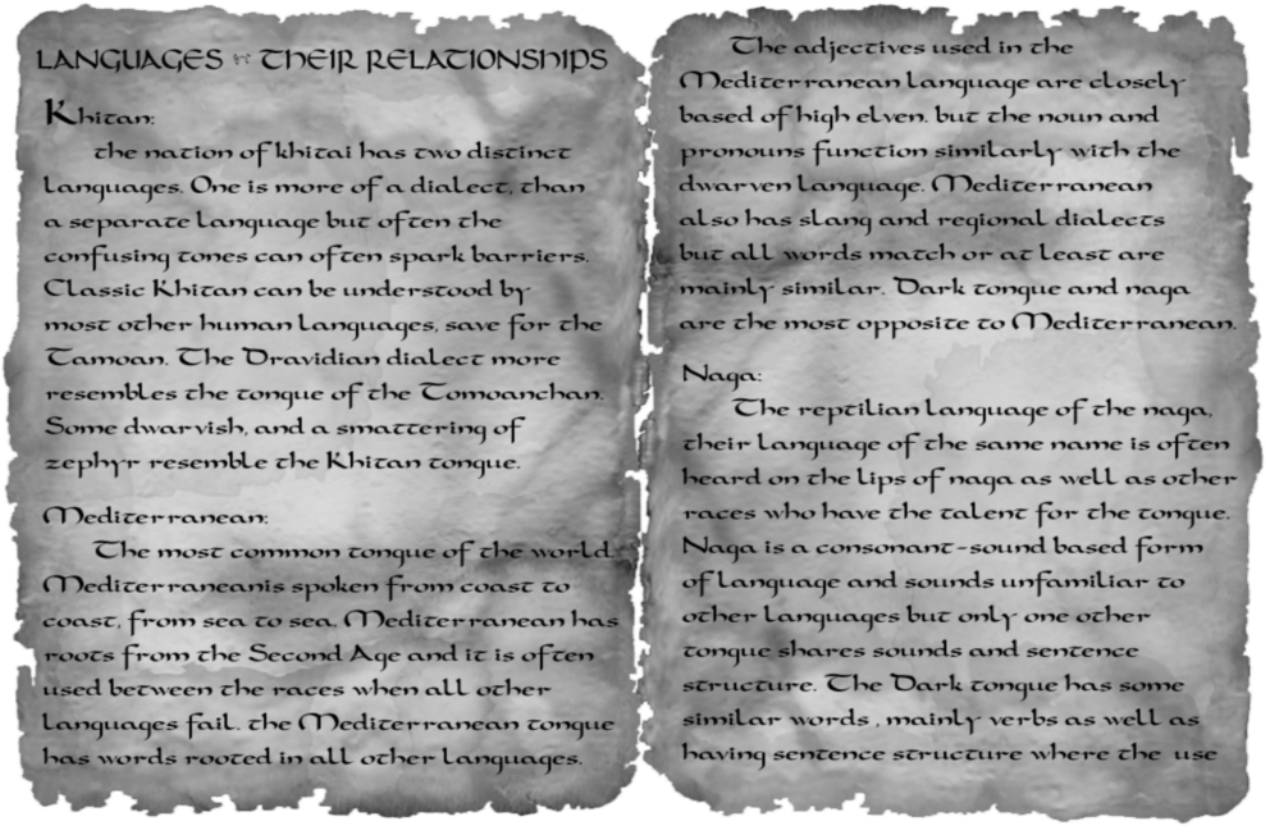
- **Erian**: multiple dialects exist between various clans.
- **Gondwanan**: Quaddani dialect is somewhat different from the Gondwanan common tongue.
- **Hyperborean**: spoken by Cimmerians, Vanir, and the dwarves of the region.
- **Khitan**: Dravidian dialect is somewhat different from the native tongue of Khitai.
- **Mediterranean**: the most commonly known language of the Atlantean Second Age.
- **Tamoan**: the language of the people of Tamoanchan, with variations in dialect being common.

Non-Human Languages

- **Aesir**: the language of the aesir.
- **Ancient**: see Animal Languages (Special Skills)
- **Andama**: the language of the andaman.
- **Aquatic**: the language of the makara and their rivals, the tritons.
- **Dark Tongue**: the language of goblins, ogres, and trolls. Various dialects are spoken by the fomorians, jotun, aegir, cyclops, and others.
- **Drow**: the language of the dark elves.
- **Dwarvish**: the language of the dwarves.
- **High Elven**: the language of the elven races.
- **Naga**: the language of the naga. Most species of reptiles and amphibians understand this language.
- **Sylvan**: the language of sprites, nymphs, and most woodland beings.
- **Zephyr**: the language of the zephyr.

Special Languages

- **Animal Languages**: see Special Skills
- **Sign**: see Background Skills.
- **Thieves' Cant**: see Thieving Skills.



LANGUAGES & THEIR RELATIONSHIPS

Khitan:

the nation of khitai has two distinct languages. One is more of a dialect, than a separate language but often the confusing tones can often spark barriers. Classic Khitan can be understood by most other human languages, save for the Tamoan. The Dravidian dialect more resembles the tongue of the Tomoanchan. Some dwarvish, and a smattering of zephyr resemble the Khitan tongue.

Mediterranean:

The most common tongue of the world. Mediterraneanis spoken from coast to coast, from sea to sea. Mediterranean has roots from the Second Age and it is often used between the races when all other languages fail. the Mediterranean tongue has words rooted in all other languages.

The adjectives used in the Mediterranean language are closely based of high elven. but the noun and pronouns function similarly with the dwarven language. Mediterranean also has slang and regional dialects but all words match or at least are mainly similar. Dark tongue and naga are the most opposite to Mediterranean.

Naga:

The reptilian language of the naga. their language of the same name is often heard on the lips of naga as well as other races who have the talent for the tongue. Naga is a consonant-sound based form of language and sounds unfamiliar to other languages but only one other tongue shares sounds and sentence structure. The Dark tongue has some similar words , mainly verbs as well as having sentence structure where the use

Forms

Appendix F

Spell Cards

Spell Name		
Restrictions:		
Duration:	**Save**:	
Range:	**Type**:	
Description / Effect:		

Spell Name		
Restrictions:		
Duration:	**Save**:	
Range:	**Type**:	
Description / Effect:		

Spell Name		
Restrictions:		
Duration:	**Save**:	
Range:	**Type**:	
Description / Effect:		

Spell Name		
Restrictions:		
Duration:	**Save**:	
Range:	**Type**:	
Description / Effect:		

Spell Name		
Restrictions:		
Duration:	**Save**:	
Range:	**Type**:	
Description / Effect:		

Spell Name		
Astral Bolt		
Restrictions: *Astrologers and Mages*		
Duration: *Instant*	**Save:** *DEX (½)*	
Range: *10 ft / lvl*	**Type:** *Variable*	
Description / Effect: *Allows the caster to hurl a bolt of astral energy dealing 1d4 damage per level to whatever it strikes.*		

Arcanum Character Sheet

Strength	Mods:
	Encum:
	Save vs.:

Intelligence	Mods:
	Save vs.:

Dexterity	Mods:
	Save vs.:

Will	Mods:
	Save vs.:

Speed	Mods:
	Save vs.:

Charisma	Mods:
	Save vs.:

Constitution	Mods:
	Save vs.:

Perception	Mods:
	Save vs.:

Name:	
Race:	
Profession:	
Level:	XP:
Background:	
Place of Birth:	
Alignment:	

Age:	Gender:
Ht.:	Wt.:
Eyes:	Hair:

Personality:
Distinguishing Features:

Protection	Armor / Protection:	Hit Pts

WEAPONS CARRIED		Range			
Weapon	Damage	Min.	Eff.	Long	Notes

COMBAT STATS
Total To-Hit Mod:
Total Dmg Mod:
No. of Attacks:
Weapon Proficiencies:

Notes:

MAGIC ITEMS
1.
2.
3.
4.
5.
6.
7.

LANGUAGES	

RENOWN	Place of Residence:
	Rent / Tariffs / Expenses: per month

SKILLS / ABILITIES

POSSESSIONS / WEALTH		
Item	Location	Notes

FRIENDS / ALLIES / CONTACTS		
Name	Profession (Lvl)	Residence / Notes

ENEMIES / RIVALS / FOES		
Name	Profession (Lvl)	Residence / Notes

Spell College(s)	Grimoire

SPELL	Dur.	Range	Save	Type	Description

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Appendix G

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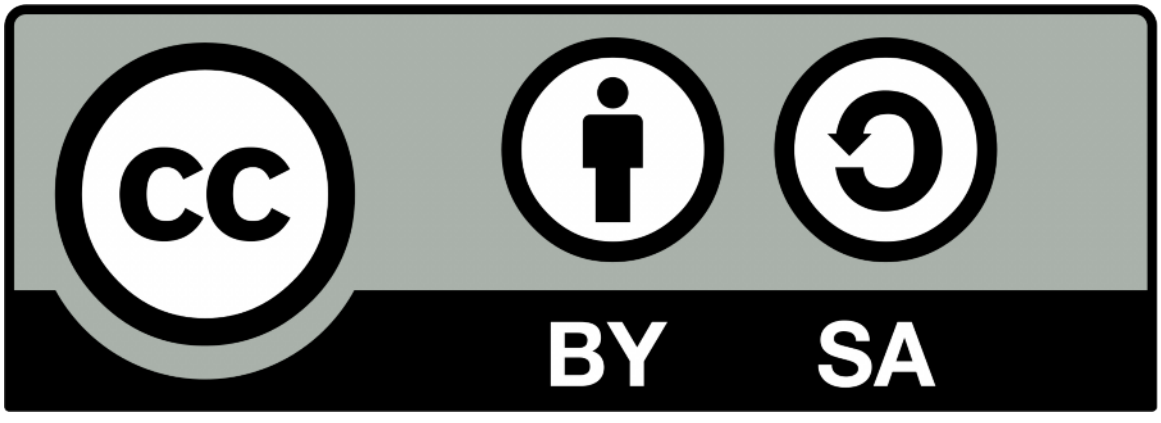


Designer's Notes

Appendix 2

Hi. My name is K. David Ladage, and I am the guy who owns the intellectual property known as **Arcanum** (sometimes **The Arcanum**). In this appendix, I would like to spend some time writing about the good, bad, and ugly of one of my favorite classic role-playing game systems. What I will be discussing are those things that were modified and fixed, things that (if this were a new version of the game) I would have addressed and fixed but would have created ripples throughout the system.

But this is not a new version—this is the 30th Anniversary Edition. And that is one of the reasons this volume is so late in being released. I cannot tell you how many times I tore the text of the book apart from start to finish. I even completed entire edits that covered everything in the book. But each time, prior to the one you hold in your hand, what I had produced was a new version of the game. I had changed this, tweaked that, completely re-wrote that rule, and shifted that chart in ways that made it unrecognizable. And each time, I realized I had failed. I had not wanted—or *promised*—to make a new **version** of the game; what I wanted—*and promised*—was to make a new **edition** of the game. Between these covers, I think I have succeeded.

Attributes

In the attributes section of character creation, there are charts which detail the modifiers for high attributes. The modifiers used are cleaned up from the original material—the original modifiers were sometimes inexplicably odd (and at least one of the tables appears to have become what it was due to a typo that was never corrected over the various editions of the game).

	STR	DEX		CON
Score	Dmg	To-Hit	Skills	HP
15	+1	+1	+5%	+1
16	+2	+1	+5%	+1
17	+3	+2	+10%	+2
18	+4	+3	+15%	+3
19	+5	+4	+20%	+4
20	+6	+4	+25%	+5
21	+7	+5	+30%	+6
22	+8	+5	+35%	+7
23	+9	+6	+40%	+8
24	+10	+6	+45%	+9
25	+12	+7	+50%	+10

I like to think that they were ahead of their time, just not quite far enough ahead. The way the save system works (and if we are honest, most of the skills) indicates that Bard Games was just ever so slightly shy of creating a fantasy role-playing game with a truly Universal Task Resolution System. Had they been that extra fifteen-minutes ahead, who knows what impact this game might have had on the industry?

Strength

The original chart is shown to below. This is one of the very few times where 15 and 16 are not considered the same overall attribute. It also has an odd up-tick at 25. The table included in the core rules has been altered to ensure that the attributes are all in the same overall scale.

Dexterity

The original chart is shown below. The to-hit bonus scale is unique to the system—nothing else uses this scale at all. The scores of 15 and 16 are, as with many other charts, the same. The scores of 17 and 18 are rapid increase, followed by a drastic slow-down. The table included with the core rules has been altered to have a more consistent scale.

Charisma

The original chart is shown below. The acting and infiltrate bonuses make sense given where those skills start their chance of success (excepting that CHA would remain the only attribute where 15 and 16 are differentiated). The con and oratory bonuses are different from the Dexterity and Intelligence modifiers for no reason I can fathom; they are different from each other on even thinner reasoning. The table included with the core rules has been altered to have a more consistent scale.

	CHA			
Score	Acting	Con	Infiltrate	Oratory
15	+1%	+5%	+1%	+5%
16	+2%	+10%	+2%	+10%
17	+3%	+15%	+3%	+15%
18	+4%	+20%	+4%	+20%
19	+5%	+25%	+5%	+25%
20	+6%	+30%	+6%	+30%
21	+7%	+35%	+7%	+35%
22	+8%	+40%	+8%	+40%
23	+9%	+45%	+9%	+45%
24	+10%	+50%	+10%	+50%
25	+15%	+60%	+15%	+55%

Perception

The original chart is shown below. If there exists a chart in Arcanum that was broken—honestly created with a typo that was never fixed over several printings and iterations of the book—this is the one.

The modifier for skills seems to follow the Dexterity / Intelligence / Charisma progression until the score of 23 breaks the progression. It does this again at 25, although this one could be forgiven as mimicking the original Charisma con skill modifiers.

PER	Invis.	Skills
15	20%	+5%
16	30%	+10%
17	40%	+15%
18	50%	+20%
19	60%	+25%
20	70%	+30%
21	80%	+35%
22	90%	+40%
23	95%	+55%
24	99%	+60%
25	100%	+70%

It honestly seems as though the modifier for a score of 23 was mistyped—it was supposed to be +45%, but someone put in +55% instead—and the remaining part of the table is off because of it. The table included with the core rules has been altered to have a more consistent scale.

Perception also allows for the detection of invisible objects and creatures so long as the individual stops and looks for such things. The upper end of this scale renders invisibility moot. The table included in the core rules has been altered to have a most consistent scale and for game balance.

Hit Points

There are multiple occasions in which the text of the second and third editions of Arcanum claim a major benefit to the lower hit point system employed. The goal of this system is expressed in those editions like this:

> The Arcanum's lower hit point system can be adopted to keep high level characters at more manageable H.P. Levels. — **Using The Arcanum as a Supplement**

Or like this:

> In order to make lower-level characters more competitive (and in order to keep high level characters from becoming nearly invulnerable), the following system may be used to determine hit points. — **Hit Points**

These are noble goals. Of the major vocal complaints about the venerable first edition of the world's most popular role-playing game†, one of the biggest was that the hit point system defied reason: low level wizards would die from falling off of a horse; high level Fighters could not die from a fall, no matter the height.

Arcanum attempted to fix this. It successfully addressed the first goal (low level character viability). The second goal is a bit more of a gray area. On the surface, there is the fact that high-level Arcanum characters have more hit points than their high-level ORPG equivalents. Witness:†

- Unskilled character equivalents in the ORPG had a d4 hit points per level up to level 9 or so and received +1 hit point—sans Constitution bonuses—per level thereafter. As a result, a level 12 character of average Constitution would have 4 + (2.5 × 8 levels) + (1 × 3 levels) hit points: 27 hit points.

  The equivalent character in Arcanum would have 12 Con + (2 × 12 levels) hit points: 36 hit points.

  Beyond level 12, each character is gaining 1 hit point per level meaning that the Arcanum character will always have more hit points.

- Skilled character equivalents in the ORPG had either a d6 or a d8 hit points per level up to level 9 or so and received +2 hit points—sans Constitution bonuses—per level thereafter. As a result, a level 12 character of average Constitution and a d6 hit die would have 6 + (3.5 × 8 levels) + (2 × 3 levels) hit points: 40 hit points.

  A level 12 character of average Constitution and a d8 hit die would have 8 + (4.5 × 8 levels) + (2 × 3 levels) hit points: 50 hit points.

  The equivalent character in Arcanum would have 12 Constitution + (4 × 12 levels) hit points: 60 hit points.

  Beyond level 12, the ORPG character gains +2 hit points per level and the Arcanum character gains +1 hit point per level. Parity with the d6 hit die character is reached at is reached at level 32 and at level 22 for the d8 hit die character.

- Highly Trained character equivalents in the ORPG had either a d10 or a d12 (in the case of the Barbarian class) hit points per level up to level 9 or so and received +3 or +4 (in the case of the Barbarian class) hit points per level thereafter. As a result, a level 12 character of average Constitution and a d10 hit die would have 10 + (5.5 × 8 levels) + (3 × 3 levels) hit points: 63 hit points.

  A level 12 character of d12 hit die would have 12 + (6.5 × 8 levels) + (4 × 3 levels) hit points: 76 hit points.

  The equivalent character in Arcanum would have 12 Constitution + (6 × 12 levels) hit points: 84 hit points.

  Beyond level 12, the ORPG characters gain +3 or +4 hit points per level and the Arcanum character gains +1 hit points per level. Parity with the d10 hit die character is reached at level 19 and at level 15 for the d12 character.

So what does this mean (other than the fact that Barbarians had truly sickening numbers of hit points back then)? That is a surprisingly tough question to answer.

† We will refer to this game as the ORPG for original role-playing game from this point forward.

† We will assume that the ORPG house rule of 'maximum hit points for level 1 characters' is being used.

The issue is that the to-hit bonus from being Skilled or Highly Trained (or from the Weapon Specialization skill) is also applied to damage dealt in combat. So while damage from nature or spells become less likely to be deadly, the damage from a swordsman's swing or an archer's arrow remain very deadly indeed.

Saving Throws

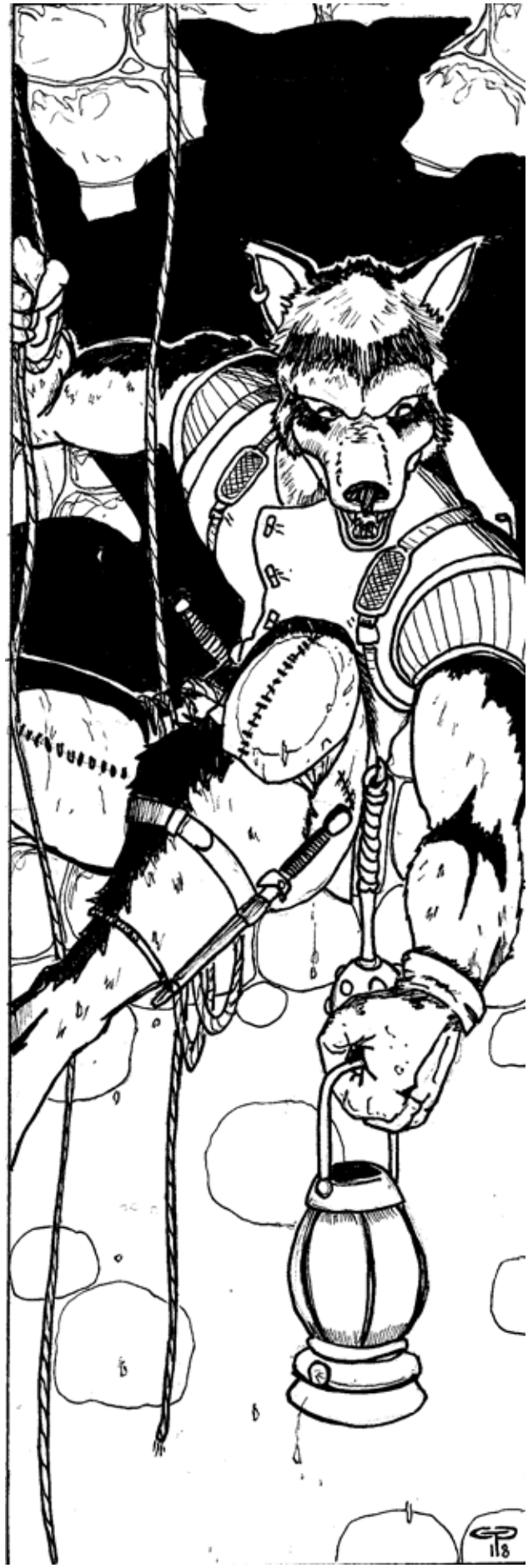
The penalties for low attribute scores when it comes to saves used to cap out at −6 (all attributes from 4 and below had a −6 modifier). The chart was expanded to allow attributes below 4 to have meaning within the system.

Experience Points

The original experience point (XP) chart—below—was based on the total number of accumulated XP the character has acquired, while being able to spend XP on extra-curricular skills and the like. This made for some interesting dynamics which could all easily be avoided if the point accumulated were spent on everything—extra-curricular skills as well as level advancement.

Additionally, the acquisition of level 13 was something that required more XP than level 14 (i.e., it was an additional 500,000 XP to go from level 12 to level 13; it was an additional 250,000 XP for each level after). Both of these things could be addressed relatively simply and so the experience point chart (and rule) in the core rules was created.

Level	Single-classed	Dual-classed
1	0	0
2	2,000	3,000
3	5,000	6,500
4	9,000	11,000
5	15,000	18,000
6	25,000	30,000
7	50,000	62,500
8	85,000	102,500
9	125,000	145,000
10	200,000	237,000
11	300,000	350,000
12	500,000	600,000
13	1,000,000	1,250,000
+1	*+250,000*	*+300,000*



Race and Profession Combinations

On the next page is a copy what page 26 would have looked like in the third edition of the game (had that edition had Gnomes and Halflings). It is here for two reasons.

1. In early versions of the PDF release, I had neglected to add Gnome and Halfling to the chart. As you can see, this has been fixed (both here, and on page 26).
2. This is the chart that shows many pieces of very important information: what professions are Unskilled, Skilled, Highly Trained, single-classed, dual-classed, etc. And it shows what races can be what classes.

It is #2 above that I want to discuss. I made some changes to the professions that each race can pursue. I felt that some of the restrictions were too strict. Why, for example, in this version of the chart can only Dwarves, Gnomes, and Humans be Alchemists? Why Elves cannot go there seems counter-intuitive. One can see a world where a particularly clever Netherman goes into this field. After all, INT and WIL both reach above the minima for the profession. So this is the topic I want to discuss. In this edition of the game, I have open up the professions a bit. I never considered opening it wide—*if you meet the minima, go for it*! That would have been too drastic. But having a few more legal combinations is something I took time to consider.

There are some professions that are, to my way of thinking, universal, and should (therefore) be open to all races assuming they meet the requisite attribute minima. These professions are:

- Corsair †
- Hunter
- Necromancer ‡
- Priest and / or Shaman ‼
- Rogue
- Warrior ⁇

Each of these professions are *generic* enough that any society would have examples. The idea that Andamen are so anti-religious that they have neither Clergy nor Shamanistic spiritual leaders seems... odd—but they lack spell-casting abilities, so these remain out of reach.†

† Honestly, if the Aesir can have sailors, why would any race be barred from this profession? They are dual-classed Rogue / Warriors—meaning that (based on my list) anyone should qualify to be this profession with the right attributes.
‡ Anyone can sell their soul. Assuming they have one…
‼ At least one of these professions should be allowed to the race in question. Most would have examples of both.
⁇ Fortunately, this profession is already one that has examples from all races. I was torn as to whether I should include Scholar, Martial Artist and Spy on this list. Those fell aside because they were a bit more specialized.
† It was suggested in the Arcanum group on Facebook that Andaman (as a created race) might transcend religion. One could see having no priests or shamans because, in a sense, every member of the race is one. And that would be fascinating to explore in a campaign. Imagine a dual-classed priest / shaman being possible because the race sees no contradiction between them.

Some felt that the race limits are as restricting as they are since many of the limitations can be purchased as extra-curricular skills later. Some restrictions may not make sense but special modifications can be made by the Game Judge, via the campaign's Gods, the racial society in question, etc. But no matter the restriction, Arcanum allows the character to overcome said restrictions with applied study.

All of these things brought me to the conclusion that, in some way, the generic professions (above) should be available to *any* race. Thus, the restrictions and charts in the main rules.†

Skilled vs. Highly Trained

Five professions (Assassin, Bounty Hunter, Corsair, Monk, and Witch Hunter) were downgraded from Highly Trained to Skilled. This is purely a game balance issue—those professions with Waylay, Backstab, and / or Assassinate should not be standing toe-to-toe with a Gladiator or a Warrior; they should be trying to defeat such an individual on a tactical basis (e.g., sneak up on them). And those that cast spells will spend far too much time learning and studying spells to be more than skilled in the combat arena.

Abilities and Skills, On My!

The Gladiator… was rather limited by way of skill-set. In fact, he or she had 0 special abilities (the only profession to have 'none' listed in that block) and only 10 skills over 13 levels. Consider that, on average, a profession in Arcanum second edition had 3 special abilities and 13 skills over 13 levels. Granted there was some variation here from a total of 8 abilities and skills to a total of 29 abilities and skills.

Understanding that not all abilities and skills are created equal, this was still a sore spot. As a result, several professions had some additional special abilities and skills added to bring them in line; a couple of professions were reduced slightly to bring them in line. The current core rules have the professions far more balanced and interesting. The same holds true for the races… they needed some adjustments to be more balanced as well (i.e., the game begged the questions 'why be human?' And 'why are human's so dominate given that they have no special abilities of note?').

Are they perfectly balanced? No. That would be an impossible task. Not only would such things as the XP cost of such skills need to be taken into account, but something would need to be done to handle things like 'any skill' options that exist on some professions. And what does perfectly balanced mean, anyway?

Care has been taken to ensure that each race and profession can be used to create interesting and fun characters. In that, the races and professions are quite balanced. I hope you enjoy and agree with the changes that were made.

† Andamen were initially allowed, under this reasoning, to become Necromancers, Priests, and Shamen. However, the last line of the description of the race states that they have spell-casting ability what-so-ever. Thus, this restriction was reinstated for them.

Profession and Race Combinations

Profession	Single / Dual	Combat Rating	Valid Races										Spells
			A	An	D	E	G	Ha	H	N	S	Z	
Alchemist	Single	Untrained			•		•		•				
Assassin	Dual	Skilled					•		•	•			
Astrologer	Single	Untrained							•				Astrology
Beastmaster	Single	Highly Trained		•				•	•		•		
Bounty Hunter	Dual	Skilled		•					•	•		•	
Charlatan	Single	Skilled					•		•				Enchantment
Corsair	Dual	Skilled	•	•					•	•	•		
Druid	Single	Untrained				•			•		•		Elemental Magic
Enchanter	Dual	Skilled				•	•		•			•	Enchantment
Gladiator	Single	Highly Trained	•	•					•	•			
Harlequin	Single	Skilled					•		•			•	
Hunter	Single	Highly Trained		•		•			•	•		•	
Mage													
• Archimage	Dual	Untrained					•		•				Astrology and Enchantment
• Cabalist	Dual	Untrained					•		•				Astrology and High Magic
• Magus	Dual	Untrained					•		•				Astrology and Divine Magic
Magician	Single	Untrained			•	•			•				Enchantment
Martial Artist	Single	Highly Trained		•					•				
Monk	Dual	Skilled							•				Mysticism
Mystic	Single	Untrained							•				Mysticism
Necromancer	Single	Untrained					•		•	•			Black Magic
Paladin													
• High Paladin	Dual	Highly Trained			•	•			•				Divine Magic
• Low Paladin	Dual	Highly Trained			•	•			•				Low Magic
Priest	Single	Untrained			•	•	•	•	•		•	•	Divine Magic
Rogue	Single	Skilled		•	•	•	•	•	•	•	•	•	
Savant													
• Divine	Dual	Untrained			•		•		•				Divine Magic
• Mystical	Dual	Untrained			•		•		•				Mysticism
Scholar	Single	Untrained			•	•	•	•	•		•	•	
Shaman	Single	Untrained	•		•				•	•			Low Magic
Sorcerer													
• Dark Sorcerer	Dual	Untrained				•	•		•				Sorcery and Black Magic
• Light Sorcerer	Dual	Untrained				•	•		•				Sorcery and Enchantment
Spy	Single	Skilled		•		•	•	•	•	•		•	
Thaumaturge	Dual	Untrained			•	•	•		•				Enchantment
Warrior	Single	Highly Trained	•	•	•	•	•	•	•	•	•	•	
Witch													
• Black Witch	Dual	Untrained				•	•		•		•		Elemental and Black Magic
• White Witch	Dual	Untrained				•	•		•		•		Elemental and Enchantment
Witch Hunter	Dual	Skilled				•			•				Mysticism
Witchdoctor	Dual	Untrained					•		•	•			Black Magic and Low Magic
Wizard													
• Dark Wizard	Dual	Untrained				•	•		•				High Magic and Black Magic
• Light Wizard	Dual	Untrained				•	•		•				High Magic and Enchantment

A = Aesir
An = Andaman
D = Dwarf
E = Elf
G = Gnome
Ha = Halfling
H = Human
N = Netherman
S = Selkie
Z = Zephyr

Skills

Common Abilities

The common abilities in this edition are almost identical in effect to the original Arcanum. Some minor tweaks were made:

- **Searching** is a combination of the original skills *Finding a Track or Trail* and *Noticing Hidden Persons or Creatures*. This was done since these were essentially the same skill, and the name *Searching* is much cleaner.
- Because the names were so similar, the *Hide* (Thieving) skill was renamed to **Hide in Shadows** to make it easier to distinguish from **Hiding** (Common Abilities).
- The skill *Keeping Afloat* was renamed to **Floating** to unite it thematically with the rest of the common abilities.

The descriptions were altered slightly to make them all read in a similar voice.

Universal Skill Resolution?

The seven skills listed in common abilities barely scratch the surface of what is possible. The concept represented by common abilities can rather easily be expanded to become:

- A general attribute-as-basic abilities system
- A rather brilliant default skill use mechanic
- And so much more

What the Common Abilities are, in essence, is the default (or unskilled) use of other skills. Witness:

Common Ability	Default for Skill
Brawling	Street Fighting
Climbing	Mtn Climbing, Scaling Walls
Floating	Swimming
Hiding	Hide in Shadows
Leaping	Acrobatics I
Moving Silently	Stealth
Searching	many, many skills

One could make an argument that if Arcanum can be said to have missed an opportunity in its design, the potential to have created a Universal Task Resolution System. Had the game settled on either the d20 (success = 11+) mechanic for all skills, or had used a more standardized percentile die roll task resolution system for everything (including combat), then all skills could have had a default use modifier applied (or have been listed as not being able to be used untrained). Sound familiar?

This is one of those things where Arcanum was ahead of its time, and just shy of where Role Playing Games would be in another decade.

Performing Skills

In the original text, the cost of Acrobatics I was 1,000 XP. However, a close reading of the text shows that this was the same cost for the skill Scaling Walls. This would not normally be a problem, except that Scaling Walls is included as a maneuver of Acrobatics I.

In other words, for 1,000 XP and 1–3 months, you could…

- …learn Scaling Walls; or…
- …learn Scaling Walls, Pratfall, and Leaping while acquiring the pre-requisite skill for Acrobatics II.

Acrobatics II had the same issue, including an improved version of skill Catwalk as a maneuver. Due to this, the XP cost for both Acrobatics skills has been doubled.

Combat

Highly Trained Fighters

At level 6, a Highly Trained fighter has a to-hit / damage bonus of +3. He or she could spend experience on the Weapon skill to gain (say…) another +3 on to-hit rolls. Add in +3 for a very high Dexterity score. This means that he or she will hit on rolls of 2+. Given that we would like to see the game be interesting and playable through level 30 or more, some moderate adjustments to the Combat System as well as to the Weapon, Weapon Specialization, and other skills were needed; the optional rule for Armor as Defense / Cover was added which (when used) mitigates this issue.

Vulnerability to Oneself

The purpose of the vulnerability within immunity rule is to ensure that no creature is immune to itself. The Game Judge is free to rule that damage from sources a creature is immune to are greatly reduced rather than completely nullified—e.g., apply a modifier of ÷2, ÷5, or even ÷10 (round down). Once coupled with the protection (i.e., armor) value of the creature, it will often be effectively immune to most attacks of that sort.

Magic

The original text for the spell *Circle of Divine Protection* (Divine, level IV) stated that a circle of protection 7 feet in diameter could protect the caster plus 7 other individuals. Extrapolating this, an individual needs (38.48 square feet ÷ 8 individuals =) 4.81 square feet of space within the circle.

Spell Names

Several spells in this release have had their names changed. These are:

- **Command Spells**: the command spells were named *{spell name} (Command)*—e.g., *Open (Command)*. These have been renamed to *Command: {spell name}*—*Command: Open*.

- **Concatenation**: many spells were named with two concatenated words—e.g., *Warpwood*. These have been split—e.g., *Warp Wood*.

- **Fetish** (Black Magic, level II) – the spell was originally called *Image (Black Magic)*. The object used as a focus in this spell is known by many names. The term 'fetish' best describes it.

- **Hyphens**: many spells were via words that are not technically words—e.g., *Safekeep*. If a hyphen will make this a workable word, the spell was renamed as such—e.g., *Safe-keep*.

- **{modifier} Evocation**: the evocation spells were named Minor Evocation, Lesser Evocation, Greater Evocation, and Superior Evocation. They have been renamed in roman numeral succession and expanded to match the Demon / Devil summoning spells: *Evocation I*, *Evocation II*, *Evocation III*, *Evocation IV*, and *Evocation V*.†

- **{modifier} Invocation**: the invocation spells were named *Lesser Invocation*, *Greater Invocation*, and *Superior Invocation*. They have been renamed in roman numeral succession and expanded to match the Demon / Devil summoning spells: *Invocation I*, *Invocation II*,, *Invocation III*, *Invocation IV*, *Invocation V*.†

- **Summon {modifier} Demon / Devil**: the summon spells were names *Summon Lesser Devil/Demon*, *Summon Greater Demon/Devil*, and so on. They have been renamed in roman numeral succession *Summon Demon / Devil I*, *Summon Demon / Devil II*, *Demon / Devil III, Demon / Devil IV, and Summon Demon / Devil V*.†

- **The {spell name}**: spell names that start with the word 'The' have been changed to remove it.

Modified Spells

Several spells in this edition have had minor tweaks. The vast majority of these include such things as assigning a range or a duration to a spell where none was listed, clarifying the language of a spell so that similar concepts are described using similar phrasing.

Curses!

Perhaps the most frightening level I spell is Curse. This spell gives the subject one chance to save and prevent a permanent effect. However, if you want to make this more frightening…

…the effects of a curse can be applied to the subject over time. Thus, the subject could age a year each day over a period of 10 days; ugliness can begin with the unseen and a -1 loss of Charisma, with an additional point lost each day over time until the features and Charisma loss are fully realized. The individual may not even know they are cursed until half-way through the effects.

† This also brings these spell names in line with spells such as the Exorcism series.

In some cases the modifications were a bit more drastic. Such items include:

Blessing / **Prayer** / **Supplication**: these spells each allowed a growing bonus to be applied to all saves (+1, +2, and +3 respectively). In this addition, a more focused (but stronger) bonus may also be applied (+2, +4, +6 respectively, but only to a single attribute). *Blessing* also had the combat related bonuses stripped and placed into the new spell *Armor of Faith*.

New Spells

- **Armor of Faith**: Divine Magic has the spell *Blessing*, which conferred a bonus to offense, defense, and saves. A blessing felt (to this author) more of the save bonus and less of the combat bonus. The spell *Armor of Faith* was added to split this difference.

- **Boons**: Divine Magic included boons for five of the eight attributes (i.e., Strength, Dexterity, Will, Charisma, and Perception). There did not seem to be any logical reason why Speed, Constitution, and Intelligence would not be included. Those spells were added.

Equipment

Item Weights

Some of the weights of items in this section have been corrected (e.g., in the original text, the full weight of the water-skins were half the weight of the water they held—which is an interesting trick, but probably requires some magic to accomplish).

Transportation

In the original text, the information dealing with the cargo capacities of various modes of transportation and the costs of those modes was separated. This resulted in two things that could be frustrating:

- Modes of transportation were listed for purchase which had no cargo capacity listed.

- Ox and Mule carts were listed, but had no capacity available. Two forms of wagons (i.e., light, heavy) were listed, only one generic wagon capacity was given.

- Modes of transportation were listed with cargo capacities which had no purchase price listed.

- Large and small merchant ships were listed with cargo capacities but no listing for price.

The listings have been carefully completed, missing data supplied, etc.

Animals

Like land and water transport, several animals were listed in the original text that had either costs or encumbrance limits but not the other. As a result, complete data, filling in the missing pieces, has been provided.

Advanced Practices

Venoms

While working on a new system for animals, beasts, etc., I managed to develop a simple system for recording the initial effects of any venom. The alchemical venoms are set to use this system, which keeps the book consistent with the new Bestiary.

Runes

Arcanum originally include only 12 runes; these runes are given rather specific, narrow, and overused properties. The effects listed are drastically at odds with the description of runes as "highly powerful magical items" that are restricted even beyond the standard limit of seven magic items.

Presented here is the original system. The one included in the core rules is greatly expanded and, if I do say so, far more interesting. The definitions used in that system are based on the definitions presented in The Book of Runes by *Ralph H. Blum*. These rules are purposefully open ended, and allow for multiple interpretations of each rune (allowing for an infinite variety of potential magical items). For more ideas on where to take runic magic in your game, this book is highly recommended.

Runes are writings of magical power which must be engraved or etched into an object or device in order to be effective. The articles most commonly engraved with runes are bracers, swords, shields, axes, daggers, wands, and staves.

Equipment: no special materials are required, though a sharp instrument is necessary in order to engrave or etch the rune into the surface of the article that is to be enchanted.
Base Materials: n/a
Time to Complete: 1 hour
Chance of Success: 95%
Purchase Cost: 3× material cost, +1,000+ gp per rune †

The use of rune magic is subject to the following restrictions:

- With the exception of Witches, Druids, and Shamans, no individual or creature may possess more than three runic devices at a time. Runes are powerful magic, and only those who are skilled in their use may control more than three at once. Runic devices of any sort are considered magic items and count towards the limit of 7 magic items an individual may carry on his or her person.

- Rune Staves and Rune Wands are the only devices which may be engraved with more than one rune. Only Druids and Shamans possess the ability to use such devices.

† Runic items costs will vary depending upon the rune used, the item the rune is engraved upon, and so on.

	Cold Grants a +1 bonus on saves vs. cold.
	Courage Grants a +1 bonus on saves vs. magical fear and influence.
	Death Grants the ability to force an individual or creature within 20 feet to save vs. WIL or fall unconscious; death results in seven days. 1× per day.
	Deity Grants +1 saves vs. special attack forms of the undead.
	Fire Grants a +1 bonus on saves vs. fire.
	Good Grants the ability to divine the presence of Black Magic within 10 feet at will.
	Light Item radiates 40 feet diameter circle of light on command.
	Possession Used on shackles or fetters. Individuals or creatures bound with the object must obey the commands of the rune's creator (treat as a curse).
	Protection Used on armor, shields, etc. Grants a +1 bonus on defense rolls vs. physical attacks.
	Travel Grants the ability to always know which direction true North lies; prevents the user from getting lost in unfamiliar terrain.
	War Used on weapons. Grants a +1 bonus on attack and damage rolls.
	Yew Used on staves and wands. Turns any staff or wand into a Rune Staff or Rune Wand. Such items may be enchanted with up to three additional runes. This takes 1 day (24 hours); no individual may possess more than 1 such item.

Note: Although the runes listed in this book are primarily of Germanic origin, many primitive cultures employ rune-like markings. Shamans should be allowed to use

Objects of Spell Storing

Some minor tweaks to the rules of scrolls, minor magic items, rods, staves, and wands were made in order to ensure that these items were following the same rules and were distinct from one another.

Greater Magic Items

Medallions of Black Magic were added to create some additional flavor within the section.

Wall of Heroes

Paladin

- Privateer's Cove Restaurant

Wizards

- Bill Pitcher
- Roger Harvell Jr
- David Futterrer
- Margaux Duff
- Richard Libera
- Kenneth W. Sayles III

Necromancers

- Daniel Hippensteel
- James Harrison
- Adam Burton
- Douglas Mawhinney
- Dyson Logos
- Morgan Hazel
- Will "The Skinny DM" Arnold
- Jonathan Osif
- Tori of Guardia
- Robert A. Maxwell
- Terry Adams
- Shaun Vellucci
- John Griffis
- Heather Walz
- steelwraith
- Kevin Cassidy
- Cameron "LSephiroth" Hamad
- Scott Westberg
- Lee Joseph Fulton
- Adaen of Bridgewater

Bounty Hunters

- Douglas Bramlett
- Jim Glass
- Tom and Amanda Bowersox
- David Crooks
- Jeff Black
- Lars Moonskul
- Mark Taylor
- Pookie
- Rob Schneider
- Ian McFarlin

Assassins

- CS Barnhart
- Jason Kranch
- Two-Tails
- Ken Mortis
- James Van Horn
- Sivad Nahtanoj
- Mendel Schmiedekamp
- Rich Spainhour
- Michael Pace
- Craig Denham
- Kevin Searle
- Good Knight Games, LLC
- Walter F. Croft
- Scott Kehl
- Hadley Shurmer
- Jose Fernandez
- Jason “Hierax” Verbitsky
- Tom Jones
- Carrie Kelso
- Friedrich Roehrer-Ertl
- J. Kevin Raines
- Scott McClenaghan
- DeVon Maresh
- Jeff Dixon
- Dr. Donald A. Turner
- Eric Singleton
- Myridian
- Jean-Marc Daveau
- Thom Talamini
- Mike Conway
- M Stehling
- Gary McBride
- ch\/\/olfgang
- John "johnkzin" Rudd
- Don Pierce
- Willie Williams
- Patrick Healey
- Ols Jonas Petter Olsson
- Keith E. Hartman
- Timothy Hidalgo
- John Beck
- Christopher Robichaud
- Frank of the Roberts Guild
- Lakshman Godbole
- James A. Valez

Sorcerers

- Clyde Lee Graham
- Craig Huber
- Tony A. Rowe
- Doug Grimes
- Chris E. Eliasen
- Matthew Sebourn
- Chris Skidmore
- John W. Luther
- Craig Griffis
- N/A
- Bruce Gray
- Betsy J
- Bob Wintermute
- Sorcerer
- Jack Gulick
- Ben “Blackwind” Malloy
- Paul DeVolpi
- Adrian Montoya
- Dirk Cjelli
- Ron Schmidt
- Michael Feldhusen
- Matthias Mertens
- Adam F Skipper
- Runebeard
- Eric W. Murray
- Steve Lord
- Anon
- Larry Owens
- Stephen “GM” Peters
- Brian Habenicht
- Chad R. Morin

Special Thanks

- **Stephan Michael Sechi** – for letting me play in his sandbox.
- **Jerry D. Grayson** – for having the best outlook when it comes to how this material is divided between us.
- **Guy McLimore** – for allowing me to use his wonderful explanation for just what this whole role-playing thing is.
- **Cory Gelnet** – for being a wonderful artist and becoming an even better friend.
- **Michael Gunderson** – for his time and energies in editing this material.
- **Richard Bowman** – for always believing that this would one day become a reality.
- Everyone on these last two pages…

Gladiators

- Rich Bowman
- Brady Webb
- Andreas Löckher
- Jerry D. Grayson
- Bree Vance
- Kremlin KOA
- Nerelax
- Brant Clabaugh
- WP
- Phillip McGregor
- Liam and Aurora Bussell
- Anonymous
- Glenn Fleetwood
- Ron "Khaalis" Owen
- David West
- Lester Ward
- Robert “Ayslyn” Van Natter
- Sparky1479
- Samuel B. Osborne
- Thierry De Gagné
- Jonas Schiött
- Robert Fisher
- Christian Caron
- John C
- Patrice Mermoud
- Andrew Foxx
- Michael Hudak
- Dom Hero Ellis
- Mike Montgomery
- Frugal GM
- Michael De Rosa
- Gregory A. Lusak
- Jeremy Handler
- Shannon R. Lewis
- Carey Williams
- David B Semmes
- Ian A Richmond
- Warren McGaw
- Ron the “Dragon” Smay
- Robert Shaughnessy

Astrologers

- Ryan Lynn
- Dana Bowen
- Martin Greening
- Gearsoul Dragon